

Suspects & Sorcery



a Grey Cells
supplement
By Bogdan Constantinescu

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Grey Cells

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Dedicated to Virgil Constantinescu. who held many secrets we'll never know.



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WHAT'S NEW

Suspects & Sorcery opens up the world of fantasy mysteries, providing worlds with magic, monsters and all-new messes for investigators to deduce their way out of. Whether borne of fairy tales or urban myth, these are cases where the impossible is all too real.

MAGIC

In a world where anything can happen, investigators can train themselves in the arcane Artes, employing versatile new abilities that can help them to make their way in this strange new world.

CURSES & HAUNTINGS

Not all cases will revolve around crimes. This supplement introduces rules and guidance for including terrible curses to be broken and malevolent spirits to be appeased - or exorcised. Such afflictions are deeply intertwined with their victims and the past, and only the most capable investigators will be capable of unraveling them.

EPIC FOES

These lands are host to strange and deadly creatures, terrible monsters and opponents no ordinary mortal has a hope of defeating.

BACKGROUNDS

Choose from four new Backgrounds that explore different facets of a fantasy world, only some of which are - or were - human.

FANTASY RACES

Why bother with being human at all? Play as an elf, dwarf, gnome and more and let your peoples' culture expand your horizons and broaden your talents.





SPECTRAL INVESTIGATORS

Are you a ghost trying to solve your own murder? An ephemereal spirit of justice? A trickster god that likes to see villains get their comeuppance? Now you can be, with a new set of rules, opportunities and challenges that come with being an investigator without a body.

EXPLOITS & MOMENTUM POWERS

How are you meant to solve a case where the victim was struck by lightning, the prime suspect can fly, and your only witness is a toadstool? With new tricks of your own!

CONTACTS

Investigators now have access to Contacts with the Magical Tag - these are people or beings with magical knowledge or natures, such as wizards, faeries and ghosts.

SCARS

Investigators that fall to Epic Foes may gain Scars - telling reminders of their encounter that bestow unique powers and lessons learned.

MYSTICAL MYSTERIES

Whether it's a sprinkle of fairy dust or a dragon on every corner, this supplement provides tools to add magic and wonder to your Grey Cells cases.

GENRES

There are many different types of fantasy, some of which introduce myriads of strange creatures and powers, some of which are just a twist on the everyday world - and everything in between. Where your game falls is up to you and the other players.

Look at the options below. Play them straight or mix and match aspects, or add your own - create a world that you will be excited to play in!

LOW FANTASY

THE INVESTIGATORS ARE...

Mistrusted

People fear what they do not understand. Knowledge, reason and even competence are viewed with suspicion.

Grizzled

Those in this line of work see more than their share of hardship and death.

Cautious

Terrible things lurk in the darkness. Each step is measured, lest it lead to ruin.

THE WORLD IS...

Cursed

When magic does appear, it is rarely benevolent. The earth itself may spew curses upon those that dare trespass upon it.

Monstrous

People are menaced by spectres, gryphons, vampires, and other beasts that are not always balked by city walls.

Superstitious

Beset by all manner of threats, folk turn to practices and beliefs of dubious efficacy.

THE WORLD IS NOT...

Educated

People seek solace in fear. Common wisdom suggests that the less you know, the safer you are. Common wisdom is wrong.



Comfortable

Many live lives of squalor and strife. The shining jewels of civilization always hide a seamy underbelly, and the rich and privileged build their fortunes on the backs of the downtrodden.

CRIMES ARE...

Retributive

Evil begets evil, and often the victims of crimes have done something to deserve it.

Insidious

Curses, plots and monsters take their time, steadily building their strength and tearing apart their targets piece by piece.

MAGIC IS...

Rare

Practitioners are rare and usually ostracized. Most people lead mundane lives, but frequently see magic where none exists.

Dangerous

Since they are often victimised, practitioners learn to use their talents to defend themselves. Magical education is rare, and many who employ it are wild and reckless with their powers.

Coveted

Any shred of power in this world is worth its weight in gold. People make foolish bargains to gain it, and claw desperately to keep it.

HIGH FANTASY

THE INVESTIGATORS ARE...

Heroes

They protect others from threats both within and without. Most people see them as a force for good.

Respected

Wisdom and power are held in high regard, both by rulers and by common folk.


In Demand

With respect comes expectation, and many look to investigators to solve their problems - even petty ones.

THE WORLD IS...

Fantastic

Elves, dwarves, goblins, trolls, wizards and witches all abound.



Prosperous	Many aspects of civilization such as industry, medicine and sanitation are driven or enhanced by magic. The standard of living for common people is fairly high.
Cosmopolitan	Different races coexist in cities, though not always in harmony.

THE WORLD IS NOT...

Harmless	Although most folk live peaceful lives, danger still exists. Wars are fought between kingdoms, magic goes awry, and monsters still roam the frontier.
Utopian	There are still haves and have-nots. People still fall through the cracks. Not everyone lives a charmed life.

CRIMES ARE...

Mystical	When granted magical powers, some will turn them to dark purpose.
Selfish	Villains are often driven by greed, for power or for wealth.
Political	Espionage, conspiracies and foreign interests are frequent sources of trouble.

MAGIC IS...

Everywhere	Most aspects of life are touched by magic, and many mundane tasks are solved with magical solutions. Even common folk can learn and practice Artes.
An Arteform	Just because it's common doesn't mean it's not wondrous, and to some people power means nothing if not backed by style. Many practitioners craft a signature aesthetic to their spells to set them apart.

URBAN FANTASY

This genre and its subgenres are based in the modern day (or close to it). When considering an Urban Fantasy setting, take one of the genres from the Grey Cells core rulebook and add these principles to the ones listed there.

Hard-Boiled and Great Detective tend to make good foundations for an Urban Fantasy game, though any genre can be given a fantasy twist.



MODERN MAGIC

THE WORLD IS...

Adapted

Wizards appear in the classifieds, children play with faeries and there are television ads for magical beauty treatments.

Unimpressed

Magic loses a lot of its wonder when you see it every day. People see it as a utility or a commodity, and something to get annoyed at when it doesn't work properly.

MAGIC IS...

A Science

Corporations, labs and universities work daily to unveil the secrets of magic, its origins and its mechanisms.

Exploited

Like any resource, magic is put to use in any situation where the alternative would be more expensive. Practitioners work in cubicles and factories from 9 to 5.

THE SECRET WORLD

THE INVESTIGATORS ARE...

Savvy

They know there's more to this world than meets the eye, another world of magic and monsters just around the corner. They might suspect it exists, or be from there themselves.

THE WORLD IS...

Blind

Strange occurrences are covered up. Monster sightings are debunked and discredited. A veil has been placed over the public eye, and most are content never to peer through it.

Storied

Unexplained events may be covered up but their stories slink into urban myth, which has become a simmering stew of truth and misinformation.

MAGIC IS...

Hidden

Practitioners and unusual creatures conceal themselves from ordinary humans. If they must appear in public, they may have some means by which to obfuscate their stranger features.

Feared

The usual reaction to someone witnessing real magic is disbelief, followed by panic. Rarely do mortals take time to understand the magical world, so its denizens prefer to live in isolation.



MAGIC

Magic can take many different forms, from simple parlour tricks to raising mountains. Magic is divided into Artes - quick spells that can be performed by an individual - and Rituals - potent invocations that require great power.

Artes are the most common form of magic. Rituals can be more powerful, they often require resources that can be difficult to find and prepare. However, Artes are versatile and a clever investigator can move mountains with them.

THE MAGIC ATTRIBUTE

Investigators gain a new Secondary Attribute - **Magic (MAG)**. This represents their reserves of power and is spent to cast spells. Investigators begin with **0 MAG** by default unless their Background or Descriptor increases this value.

An investigator with at least **1 MAG** can use the **Twist of Fate** (page 30) and **Read Aura** (page 27) Special Actions, but must be trained in Artes before they can cast spells.

ARTES

There are five Artes that govern different aspects of magic. Artes are conceptual in nature: the means by which the effects are achieved, what it looks like and the elements involved are entirely up to you.

An investigator can know a maximum of two different Artes.

Arte of Blood	Grants powers of combat, destruction and healing.
Arte of Candles	Grants powers of sight, illumination and comfort.
Arte of Chains	Grants powers of control, binding and creation.
Arte of Feathers	Grants powers of travel and transformation.
Arte of Whispers	Grants powers of communication and illusion.

How Do I Throw Fireballs?

When creating a magical effect, consider which Arte it would fall under. A ball of fire would fall under the Arte of Blood, since the intent is to destroy.

Similarly, you could conjure lightning bolts or spears of force; these are stylistic choices, they all fall under the same Arte.

CASTING SPELLS

When using magic, select which Arte you are using and declare your intent for the spell. Spend **1 MAG** and make a **General Action** using your Casting Attribute (usually **EDU**); The DIF of the check depends on the scale and complexity of the effect you are trying to create. Following are examples of uses for each Arte. If the effect you are trying to create is not listed, use the scale as a guideline and discuss with your GM what the DIF should be.

If you are using an Arte for an effect that it logically should be able to do, but that another Arte fits better, increase the DIF of the task by 1. For instance the Arte of Chains might be used to pull a door off its hinges, but the intent is to destroy the door which falls under the Arte of Blood. Using the Arte of Blood to destroy the door would be DIF 4, so achieving a similar effect with the Arte of Chains would be DIF 5.

THE ARTE OF BLOOD

The Arte of destruction and healing. Its practitioners are feared and prized for their prowess in battle, and their ability to mend injuries and cure disease. Healers schooled in the Arte of Blood are rarely trifled with, as even the most gentle doctor can unleash a terrible wrath.

Investigators with the Arte of Blood are able to use magic in combat. When making a **Brawl** check or choosing to Assault in a **Confrontation**, they may spend **1 MAG** to roll **EDU** instead of **MUS**.

DESTRUCTION

When trying to destroy something, use this list of example DIFs as a guide.

2 Scorch a sheet of paper

3 Crush a chair

4 Dismantle a door

5 Wreck a wall

6 Collapse a cottage

7 Blast a barn

HEALING

When healing a living being or a spirit, use this list of example DIFs as a guide.

2 Heal minor scrapes

3 Cure a persistent cough

4 Clear 1 Injury

5 Neutralize snake venom

6 Clear 2 Injuries

7 Pull someone from the brink of death

THE ARTE OF CANDLES

The Arte of sight, illumination and comfort. Initiates of the Candle are the greatly valued in daily life, as their magic allows them to relieve suffering, ease discomfort and spread euphoria. They also make capable explorers and scouts, able to see the unseen and bring light to darkness.

This gentle Arte does have a darker side. Some of its practitioners gain reputations as “sickwicks”, finding those with addictive personalities or chronic illnesses and exploiting them for everything they have.

Investigators with the Arte of Candles can see through illusions such as those created with the Arte of Whispers, usually through an **Opposed Action** against whoever is responsible for the illusion. They can also see the true forms of things transformed by the Arte of Feathers.

SIGHT

When improving their - or someone else's - vision, use these examples to determine DIF.

- 2 See in darkness
- 3 Peer through fog
- 4 Gain telescopic vision
- 5 Grant OBS +1. This can raise someone's OBS above 4
- 6 See through someone else's eyes
- 7 See through walls

*Any Arte effect that lasts for a longer time, such as creating a source of light or improving someone's vision, lasts until the end of the current scene. You may extend the duration for another scene by spending an additional **1 MAG**; this may be done when the spell would expire.*

ILLUMINATION

When creating light, use these examples to determine DIF.

- 2 A subtle glow
- 3 A flickering lantern
- 4 A blazing torch
- 5 A dazzling radiance
- 6 A blinding brilliance
- 7 The power of the sun

COMFORT

When providing relief, use these examples to determine DIF.

2 Soothe a screaming baby

3 Ease a tight corset

4 Clear 1 Fatigue

5 Reduce someone's Resistance by 1

6 Clear 2 Fatigue

7 Quiet a riot

THE ARTE OF CHAINS

The Arte of control, binding and creation. Followers of the Chain are seen as crafty and versatile, able to move objects, control people's bodies like marionettes, and even bind the elements themselves together to create objects from nothing. They are highly sought after as exorcists, since their power can bind rogue spirits and bring them to heel.

Investigators with the Arte of Chains can restrain creatures and spirits by making an **Opposed Action** with their **EDU** against the target's **MUS** or **AGI** (whichever is higher). Restrained creatures are bound until the end of the scene, though like other spells with a duration it may be extended by spending more MAG.

CONTROL

When controlling objects, use these examples to determine DIF.

2 Guide a plant's growth

3 Animate a doll

4 Catch a falling person

5 Fling a boulder

6 Hold a collapsing building together

7 Halt a tsunami

CREATION

When creating something from nothing, use these examples to determine DIF.

- 2 Create a crude bauble
- 3 Craft a small object
- 4 Form a complex object
- 5 Replicate an object perfectly
- 6 Conjure a house
- 7 Call forth a tower

THE ARTE OF FEATHERS

The Arte of travel and transformation. Its practitioners are respected for their ability to ferry people and materials over great distances, but also often mistrusted - how can you trust someone who can change their face?

Masters of Feathers often find employ as spies and warriors, able to disguise themselves, strengthen their bodies or even take the form of terrible beasts to wreak havoc on their foes.

TRAVEL

When moving swiftly or taking flight, use these examples to determine DIF.

- 2 Fall like a feather
- 3 Gallop like a horse
- 4 Float like a butterfly
- 5 Soar like an eagle
- 6 Teleport a short distance
- 7 Teleport across a city

TRANSFORMATION

When changing something or someone's form, use these examples to determine DIF.

2	Change hair colour
3	Transform a small object into a similar object
4	Mimic another person
5	Grant MUS +1 or AGI +1. This can raise someone's MUS or AGI above 4
6	Shapeshift into an animal
7	Shapeshift into a dragon

THE ARTE OF WHISPERS

The Arte of communication and illusion. Often misunderstood and viewed with wariness, disciples of Whispers are an important part of civilization, able to send message across continents quickly and discreetly. Their ability to create phantasms makes them an essential part of any theatre, though it can also be turned to more sinister purpose.

What truly makes people fear disciples of Whispers is that they can tune in to the whispers emanating from the minds of those around them. Some exaggerate this ability to build up their own aura of mystery, but in truth even the most skilled practitioners have difficulty sorting through the noise of a living being's thoughts.

Investigators with the Arte of Whispers can use the **Hear Thoughts** action.

HOW MANY TARGETS?

*Usually a spell affects one person or object. You may extend the effect to another target by spending 1 MAG. **Brawling** with Artes is an exception - that costs 1 MAG regardless of the number of targets.*

HEAR THOUGHTS

DIF: Target's Resistance

Roll OBS, Spend 1 MAG

Open your mind. Heed the Whispers. Find the truth.

- ◀ **FAIL** ▶ The voices overwhelm you; mark 1 Status.
- ◀ **PARTIAL** ▶ Know their true emotional state.
- ◀ **FULL** ▶ Learn one topic they've been thinking about, but no details about it.
- ◀ **CRITICAL** ▶ Gain a clue about the target's involvement.
- ◀ **SPECIAL** ▶ Raise DIF by 1 if there are more people present than the target and the Investigators. You must know the Arte of Whispers to use this action. This action always uses OBS, even if you have a different casting Attribute.


COMMUNICATION

When communicating with another being, use these examples to determine DIF.

- 2 | Pass a silent message to someone you can see
- 3 | Speak and understand an unknown language
- 4 | Consult a Contact across the city
- 5 | Speak with an animal
- 6 | Speak with the dead
- 7 | Listen to a conversation in another city

ILLUSION

When weaving an image or phantasm, use these examples to determine DIF.

- 
- 2 Create ghostly whispers
 - 3 Disguise simple details of an object or person
 - 4 Become invisible
 - 5 Create a realistic, animate image of a person
 - 6 Create several animate images
 - 7 Create an illusory parade

*When placing an illusion upon an existing object, the illusion is bound to the form and move with it. Think of it as painting a surface or adding prosthetics, not superimposing a hologram. One can make an **OBS Opposed Action** to realise something is an illusion, but only the Arte of Candles can see what truly lies beneath.*

ASSISTING WITH ARTES

It is possible to provide Help to someone casting an Arte. To do so you must know the Arte being used and have a score of 2 or higher in your Casting Attribute (not theirs). You do not have to spend MAG to provide aid, though you may contribute MAG to extend the duration or spread the effect of the Arte to multiple targets.

COUNTERING SPELLS

You can disrupt the power of another practitioner's Arte if you see them casting it or see its effect in place. To do so you must spend 1 MAG, know that same Arte and succeed at an Opposed Action against their Casting Attribute.

CASTING IN CONFRONTATIONS

When selecting an Approach in a Confrontation, if you could use an Arte to achieve a similar effect you can use your Casting Attribute instead of whatever Attribute would normally be used for that Approach. Doing so requires you to spend MAG, as normal for casting an Arte.

ALTERNATE CASTING ATTRIBUTES

Most practitioners of magic earn their power through careful study, arcane tomes and hard-won knowledge of how to bend the world to their will. However, this is not the only path available - some characters pledge themselves to a higher power, whereas others were born into their magic through conspicuous ancestry or accident of birth.

At character creation certain Descriptors will permanently change the Attribute your investigator uses to cast spells, as follows:

Devoted: Gain power from prayers and observances. Cast with **OBS**, and gain a Patron.

Empowered: Power rests in your blood. Cast with **MUS**.

Gifted: Your very essence is buoyed by latent magic. Cast with **AGI**.

Investigators with the **Oathbound** Exploit also cast with **OBS**, and gain a Patron.

PATRONS

When practitioners draw their power from another source, that source is known as their Patron. One's relationship to their Patron can be complicated, but it is always subservient - though it might be grudgingly so.

A Patron is any being or group that is more powerful than the character, and is powerful enough to grant some of that power to a petitioner. It might be a god, a demon, a choir of angels, or an alien being. It could even be a group of mortals such as a council of wizards or a coven of witches, who between them have power and motive enough to entrust their magic to others.

Your choice of Patron mostly serves to inform your character's history and current place in the world. Patrons do not deign to meddle in your cases, and will not provide assistance beyond the power they bestow. However, you may establish a Contact that acts as a representative of your Patron, though their assistance will be on the same level as any other Contact.

LOSING PATRONS

If a Patron withdraws their aid, they take with them their boon. This might be due to them refusing to help any longer, being weakened or destroyed and unable to assist, or even the practitioner renouncing their Patron. If this happens, the practitioner can no longer cast Artes using **OBS**, and must cast

with EDU instead. Otherwise their ability to use magic is unaffected - they still know how to work with magic, but must look within for the power.

A practitioner that has lost their Patron can restore their connection to their old Patron, or find a new one. If they do so they can cast Artes with OBS once more.

MODERN TITLES FOR PRACTITIONERS

Throughout history, practitioners of magic have been known by many titles - wizard, witch, warlock, and more. However, modern society's lack of patience and love of labels has resulted in the invention of more convenient and less respectful terms for practitioners of the Artes. Here are some examples:

Blood

Reds

Feathers

Plumes

Candles

Flickers

Whispers

Buzzes

Chains

Links

PRACTITIONERS OF TWO ARTES

Blood & Candles

Stop Signs

Candles & Feathers

Bats

Blood & Chains

Clots

Candles & Whispers

Nothings

Blood & Feathers

Vultures

Chains & Feathers

Canaries

Blood & Whispers

Snubs

Chains & Whispers

Contracts

Candles & Chains

Santas

Feathers & Whispers

Parrots

Harry has learned the Arte of Blood and the Arte of Whispers. He finds himself in front of a sealed building, beyond which he believes a suspect is conducting a secret meeting.

Using the Arte of Blood Harry could blast the wall down and interrupt the meeting. Consulting the examples for Destruction, the GM would set the DIF to 5.

*However, Harry is more interested in hearing what is being said in the meeting. The group agrees that this that this would be possible with the Arte of Whispers. Consulting the Communication examples, the GM thinks this would be easier than talking to a Contact across the city, so they set the DIF to 3. Harry has **EDU 3**, so he spends 1 MAG and makes the roll.*

DIF 3



Harry earns a Partial Success. He bends his ear to the Whispers coming from the room, but picks up other noises from within the building that mask the conversation. He is able to tell what topic is being discussed, but not the specifics of what is being said.

RITUALS

Artes can be powerful and versatile, but they have limits: they are ephemereal, short-lived, and many things lie beyond their reach. Sometimes a practitioner's need, or hunger for power goes beyond what an Arte can provide. Rituals can satisfy almost any desire, if the practitioner can pay the price.

Rituals require time, effort, a focus and a source of power. The precise requirements depend upon the scope of the Ritual.

The power for a Ritual comes from either a Place of Power, or (since these places are rare and jealously guarded) a sacrifice.

The focus is something, usually an item, that helps to channel the magic towards the intended target

RITUAL TIERS

Rituals can achieve practically any task imaginable, with sufficient resources. They are divided into three tiers, each requiring more power and more effort to prepare.

Minor Rituals

Clairvoyance
A small blessing of protection or good fortune
Conjuring a group of toads or vermin
Translate a foreign text

Major Rituals

Fortifying an platoon
Controlling the weather
Corrupting or cleansing a Place of Power
Blessing a harvest

Grand Rituals

Dropping a meteor from the sky
A rain of burning blood
Spreading or curing a plague
Raising the dead

CONDUCTING RITUALS

Investigators who find themselves in the position to conduct Rituals may attempt to do so through the **Conduct Ritual** action. The challenge of a Ritual lies not in the roll itself but in the preparation it requires. Any character conducting a Ritual must select a target and an effect, which determines the tier of the Ritual, and what power and Focus must be provided.

Compare your desired effect to the Ritual tiers to see what will be required. Focuses and power sources are divided into tiers like Rituals; if you are conducting a Major Ritual, it will require a Major (or Grand) power source and focus.

POWER SOURCES

All Rituals must have a significant source of power beyond the ritualist's personal magic reserves. The amount of power required depends on the tier of the Ritual.

Minor Power

A significant material sacrifice (**2 CASH**)
Any blood sacrifice (including animal sacrifice)
A Minor Place of Power or Magical Reserve

Major Power

A significant blood sacrifice

A Major Place of Power or Magical Reserve

Grand Power

Many significant blood sacrifices

A Grand Place of Power or Magical Reserve

PLACES OF POWER

There are places in the world where magical energy gathers and may be harnessed. These could be intersections of ley lines, blessed mountains, cursed groves, active volcanoes or more. Nobody truly understands why places of power come to be; some believe it is due to natural convergence, divine mandate, sites of historic events, or the result of pure chaos.

Regardless of the reason, all places of power have one thing in common: they are highly sought after. Kingdoms are founded upon such sites, and pilgrims wander for years to visit them. Beyond the bounds of civilization ferocious monsters are drawn to them and empowered by them, spelling doom for any poor fool that should stumble upon them.

All places of power vary in potency. Most of them are modest, while some form mighty geysers. All are finite, however, and require time to replenish. They typically require weeks or even years to regain energy after a Ritual.

Investigators rarely have access to places of power - their use is carefully controlled, and the situation must be very dire before those with power agree to share it with humble investigators.

Places of Power are also tiered into Minor, Major or Grand power sources and can be used to power an equivalent tier of Ritual. Most Major and Grand Places of Power have long since been claimed, though occasionally an unknown Minor Place of Power may be found in the wilderness or in unexpected places.

SACRIFICES

For those without access to a Place of Power, an alternative exists: Sacrifice. The potency of a sacrifice depends on the significance of the sacrifice to the world, and the significance to the person making it. The greater the price you pay, the greater the reward.

Traditionally sacrifices take the form of food and wealth in various forms. This kind of material sacrifice is enough to power a Minor Ritual, and equates roughly to **2 CASH**.

Desperate folk may resort to more drastic sacrifices. Some have even been known to surrender their immortal souls to power their Ritual - whether or not such a thing truly exists, or what form it takes is still speculated upon, but ritualists agree that some kind of transaction takes place.

BLOOD SACRIFICE

One common way to power a ritual is through the ritualized murder of a living being, whether that be a rat, a lamb, or a person. This manner of content can be uncomfortable, so consult with the other players before including this in your game.

Blood sacrifices are usually employed by villains. Blood sacrifice might be acceptable in some cultures, but investigators are usually resourceful enough that they can find other solutions to their problems.

There are several factors that separate a significant blood sacrifice from a mundane murder.

Meaningful

The sacrifice must mean something to the ritualist. While every life has value, a being the ritualist doesn't care about or is insignificant will yield far less power.

Ritualized

The death must occur under specific circumstances, and often in a specific place. The body may be cleansed, starved, marked or otherwise prepared before death, and the killing might take place upon an altar or within a ritual circle. Stabbing someone in the street is no way to power a ritual.

Slow

Preparations must be made and the proper rites must be observed, even after the victim is obtained. A proper sacrifice takes time, and can be expressed by the Villainous Agenda track.

MAGICAL RESERVES

Some objects may contain enough magical power to fuel a Ritual. These might be enchanted items, gems or vessels infused with power, natural crystallisations of magic, or the remains of a powerful being such as the bones of a saint. Such items are rare (though not as rare as Places of Power) and are destroyed when used to power a Ritual.

Magical Reserves are tiered like Rituals. They can also be created through an equivalent Ritual (i.e. a Major Ritual could create a Major Magical Reserve).

FOCUSES

Rituals have a specific target; usually a person, place or object. The Focus of a Ritual must be somehow related to the target, providing a connection for the power of the Ritual to be channelled through.

Minor Focuses	The target's hair An old possession
Major Focuses	The target's blood A cherished or significant possession The target's True Name
Grand Focuses	The target themselves The target's progeny

If the target of a ritual is a place or an object, a focus could be something from that place, or an item used in the creation of that object. For example, a focus for a sword might be the hammer used to forge it; a focus for a place might be a brick from a house that stood upon it.

CONDUCT RITUAL

DIF: Minor 4, Major 5, Grand 6

Roll Casting, Spend 1 MAG

The preparations have been made. All that remains is to speak the words.

- < FAIL >

The power goes wild causing unintended effect, and the preparations are ruined.
- < PARTIAL >

The magic takes hold, but not quite how you hoped.
- < FULL >

Your wish is granted.
- < CRITICAL >

The magic sings between your fingers, granting an additional effect or not consuming the entire power source.
- < SPECIAL >

After this roll you may spend MAG to gain Shift +1 for each MAG spent. Takes a long time.

BY OUR POWERS COMBINED

*It is possible for a group of practitioners to band together to power a Ritual by combining their personal reserves of magic. This presents its own problems: getting many practitioners to all contribute to the same cause can be difficult, but more importantly **any practitioner that contributes to such a Ritual is drained of all their MAG for a week following the ritual.** This MAG cannot be restored in any way, and this period of impotence makes many practitioners hesitant to agree to such an endeavour.*

As a rule of thumb, a Minor power source equates to 12 MAG contributed all at once, Major is 30 MAG, and Grand is 60 MAG.

CURSES

Magic can be turned to malevolent purpose, affecting individuals or places in subtle and terrible ways. Sometimes this is due to attracting the wrath of a vengeful practitioner, though other circumstances may be responsible. Victims of curses are rarely innocent - often they have done something to draw the curse upon themselves.

Curses are insidious and can be difficult to detect. Often the effects of a curse are dismissed as ill fortune, or they could manifest as a wasting illness. Similarly, the superstitious are quick to blame curses for ordinary ill fortune and illness. Discovering the root of a curse often requires investigation.

HEXES

Some practitioners can perform Rituals to lay specific Curses upon people. Hexes are rigorously prepared and carry deliberate intent, generally to serve as retribution for an injury or slight. Hexes are tiered like Rituals, and power and a focus must be provided in the same way.

A Minor Hex is an inconvenience, something that makes life more difficult. A Major Hex is deadly, being potentially lethal to the target and others around them. A Grand Hex can affect many targets or a large area, and has devastating effect.

DEATH CURSES

Rarely, when a person dies they can unleash all of their hatred and malice upon



a single target, generally the person they feel is responsible for their death. There is no ritual or spellcasting involved, and people without a shred of magical ability have been known to lay death curses upon others - sometimes the massive surge of emotion at the end of one's life is enough to manifest in powerful and unpredictable ways.

Whether by intent or by some divine comedy, death curses are often tied thematically in some way to the manner of the death and its surrounding circumstances.

In terms of power, Death Curses are usually equivalent to a Major Hex, especially if the circumstances of the death tap into another source of power (like the murder occurring in a Place of Power).

People who lay death curses never linger as spirits. Victims of crimes that do return as spirits may cause a Haunting instead.

HAUNTINGS

Restless spirits may choose to menace the living, either because they are responsible for its demise, they have trespassed upon its domain, wronged it in some way, or perhaps the spirit itself is particularly malevolent or mischievous.

Hauntings are not truly Curses and cannot be detected by Read Aura; however the means by which they are resolved are similar to a Curse, usually by appeasing the spirit responsible.

REMOVING CURSES

What makes curses particularly dangerous is that they are woven into the essence of their victim. The curse becomes part of them and is impossible to forcibly remove, even through powerful magic. Attempts to do so usually result in damage to the subject - either physical, mental, or spiritual harm as a part of them is torn away alongside the curse.

Curses are akin to a mesh of magic strands woven through the victim, sometimes carefully, sometimes roughly. To remove a curse one must find a loose thread to pull upon to unravel the magic - every curse has some condition by which it can be removed, usually tied to the circumstances by which it was laid. These conditions are more difficult to remove than "true love's kiss"; often they are removed by righting a previous wrong that is connected to or responsible for the curse.

This might be done by having someone atone for a misdeed, avenging someone, or ensuring that a villain meets a suitable fate. Alternatively, cunning investigators may be able to *technically* satisfy the requirements of a curse, or invalidate the conditions of its existence.

If a princess was cursed to be trapped in the form of a beast, the condition of the curse's removal might be for a man to spend a full night with her - an impossible task, since the princess would slay any man to attempt such a thing.

However, Geralt posits that the important part of the condition is that a man be in her presence until sunrise, and through this the curse would be broken.

Geralt traps the princess in a catacomb while he hides in a thick stone sarcophagus, beyond the reach of her claws. Upon daybreak, the requirements of the curse have technically been fulfilled and the princess returns to her natural form.

USING RITUALS TO REMOVE CURSES

Sometimes it may be viable to use a Ritual to remove a curse, especially if the Curse was initially created by another Ritual (i.e. a Hex). This requires a Ritual of the same tier as the Curse.

The focus of the Ritual could be the caster of the Curse, the victim, others connected to it, the place it was cast, or an object instrumental in its creation.

The power requirement of the Ritual may be ignored if one is removing a Hex and possesses a deep understanding of it. If the conditions of the initial placement of the Hex are recreated, and all relevant persons and materials are gathered in the original place the Hex was laid, the Hex may be reversed without providing any additional power. For non-Hex Curses, the power requirement must be met.

MAGIC AURAS

Whenever an Arte is cast or a Ritual takes place, it leaves behind a Magic Aura that can be detected by those sensitive to magic. In order to use the **Read Aura** action, an investigator must have a maximum **MAG** of 1 or higher.

Practitioners themselves often have a strange air about them that can put people on edge. Even those without **MAG** can sense if someone has magical potential with the **Identify Practitioner** action.

The DIF to detect a magic aura created by an Arte is the inverse of the DIF to cast it. Rituals and Curses have their own DIF to detect, as follows.

- 2 A DIF 6 Arte spell
- 3 A DIF 5 Arte spell, or a Grand Ritual
- 4 A DIF 4 Arte spell, or a Major Ritual
- 5 A DIF 3 Arte spell, or a Minor Ritual
- 6 A DIF 2 Arte spell, or any Curse (even one created by a Ritual)
- 7 The traces left by a practitioner or magical creature's presence

READ AURA

DIF: Determined by Aura strength

Roll EDU

Detect and analyze nearby magic auras.

- ◀ **FAIL** ▶ Detect the presence of magic auras.
- ◀ **PARTIAL** ▶ Detect the number of and locations of magic auras.
- ◀ **FULL** ▶ Identify the Artes of magic auras.
- ◀ **CRITICAL** ▶ Identify the details and effects of magic auras.
- ◀ **SPECIAL** ▶ You must have a maximum MAG of at least 1 to use this action. Increase DIF by 1 if the aura is dissipating. Cannot be repeated.

DISSIPATING AURAS

A Magic Aura maintains its strength for one day after the termination of the effect that created it. After that first day, the DIF to detect the Aura increases by 1. After a week, the Aura dissipates completely and can no longer be detected.

OBSCURING MAGIC AURAS

A practitioner of the Arte of Whispers may attempt to spend 1 MAG to conceal a Magic Aura that they are aware of. If they do so, detecting the aura requires an opposed check against their Casting Attribute.

IDENTIFY PRACTITIONER

Spend 1 INS

EFFECT

Know if a specific nearby person or creature has a maximum MAG greater than 0.

MAGIC ITEMS

Some items have persistent magical qualities, either as the result of a Ritual or through some other phenomenon. These items can grant their wielders great power, and even access to specific magic abilities that would otherwise be beyond their reach.

MAGIC ITEM POWERS

Minor Magic Items can produce a Minor Ritual effect, a DIF 3 or lower Arte effect, or grant a Tier I Exploit

Major Magic Items can produce a Major Ritual effect, a DIF 5 or lower Arte effect, or a Momentum Power.

Grand Magic Items can produce a Grand Ritual effect, or a DIF 7 or lower Arte effect.

MAGIC ITEM LIMITS

Very few Magic Items can create a persistent or unlimited effect. Most of them are limited in how much they may be used, usually in one of the following ways.

Recharging Items may be used once per session.

Siphoning Items draw upon the user's own power, requiring them to spend 1 MAG to power it.

Lingering Items bestow a persistent passive benefit (like an Exploit), but for a limited time. Once activated, they usually last for the rest of the case.

Crude Items may only be used once, after which they lose their power. Such items can be produced more cheaply, requiring a simpler focus if a suitable one cannot be found. These cheap focuses are usually destroyed by the ritual, barely able to channel the power required.

Unlimited Items can be used at will. They always count as a tier higher than an equivalent limited item. For example, an Unlimited Magic Item with a Minor effect would be a Major Magic Item. Note that Magic Items that grant

Momentum Powers cannot be unlimited.

CREATING MAGIC ITEMS

Rituals can be used to create new magic items - the more powerful the Ritual, the more powerful the item. Items can be as versatile as Rituals, though once crafted their powers are locked. They are tiered like Rituals, and require an equal or greater Ritual to create. These require power and a focus like any other Ritual, though in this case the focus is something conceptually related to the powers gained by the item. For instance, a lens that reveals magic might require fairy dust as a focus. More powerful Rituals will require more exotic or expensive focuses. Discuss with your GM what an appropriate focus would be when crafting an item.

BINDING MAGIC ITEMS

Whenever an investigator gains a Magic Item, they must bind it to themselves to it to use it effectively. This can be done as part of the **Recover** action - once bound to them, the investigator can use it normally.

They write the name of the item in one of their Scars & Enhancements slots (page ??) and note on their character sheet what it does. If that slot is replaced, they may trade the Magic Item to another investigator who may bind it to themselves.

Anyone who wishes to use a Magic Item without binding to it may still draw forth its power by spending **1 MAG**.

Crude items do not need to be bound and can be used freely.

Marius is a practitioner of the Artes of Chains and Whispers. He decides that he wants to be able to fly - something beyond his current magical abilities.

“Soar like an eagle” is a DIF 5 Arte of Feathers effect, and would take a Major Magic Item to create. After a case, his client grants him the use of a Major power source, and he finds an eagle feather to serve as a Focus. He decides that he’ll only need to fly once per session so he chooses to make it a Recharging Item. He has everything he needs, so he uses the Conduct Ritual action and gets a full success.

The item is complete, and he adds it to his Scars & Enhancements.

HEXPROOF WARDS

It is possible to create and purchase wards that can block Minor Hexes. Individuals who are are fear Hexes or are frequently targeted by them may invest in such wards to stop their lives being plagued by nuisances. Genuine wards require a Minor Ritual to create and may take the form of charms, accessories, tattoos or other items one can carry on their person.

A practitioner who attempts to cast a Minor Hex against someone with a hexproof ward must also make an Opposed Casting Attribute check against the person who made the ward; failure means the Hex has no effect.

Hexproof wards are only effective against Minor Hexes. More powerful Hexes are beyond the means of simple charms to protect against. Individuals who wish to protect themselves against powerful Hexes must make deals with supernatural entities who can secure their safety.

*Investigators may create their own wards through Rituals or purchase them for **3 CASH** if available. They follow the same rules as Magic Items.*

BASIC MAGIC

While the knowledge of Artes is required to make the most out of one's magical ability, even a completely unschooled practitioner can use the **Twist Fate** action.

TWIST FATE

Spend 1 MAG

EFFECT

After you make a roll, reroll all dice in the check. You may only use this action once per check.



TRUE NAMES

Every being in the world bears a True Name, a name whispered by the world at the moment of its creation. A great deal of superstition surrounds True Names, and many cultures have different interpretations of their meanings and purpose.

Most mortal creatures never learn their True Name. This is considered part of the tragedy of mortality - they wander through life never knowing who they truly are, living at the mercy of fate.

Some believe that a mortal who knows their True Name will be able to seize the reins of their own destiny. The rich and powerful sometimes hire Masters of Whispers to be present at the moment of their children's birth, to hear the world whisper their True Name. This would be a DIF 7 Arte of Whispers check, though charlatans often provide this service as well.

Immortal beings such as angels and devils know their True Names, and guard this knowledge jealously as knowledge of their True Name gives others power over them. However, over the centuries even the closest guarded secret escapes, so many of these True Names are in circulation, though they can be very difficult - and expensive - to find.

Particularly long-lived creatures like dragons and the oldest elves may also know their True Names. However, learning the True Name of a regular mortal requires a Major Ritual. Since nobody holds this knowledge, it must be dragged from the clutches of the world itself - no easy task.

THE POWER OF TRUE NAMES

If an investigator discovers the True Name of another creature, they may invoke it to **automatically gain an additional success when using the Interrogate/Convince action against them**. This is in addition to the extra die from Advantage, which may be gained through other means.

Also, True Names can serve as a focus for a Minor or Major Ritual.

BACKGROUNDS

Fantasy settings allow for new Backgrounds, introducing investigators of unusual natures and with magical ability.

If playing in a modern setting, you may use the core Backgrounds as normal. If your game's setting is in the medieval era or another time in which many of the core Backgrounds would not exist, you may substitute different titles for them, as follows. Mechanically the Backgrounds are identical, only the names have been changed to better fit into a different era. In cases where the core title is still appropriate you may use whichever title you prefer.

Beat Cop

Guard / Soldier

Reporter

Rumormonger / Storyteller

Crook

Rogue / Thief

Scientist

Philosopher / Sage

Detective

Agent / Inquisitor

Socialite

Entertainer / Noble

FANTASY RACES

A staple of fantasy fiction is the inclusion of different humanoid races such as Elves and Dwarves. These races do not change an investigator's starting Attributes, but the race's unique culture allows investigators to mark an additional Exploit Tag at character creation. If your Background would already mark this Exploit Tag, mark one of your choice instead.

Beasts and Heralds don't pick a race - they're something altogether different.

DWARVES

As patient as the stones they mine, dwarves value attention to detail, whether that be when cutting gemstones or spotting good deals.

Dwarven investigators mark the Awareness Exploit Tag upon character creation.

ELVES

The long lifespan of the elves has allowed them to form a culture built on magical mastery. Elves with any magic ability are taught how to make the most of their talents from an early age.

Elven investigators mark the Magic Exploit Tag upon character creation. They may mark a different Exploit Tag if they have a max **MAG** of 0.

GNOMES

Curious to a fault, gnomes value the importance of learning above all else and hungrily devour any knowledge they come upon.

Gnomish investigators mark the Academic Exploit Tag upon character creation.

HALFLINGS

Often overlooked and underfoot, halflings learn to thrive in the cracks of other civilizations.

Halfling investigators mark the Underworld Exploit Tag upon character creation.

HUMANS

One of the most plentiful races, humans construct dense cities and pack themselves into them. The only way to survive in such situations is to learn how to get along with others.

Human investigators mark the Social Exploit Tag upon character creation.

ORCS

Bearing a proud culture of martial and physical prowess, most orcs are trained from birth in the ways of battle.

Orcish investigators mark the Action Exploit Tag upon character creation.

CUSTOM RACES

If you wish to play a race that is not listed here, speak with your group about what Exploit Tag would be appropriate for them. If you wish the listed races to have a different flavour, you may change their Exploit Tag to one that fits their role in your setting.

RAISED BY WOLVES

Since the Exploit Tags provided by your race are dependent on the culture that surrounds them, it is possible that a halfling raised by orcs would gain their cultural sensitivities. If your character was raised among a different race, they gain their Exploit Tag instead.

RESTRICTED EXPLOIT TAGS

While any investigator can unlock the Magic Exploit Tag through Advancement or using a free unlock from their race, the only way to unlock the Beast and Spirit Exploit Tags is to select that Background - these are unique Exploit Tags available to only certain types of Investigators.

However, mad wizards are never satisfied by the limits the world places upon them. Investigators may take the **Terrible Experiment** Exploit to allow them or another investigator to take a single Beast or Spirit Exploit.

BORN INTO POWER

The Beast and Herald's Attribute sets offer one that is in line with a standard investigator, and one that is far more powerful. This offers a chance to begin play with an investigator that surpasses mortals by sheer virtue of their nature.

If your group features a more powerful Beast or Herald and you wish to bring all investigators to the same level of ability, the mortals should begin play with 6 free advances, selected in the normal path of progression. Also, this places them 2 advances away from a Primary Attribute increase.

MORTALS AND MONSTERS

Mortals are defined by three things:

- » **Limited lifespans**
- » **Culture**
- » **Limited power**

Usually this refers to humans and human-adjacent creatures, but you may



include other more exotic creatures in your game. Possessing culture is optional; animals and creatures that are driven by base instincts lack culture but still count as Mortals for anything that affects or refers to Mortals. Anything that is not a Mortal is a Monster.

Some creatures blur the lines of mortality. An individual may transcend their mortality, either by gaining great power beyond the reach of their peers, or by gaining eternal life. Investigators are Mortals unless they have the Beast, Herald or Spirit backgrounds, in which case they are Monsters.

Epic Foes are defined by their power, not their lifespans. Any creature that is sufficiently dangerous to be considered an Epic Foe also counts as a Monster.



THE BEAST

You are the thing that goes bump in the night. You are why people fear going into the woods. Parents tell stories of you to frighten their children. You are a monster: a troll, an ogre, a vampire, a werewolf. Whatever you are, you are dangerous.

That doesn't mean you are malicious. Whatever your reason, you have chosen to coexist with people. Do you have a streak of kindness, or have you been bound to assist these puny mortals? Do you have your own agenda, or are you simply accompanying a good friend?

All this "research" and "thinking" that others insist on seems far too complicated: people are happy to talk after you hit them a couple of times. Besides, you're here for when the going gets tough. There are far worse monsters out there, and if they're coming after your friends they'll have to get through you first.

TOUCHSTONES

Alucard (Hellsing)

Groot (Guardians of the Galaxy)

Hellboy

Bigby Wolf (Fables)

The Incredible Hulk

Totoro (Tonari no Totoro)



Beast

Pick one of the following sets of starting Attributes.

ATTRIBUTE SET 1

OBS 1

1

EDU 1

1

MUS 3

3

AGI 1

1

INS 0

0

GRIT 2

2

CASH 0

0

MAG 0

0

ATTRIBUTE SET 2

OBS 1

1

EDU 1

1

MUS 4

4

AGI 2

2

INS 0

0

GRIT 2

2

CASH 1

1

MAG 0

0

DESCRIPTORS

Pick one and add its attributes to your total.

DETERMINED

Obs +1

Grit +1

DIRTY

Obs +1

Cash +1

ELEGANT

Agi +1

Ins +1

HARD-BOILED

Mus +1

Ins +1

LEARNED

Edu +1

Ins +1

SHARP

Obs +1

Ins +1

SHREWD

Edu +1

Grit +1

SMOOTH

Agi +1

Grit +1

VIOLENT

Mus +1

Grit +1

DEVOTED

Obs +1

Mag +1

EMPOWERED

Mus +1

Mag +1

GIFTED

Agi +1

Mag +1

MYSTICAL

Edu +1

Mag +1

EXPLOITS

Select one Action, Awareness, Beast or Police exploit. Mark these tags on your sheet.

CONTACTS

You have one Magical, Specialist, or Underworld contact. Don't pick them yet, but mark these tags on your sheet.

APPEARANCE

Choose one of each.

Fearsome face, gentle face

Massive body, hunched body

Rough clothing, tailored clothing

FEATURES

You have two of the following:

- » Claws or talons
- » Horns or antlers
- » Fangs or tusks
- » A warty or scaled hide
- » Rugged fur or a great mane
- » Hooves or paws
- » Fleas

MOMENTUM POWER

Select one Action or Awareness momentum power.

ARMED

You ARE a deadly weapon.

MUZZLE

You are tempered by one of the following:

- » Magical bonds and enchantments
- » A blood oath
- » A noble heart
- » Friendship

RELATIONS

Choose one for each investigator:

- » You think they're nice
- » You think they're smart
- » You think they're pretty
- » You think they're fun
- » You think they smell good
- » You think they're scary
- » You'd like to eat them

PRICE & THREAT

Choose one of the following to be your Price: What you value or desire more than anything else, and another to be your Threat: Your greatest fear or vulnerability.

- | | |
|-------------|--------------|
| » Money | » Freedom |
| » Power | » Excitement |
| » Safety | » Revenge |
| » Family | » Love |
| » Image | » Lust |
| » Community | » Obsession |



THE HERALD

Why do you walk among mortals? Why sully your body with their filth, burden your mind with their petty concerns? You are greater than they. More powerful than they could ever hope to be. The people you help today will wither and fall to dust, while you will persist. Persist in helping them, persist in persisting. Why?

Because it is commanded. You are the herald of a higher power. You are its envoy, you are its representative, and you are its servant - willing or otherwise. Are you an angel? A demon? In your time you've likely been called both, though you might be something different entirely.

Whatever you are, you're stuck here. You could disguise yourself as one of them, and spare their brittle minds from the truth of what you are... or you could not. Whatever makes your work easier, because your work is not yet done. Not by a long shot.

TOUCHSTONES

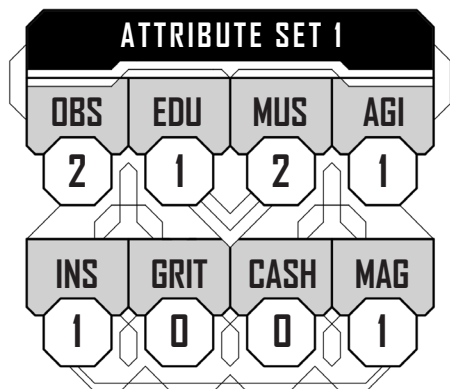
Crowley (Good Omens)
Aziraphale (Good Omens)
Uriel (Dresden Files)
Kurama (Yu Yu Hakusho)
Lucifer Morningstar (Lucifer)
Morpheus (Sandman)
Ryuk (Death Note)



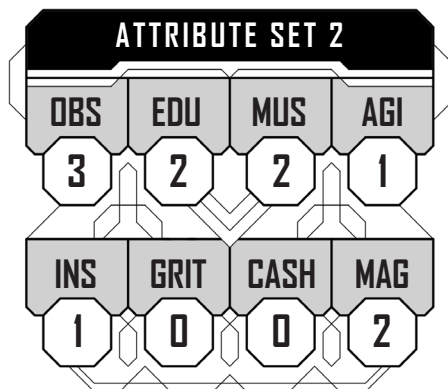
Herald

Pick one of the following sets of starting Attributes.

ATTRIBUTE SET 1



ATTRIBUTE SET 2



DESCRIPTORS

Pick one and add its attributes to your total.

DETERMINED

Obs +1 Grit +1

DIRTY

Obs +1 Cash +1

ELEGANT

AgI +1 Ins +1

HARD-BOILED

Mus +1 Ins +1

LEARNED

Edu +1 Ins +1

SHARP

Obs +1 Ins +1

SHREWD

Edu +1 Grit +1

SMOOTH

AgI +1 Grit +1

VIOLENT

Mus +1 Grit +1

DEVOTED

Obs +1 Mag +1

EMPOWERED

Mus +1 Mag +1

GIFTED

AgI +1 Mag +1

MYSTICAL

Edu +1 Mag +1

EXPLOITS

Select one Action, Awareness, Magic or Social exploit. Mark these tags on your sheet.

CONTACTS

You have one Administrative, Magical, or Political contact. Don't pick them yet, but mark these tags on your sheet.

MOMENTUM POWER

Select one Awareness or Magic momentum power.

ARMED

You may have access to a deadly weapon.

APPEARANCE

Choose one of each.

Perfect face, unsettling face

Radiant body, powerful body

Ancient clothing, subtle clothing

PATRON

You serve one of the following:

- » A divine being
- » An infernal being
- » A force of nature
- » A faerie king or queen
- » A figure of legend

FEATURES

You have two of the following:

- » A sect watching you
- » An ancient wrong to right
- » Chains that must be broken
- » Legends about you
- » Another Herald in your way
- » Lost most of your power
- » Betrayed your Patron

RELATIONS

Choose one for each investigator:

- » You were sent to aid them
- » You serve the same master
- » You knew their ancestor
- » You've guided them
- » You've tempted them
- » You've saved them
- » You've seen their fate

PRICE & THREAT

Choose one of the following to be your Price: What you value or desire more than anything else, and another to be your Threat: Your greatest fear or vulnerability.

- | | |
|-------------|--------------|
| » Money | » Freedom |
| » Power | » Excitement |
| » Safety | » Revenge |
| » Family | » Love |
| » Image | » Lust |
| » Community | » Obsession |



THE PRACTITIONER

The power of the universe is at your fingertips. You have spent years of practice and study honing your Arte, increasing your mastery, and now you can conjure miracles with a wave of your hand. Others fear what they do not understand... and perhaps they should. Perhaps you should too.

But magic is a part of you now, and it opens avenues impossible to others. As an investigator it is an indispensable tool, giving you the means to see the unseen, conjure creative solutions and even speak with the dead. When magic operates on both sides of the law, you need more than a theoretical knowledge of it. You need to be able to see it, to feel it between your fingers if you are to follow it to the truth.

TOUCHSTONES

Geralt of Rivia (The Witcher)
Harry Dresden (Dresden Files)
Most characters (Harry Potter)
Yusuke Urameshi (Yu Yu Hakusho)
John Constantine (Hellblazer)
Nick Burkhardt (Grimm)
Rincewind (Discworld)



Practitioner

Pick one of the following sets of starting Attributes.

ATTRIBUTE SET 1			
OBS	EDU	MUS	AGI
1	2	1	2
INS	GRIT	CASH	MAG
1	0	0	1

ATTRIBUTE SET 2			
OBS	EDU	MUS	AGI
2	1	2	1
INS	GRIT	CASH	MAG
0	0	1	1

DESCRIPTORS

Pick one and add its attributes to your total.

DETERMINED
Obs +1 Grit +1

DIRTY
Obs +1 Cash +1

ELEGANT
Agi +1 Ins +1

HARD-BOILED
Mus +1 Ins +1

LEARNED
Edu +1 Ins +1

SHARP
Obs +1 Ins +1

SHREWD
Edu +1 Grit +1

SMOOTH
Agi +1 Grit +1

VIOLENT
Mus +1 Grit +1

DEVOTED
Obs +1 Mag +1

EMPOWERED
Mus +1 Mag +1

GIFTED
Agi +1 Mag +1

MYSTICAL
Edu +1 Mag +1

EXPLOITS

Select one Academic, Action, or Magic exploit. Mark these tags on your sheet.

CONTACTS

You have one Academic, Magical, or Political contact. Don't pick them yet, but mark these tags on your sheet.

MOMENTUM POWER

Select one Academic or Magic momentum power.

ARMED

You may have access to a deadly weapon.

APPEARANCE

Choose one of each.

Drawn face, inscrutable face

Marked body, stooped body

Runic clothing, cowed clothing

AESTHETIC

Your magic is one of the following:

- » Luminous and glorious
- » Dark and sinister
- » Raw and primal
- » Subtle and mellifluous
- » Focused and exacting

FEATURES

You have two of the following:

- » A carefully curated spellbook
- » Collections of curiosities
- » A community that relies on you
- » Extensive tattoos or markings
- » Endured a curse
- » A reckless nature
- » Bought power at a high price

RELATIONS

Choose one for each investigator:

- » You've provided arcane counsel
- » You often help them with magic
- » You've made a discovery together
- » You're impressed by their power
- » You're teaching them magic
- » You've lifted a curse for them
- » You feel a strange aura from them

PRICE & THREAT

Choose one of the following to be your Price: What you value or desire more than anything else, and another to be your Threat: Your greatest fear or vulnerability.

- | | |
|-------------|--------------|
| » Money | » Freedom |
| » Power | » Excitement |
| » Safety | » Revenge |
| » Family | » Love |
| » Image | » Lust |
| » Community | » Obsession |



THE SPIRIT

Life without a body can be challenging... though “life” may be the wrong word for it. Whether you lost yours at some point or never had one to begin with, you’ve gotten used to it. Besides, there are advantages: you may not be able to taste food anymore, but at least you’re never hungry!

Nobody really knows why some spirits linger on. Most of the time when someone dies there’s no trace of a spirit, but sometimes a vestige of the person remains in the world. They might have unfinished business or simply be too stubborn to stay dead. Some beings like will-o-the-wisps are born as spirits and never know what it means to be corporeal.

Spirits make excellent investigators, and are sometimes collected and recruited to serve as spies: their ability to go unseen and pass through walls makes them able to penetrate all but the most securely protected locations. Some spirits are driven to fight injustice, others use this as an opportunity to move around and see new places - which can be difficult for a spirit on their own.

TOUCHSTONES

Joey Mallone (Blackwell Legacy)
Ronan O’Connor (Murdered: Soul Suspect)
Bob (Dresden Files)
Malcolm Crowe (The Sixth Sense)
Nearly Headless Nick (Harry Potter)
Slimer (The Real Ghostbusters)



Spirit

Pick one of the following sets of starting Attributes.

ATTRIBUTE SET 1

OBS EDU MUS AGI

2 2 - 1

INS GRIT CASH MAG

0 0 0 2

ATTRIBUTE SET 2

OBS EDU MUS AGI

2 1 - 2

INS GRIT CASH MAG

0 1 0 1

DESCRIPTORS

Pick one and add its attributes to your total.

DETERMINED

Obs +1 Grit +1

ELEGANT

Agi +1 Ins +1

LEARNED

Edu +1 Ins +1

SHARP

Obs +1 Ins +1

SHREWD

Edu +1 Grit +1

SMOOTH

Agi +1 Grit +1

DEVOTED

Obs +1 Mag +1

GIFTED

Agi +1 Mag +1

MYSTICAL

Edu +1 Mag +1

EXPLOITS

Select one Magic, Spirit, or Underworld exploit. Mark these tags on your sheet.

CONTACTS

You have one Magical, Medical, or Press contact. Don't pick them yet, but mark these tags on your sheet.

MOMENTUM POWER

Select one Magic or Spirit momentum power.

ARMED

You do not have access to a deadly weapon.

APPEARANCE

Choose one of each.
Rotten face, pale face

Translucent body, indistinct body

Archaic clothing, ruined clothing

FETTER

You are bound to one of the following:

- » A weapon or shield
- » A person or lineage
- » An article of clothing
- » An artwork or piece of jewelery
- » Your mortal remains

FEATURES

You have two of the following:

- » Your own murder to solve
- » Been around a very long time
- » A cause that doesn't let you rest
- » A deep connection to the land
- » An otherworldly nature
- » Laid other spirits to rest
- » Learned to enjoy being a spirit

RELATIONS

Choose one for each investigator:

- » You knew them during life
- » You trust them with your fether
- » You see yourself in them
- » You are allies of convenience
- » You are their ancestor
- » You're watching them closely
- » You're connected by a dark fate

PRICE & THREAT

Choose one of the following to be your Price: What you value or desire more than anything else, and another to be your Threat: Your greatest fear or vulnerability.

- | | |
|-------------|--------------|
| » Money | » Freedom |
| » Power | » Excitement |
| » Safety | » Revenge |
| » Family | » Love |
| » Image | » Lust |
| » Community | » Obsession |



PLAYING AS A SPIRIT

Choosing the Spirit Background presents interesting opportunities and complications. As a spirit you possess no physical body, and as such your ability to affect the world is limited. You cannot move objects, but you can pass through them. You are not bound by gravity, and can levitate in any direction though you move no faster than a living creature.

Furthermore, any creature with 0 max **MAG** cannot see you unless you choose to be seen. This, coupled with your ability to move through walls, makes Spirits potent investigators.

Spirits have no **MUS** score, and cannot gain points in **MUS**. They also cannot touch or affect other spirits without the use of Magic. They can usually only be directly affected by the Arte of Blood or Chains.

THE FETTER

Most Spirits have something in the physical world that binds them to it. It could be a place, an object, or even a person or lineage. A Spirit has a spiritual connection to their Fetter, and it roots them to the world. It maintains their cohesion and increases their power, but a Spirit cannot travel far from their Fetter. In practice, a Spirit can travel roughly twenty meters from their Fetter; enough to scout an adjacent room, perhaps.

Typically another investigator will carry - or be - the Spirit's Fetter in order to allow them to move more freely.

UNFETTERED SPIRITS & THE LOST

If a Spirit travels too far from their Fetter, if it is destroyed or stolen, the Spirit's connection to it is broken forever. The Spirit begins to lose themselves immediately, marking 1 Status every day; they cannot clear Status until they establish a new Fetter. If the Spirit must mark a Status and cannot, the spirit is Lost - it loses its mind or its potency, and is no longer visible - even to individuals with **MAG**. If this happens to a player character, their character is Retired and they must make a new one.

Lost Spirits that lose their mind become maddened, unstable and dangerous. Often these Spirits will cause Hauntings, spreading malice until they are appeased or destroyed.

If they lose their potency, they maintain some vestige of their former selves but cannot interact with the world beyond ghostly whispers. Practitioners of the Artes of Candles or Whispers may still be able to communicate with them, however.

GAINING A NEW FETTER

If a Spirit has lost their Fetter but has not become lost, they may establish a new Fetter through a Minor Ritual. They usually require assistance from the living to do so, as most Spirits have difficulty assembling the physical components of a Ritual.

It is also possible to forcibly change a Spirit's Fetter, but this requires that the Spirit be restrained through the Arte of Chains or some other effect.

DEALING WITH A LOST SPIRIT

You can often gain a Lost Spirit's attention by presenting its old Fetter; although the link is broken most Spirits will recognise it. This may buy you some moments in which to converse with even a mad Spirit and convince it to help you - or to allow you to help it.

RESTORING A LOST SPIRIT

Nothing is ever truly lost. If a Lost Spirit is placated and willing, it is possible to help it recover its essence. This is similar to tying it to a new Fetter, but it also requires a way to restore the Spirit's energy. A Major Ritual will restore the Spirit and grant it a new Fetter.

THE WALKING DEAD

Ritualists have found that it is possible to bind Spirits to corpses, skeletons, and other vessels through a Minor Ritual. The vessel acts as the Spirit's Fetter, except that the Spirit can move the body almost naturally, but cannot leave the body.

This does nothing to address the problem of decomposition, so if a vessel is to be kept presentable it must undergo regular magical (or chemical) maintenance.

Unscrupulous ritualists may choose to bind mad Lost Spirits to vessels. This creates a ravenous monster, an unstoppable horror that seeks only to consume and destroy the living. These creatures are uncontrollable and cannot be assembled into effective fighting units. They are usually created, bound and released somewhere to spread chaos and destruction.

PLAYING AS A HERALD

One of the main questions a Herald has to answer is who their Patron is. A Herald almost always has a Patron, even if they do not have the Devoted

descriptor.

Their relationship with their Patron is different than normal. They are not dependent upon their Patron for their power; they create their own magic. They often share the same supernatural nature as their Patron, coming from the same place and/or being born of the same essence. They act as the representative of their Patron, not just its subordinate, and as such usually have more autonomy but also a higher standard to maintain.

It is also possible for a Herald to have no Patron - they may have lost their master, broken from or been released from service, or they have always been free. This could cover faeries and fallen angels, and an independent Herald is a good option for someone who'd like to play a more magical Beast.

PRACTITIONER DISAMBIGUATION

Anyone can be a practitioner: this simply refers to one's ability to use magic. Someone with the Practitioner Background is no mere dabbler - magic is core to their identity. However, whenever this book refers to practitioners outside of the direct context of backgrounds, it means "anyone capable of using magic".

MAGICAL CONTACTS

Some individuals are steeped in magic - wizards, demons, and sprites. Magical Contacts are defined not simply by their nature, but by their expertise. They are dedicated practitioners, or well versed in supernatural lore.

Not all magical creatures require the Magical tag. A troll who works with the police department would fall under the Legal tag. Also, Contacts can have other tags while using magic in their work. A burglar who uses Artes to break into buildings would be an Underworld Contact.

Some Contacts blur the lines between tags if they deal heavily in magical matters. A smuggler who trades in magical relics could be a Magical or Underworld contact. In such a case, the tag they are declared under determines their specialty. If the smuggler were declared as a Magical contact, they would have three dice when making checks about magical relics and two dice regarding smuggling. If they were declared as an Underworld contact, this would be reversed. They could answer questions regarding both fields either way, but are better versed in their tag than in any other aspect of their work.

EPIC FOES

Mortals are not meant to fight monsters. History abounds with stories of valiant knights who charged into dragon lairs. All these stories end the same way.

An investigator who hunts monsters has only one weapon in their arsenal: Preparation. In a direct test of strength, an investigator will lose to all but the weakest of monsters - and even they are a hard-fought battle.

Weak monsters may be fought with a difficult Brawl check, but most monsters can only be faced through a Confrontation of DIF 6 or 7, or even DIF 8 for truly overwhelming opponents.

Such monsters are practically impossible to defeat... in a fair fight.

PREPARATION POINTS

Through researching a monster's weaknesses, learning its behaviour and preparing equipment and terrain to stack the odds in your favour investigators can earn Preparation Points (PP). These are collected into a pool that is usable by all investigators during the Confrontation for which they are intended.

Each PP can be spent during the Confrontation to add **Shift +I** to any roll, even the **Final Confrontation** check.

Learning of a monster's behaviour and hunting patterns does not grant PP; instead this information can be used to predict its Modus Operandi in the confrontation.

MINOR PREPARATION

Achieving the following requirements each grant **1PP**.

- » Drawing it away from its lair
- » Creating an advantageous position
- » Employing a potent distraction
- » Using its Price or Threat against it
- » Sapping its strength
- » Using a substance or material it is weak against

STACKING PREPARATION

*An instance of Preparation must be unique in order to provide PP. For example, if a foe is weak to silver, bringing five different silver weapons still only provides **Shift +1** since they are not a unique instance of preparation.*

*A monster's unique weaknesses can only be targeted once each, but a monster might have multiple weaknesses that can each be separately targeted. A silver sword coated in a poison the foe is weak to would provide two different instances of using something it is weak to - the silver and the poison - for IPP each, and **Shift +2** total.*

It is also possible to benefit from creating an advantageous position multiple times as long as the advantages are unique. Similarly, employing multiple distractions is only effective if each distraction is sufficiently unique.

MAJOR PREPARATION

Achieving the following requirements each grant **2PP**.

- » Exploiting a critical weakness
- » A magical weapon made to destroy it
- » Cutting it off from its source of power
- » Negating its special attacks

PREPARING AGAINST MORTALS

While these kinds of tactics make it possible to face Epic Foes, they can also be used against mortals. This is part of why monster hunters are so feared - they who fight with monsters should look to it that they themselves do not become monsters.

ARTES AND PREPARATION

Investigators can use Artes to assist them in Confrontations and grant them Preparation benefits. You could conceal yourselves with the Arte of Whispers, set traps with the Artes of Blood or Chains, and more. Artes that have an instantaneous effect like an explosion could be delayed to occur later in the scene, held in reserve until the critical moment.

You can also use an Arte in the place of a **Take Approach** check if you

know a suitable Arte for that Approach. The results of this check are the same as if you had made a normal Take Approach check, but you may use your casting attribute in the place of whatever would normally be used by that Approach.

PREPARING FOR BRAWLS

Usually **Brawls** happen too quickly for investigators to be able to prepare for them, but if they have something on hand that would grant PP, they instead gain Advantage to the check.

WHAT DEFINES AN EPIC FOE?

Any creature of sufficient power to pose a grave threat to a mortal is considered an Epic Foe. It could be a mythological beast like a dragon or minotaur, or it could be a modified mortal like a werewolf or vampire. Sometimes a mortal may breach the limits of power through their own efforts and become an Epic Foe, like a practitioner who has become an archmage.

Some creatures exist somewhere between mortals and Epic Foes, such as ghouls, satyrs and wendigos. On their own they might be fought with a single difficult Brawl check, but a group of these creatures would be an Epic Foe.

Ultimately the GM determines the threat level of an opponent, though investigators should have an opportunity to learn how dangerous it is before they have to face it. Most monsters the investigators face are unique, and present unique challenges.

EXPLOITS

New Exploits are available for all Tags from Grey Cells, and three new Tags have been introduced with their own unique powers.

◇ ARCANESCHOLAR ◇

◇ ACADEMIC ◇

Tier 1: Shift +1 on EDU checks to know about magical spells, rituals, places and items.

Tier 2: Shift +2 total.

Tier 3: Shift +3 total.

◇ MONSTERLORE ◇

◇ ACADEMIC ◇

Tier 1: Shift +1 on EDU checks about non-mortal creatures.

Tier 2: Shift +2 total.

Tier 3: Shift +3 total.

◇ ROOMTO SPARE ◇

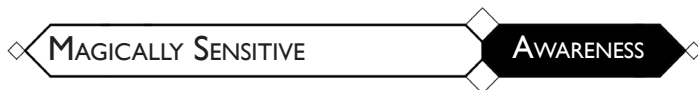
◇ ACTION ◇

Unlock a fourth slot for Scars.

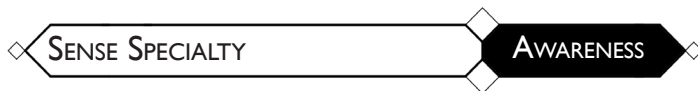
◇ SEASONED HUNTER ◇

◇ ACTION ◇

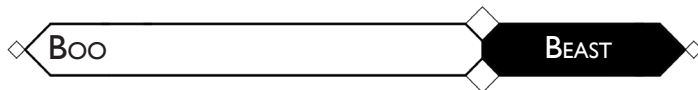
When entering a Confrontation against an Epic Foe, gain one free Preparation Point.



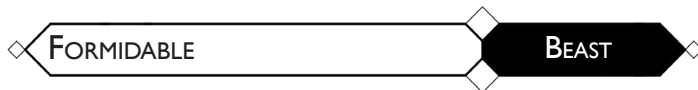
You can see Spirits and take the Read Aura action even if you have no MAG. Gain Shift +2 on Read Aura checks.



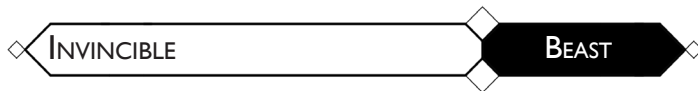
When you use the Identify Practitioner action, you also discover what Artes they know.



Spend 1 GRIT to force a mortal to flee from you.

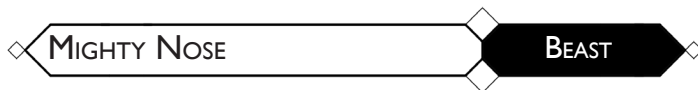


You may use Force of Will in a Final Confrontation check.

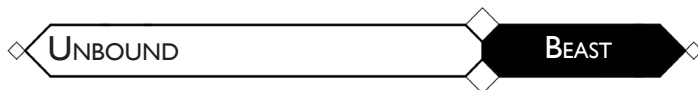


Tier 1: When you mark Status, mark 1 less Status (to a minimum of 1).

Tier 2: As Tier 1, but with a minimum of 0.



Your sense of smell rivals that of a bloodhound. Any OBS check based on scent has its DIF reduced by 2. Also, you may use the Tail action with OBS vs their AGI to follow someone's scent trail, reducing the DIF by 2.



Tier 1: Select one Primary Attribute. The maximum value for this Attribute is now 5, not 4.

Tier 2+: Repeat this with another Primary Attribute.

ARTE OF BLOOD

MAGIC

Tier 1: You may cast spells using the Arte of Blood.

Tier 2: Shift +1 when casting spells using the Arte of Blood.

Tier 3: Shift +2 total.

Tier 4: Shift +3 total.

ARTE OF CANDLES

MAGIC

Tier 1: You may cast spells using the Arte of Candles.

Tier 2: Shift +1 when casting spells using the Arte of Candles.

Tier 3: Shift +2 total.

Tier 4: Shift +3 total.

ARTE OF CHAINS

MAGIC

Tier 1: You may cast spells using the Arte of Chains.

Tier 2: Shift +1 when casting spells using the Arte of Chains.

Tier 3: Shift +2 total.

Tier 4: Shift +3 total.

ARTE OF FEATHERS

MAGIC

Tier 1: You may cast spells using the Arte of Feathers.

Tier 2: Shift +1 when casting spells using the Arte of Feathers.

Tier 3: Shift +2 total.

Tier 4: Shift +3 total.

ARTE OF WHISPERS

MAGIC

Tier 1: You may cast spells using the Arte of Whispers.

Tier 2: Shift +1 when casting spells using the Arte of Whispers.

Tier 3: Shift +2 total.

Tier 4: Shift +3 total.

MASTERS OF MAGIC

If you have +Shift to a particular Arte, this applies whenever you cast a spell with that Arte, even when using an Arte as an Approach during a Confrontation. This can be a good way to supplement PP against an Epic Foe.

BREADTH OF MASTERY

MAGIC

Unlock a third slot for Artes. This does not teach you a new Arte immediately, but grants the opportunity to learn one.

BURN BRIGHT

MAGIC

Once per scene, mark one Status to recover 1 MAG.

FILTER THOUGHTS

MAGIC

When using the **Hear Thoughts** action, do not increase the DIF for having people nearby.

LINGERING MAGIC

MAGIC

Spells you cast that have a duration last two scenes before they must be extended, rather than one.

LUCKY CHARM

MAGIC

You may use the Twist of Fate action on other characters' checks.

OATHBOUND

MAGIC

Gain a Patron if you do not already have one. Whenever you use an Arte, roll OBS instead of EDU.

PRESERVE POWER

MAGIC

Tier 1: Do not spend any MAG when casting an Arte of DIF 2.

Tier 2: Do not spend any MAG when casting an Arte of DIF 3 or less.

TERRIBLE EXPERIMENT

MAGIC

Tier 1: Select a single Beast or Spirit advancement to become available during Advancement, for yourself or another investigator.

Tier 2+: This Exploit may be selected multiple times.

WARDING

POLICE

Spend 1 GRIT to block an Arte effect near you. In a **Brawl** against a practitioner, or when taking the **Hold the Line Approach** in a Confrontation against a practitioner, instead add a successful die to your result.

CULTURED

SOCIAL

Tier 1: Shift +1 on EDU checks about cultures and traditions.

Tier 2: Shift +2 total.

Tier 3: Shift +3 total.

DRAIN ESSENCE

SPIRIT

Tier 1: Unlock the Drain Essence action. Also, you may use your Casting Attribute instead of MUS during a **Brawl**, or when making an **Assault Approach** during a Confrontation.

Tier 2: Shift +1 when taking the **Drain Essence** action.

Tier 3: Shift +2 total.

Tier 4: Shift +3 total.

DRAIN ESSENCE

DIF: Target's MUS or AGI +2

Roll Casting Attribute

Feast on someone's power to fuel your own.

- ◀ **FAIL** ▶ Mark 1 Status.
- ◀ **PARTIAL** ▶ The target loses 1 MAG.
- ◀ **FULL** ▶ The target loses 1 MAG, and you gain 1 MAG.
- ◀ **CRITICAL** ▶ As Full Success, and your next Arte is cast at Advantage.
- ◀ **SPECIAL** ▶ If the target would lose MAG and has no MAG left, they instead mark 2 Status. If the target is willing, instead of rolling you automatically gain a Full Success.

◊ ENSCONCE SELF ◊

◊ SPIRIT ◊

Compress your form into your Fetter and become invisible. Magical attempts to detect you are made against your Agility.

◊ POLTERGEIST ◊

◊ SPIRIT ◊

Tier 1: You may move and manipulate small objects. If a check is required, use your Casting Attribute.

Tier 2: You may fling small objects, and move cumbersome objects.

Tier 3: You may fling cumbersome objects, and move large objects.

◊ WRANGLE SPIRITS ◊

◊ SPIRIT ◊

You can “physically interact” with other spirits. Use your Casting Attribute when doing so, opposed by their AGI.

When you use the Twist Fate action, reroll only failed dice.



MOMENTUM POWERS

New Momentum Powers are available for all Tags from Grey Cells, and two new Tags (Magic and Spirit) have been introduced with their own unique powers.

FANTASTIC CREATURES

ACADEMIC

Discover a Fact or Clue about a monster.

BEAST BLOOD

ACTION

Cause a Monster to answer your questions for this scene.

WITCHSIGHT

AWARENESS

Identify the details and effects of magic auras near you, and see any nearby spirits.

FONT OF POWER

MAGIC

Recover all your MAG.

◇ GUIDANCE ◇

◇ MAGIC ◇

Beseech your Patron for a Secret or Fact about a magical matter. If you do not have a Patron, declare one when you take this power.

◇ CLAIRVOYANCE DIVISION ◇

◇ POLICE ◇

Witness current events in another location.

◇ LOOSE CANNON ◇

◇ POLICE ◇

When making an Assault Approach in a Confrontation, automatically gain a Full Success.

◇ BIG FRIEND ◇

◇ SOCIAL ◇

When preparing for a Confrontation against an Epic Foe, declare a Contact for this Confrontation only. They may make a **MUS Approach** on your behalf using 4 dice. Their roll counts as your contribution to the Confrontation.

◇ SLIP YOUR BONDS ◇

◇ SPIRIT ◇

For this scene, your Fetter has unlimited range.

POSSESSION

SPIRIT

For this scene, take control of another character with Resistance 4 or less. If you force them to act in a way counter to their Price or Threat, or try to perform a self-destructive action, you are ejected from their body and mark 1 Injury.

BORROWED TRINKETS

UNDERWORLD

Produce a Crude Minor Magic Item.



SCARS

Experienced investigators will gather Scars throughout the course of their career - an inevitability for anyone that makes a habit of facing monsters. Scars offer unique benefits that are accrued independent of regular Advancement, though earning them is very dangerous.

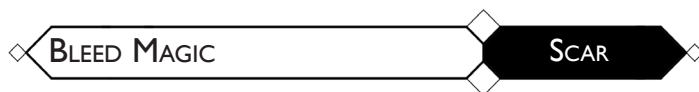
An investigator has three slots available for Scars & Enhancements. If an investigator would earn a new Scar but all their slots are filled, they select an old Scar or Enhancement to fade and replace it, losing any benefits thereof.

EARNING SCARS

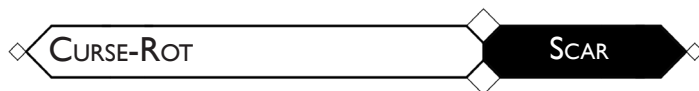
There is only one way to earn Scars: to be incapacitated by an Epic Foe. Any time this happens, the investigator immediately selects a new Scar, assuming they survive the experience. New Scars are selected from the list below. The same Scar may not be selected twice, although if a particular Scar has already faded it may be selected again.

When selecting a Scar, consider the circumstances by which the Scar was gained and select one that seems appropriate. For instance, an investigator that was defeated by a werewolf might take the **Once Bitten** Scar to represent a savage bite mark left upon their collar.

Scars may be physical, mental, or spiritual - or even a combination of each.



When you mark an Injury, your next Arte is cast with Advantage.



You may spend 1 INS to detect a Curse near you and know one Secret about it. You may only discover one Secret per Curse using this ability.

THE DARKSIGN

SCAR

If you would die, you later awake and permanently reduce OBS or EDU by 1. If this would reduce your OBS or EDU to 0, you instead become a mindless undead monster.

DEADENED NERVES

SCAR

Shift +I to resist the effects of extreme heat or cold.

FEARSOME SCAR

SCAR

If you are using the Interrogate/Convince action against someone with Safety as their Threat, you always gain Advantage from it.

MAGIC ITCH

SCAR

You always know if someone you can see is a practitioner.

MANA BURN

SCAR

Shift +I when resisting the effects of magic.

HAUNTED GAZE

SCAR

When using the Force of Will action, you also gain Shift +I.

ONCE BITTEN

SCAR

Shift +I when hiding from Epic Foes, or when taking the **Hide Approach** during a Confrontation against an Epic Foe.

THE PALE MARK

SCAR

You can physically interact with spirits.

PHANTOM PAIN

SCAR

Once per case, you may clear 1 Status.

PRIMAL FEAR

SCAR

You may spend 1 INS to ask “Is there a Monster nearby?”

CHASING SCARS

Some hunters push themselves to the limit trying to collect scars, treating each as a badge of honour. This usually results in more corpses than scars: investigators trying to gain scars have to walk a fine line between victory and defeat.

When marking Status, you may choose to mark either Injury or Fatigue, even if one already has both boxes marked. For instance, if an investigator had marked 2 Injury and no Fatigue and had to mark 1 Status following a Confrontation with an Epic Foe, they could choose to mark 1 Injury and push themselves into incapacitation, even though they still have Fatigue boxes open.

*Experienced hunters that enter a Confrontation in poor condition will often use their **GRIT** to **Push Through** the pain and still contribute fully to the Confrontation.*

The reckless folk that use such tactics bear their scars with pride.

ENHANCEMENTS THROUGH RITUAL

Investigators can use Rituals to grant themselves permanent benefits, such as always being under the effect of a specific Arte. This can provide unique and versatile powers. Any time an investigator wants to gain a permanent enhancement through a Ritual, work with the group to determine exactly what it does and what kind of a ritual would be required to craft it.

Enhancements follow the same rules as Magic Items (page 28), though an Enhancement cannot be Crude. Enhancements cannot be lost unless the slot is replaced with something else, but also cannot be traded to someone else.

Once it is acquired come up with a name for the enhancement and list it under Scars & Enhancements, replacing an old item if they already have three. Similarly, an old Enhancement could be replaced by a new Scar or Enhancement.

Finally, note on your character sheet what the Enhancement does.

RITUAL SCARIFICATION

Investigators with sufficient resources may choose to forego the risk of facing an Epic Foe and carve magical scars into their flesh through Rituals. To do so, conduct a Major Ritual and select the Scar you desire. If successful, add it to your sheet!

MASTERING MAGIC

Fantasy offers exciting new elements that can be added to your cases, giving mysteries a turn towards the arcane or heroic. The following chapter offers advice for incorporating fantasy into your game and working with the new rules and tools provided.

A WIZARD DID IT

How can you solve a case where almost anything is possible? The introduction of magic and supernatural monsters means that it can be much harder to gather effective evidence... or so you'd think. In practice solving a fantasy mystery is just as feasible as a realistic mystery thanks to the following principles.

MAGIC LEAVES A TRACE

Like a conventional crime, magic leaves a trace that can be detected by investigators through the **Read Aura** action. Furthermore, magic can still leave physical evidence: if someone is killed by fire magic, the area around them would still be scorched. An **EDU** check might give an indication of how magic could have been used in a crime scene if the investigators want to discover more about the details of the crime.

Furthermore, if the physical evidence suggests that there is no conventional means by which the crime could have been committed, that means magic must have been involved - and this can be a valuable clue even if you can't determine exactly what happened.

MONSTERS LEAVE A BIG TRACE

Most monsters are not known for their subtlety. A monster on a rampage will usually leave a string of killings, often with an orgy of evidence as to its supernatural powers (extreme strength, flight, razor sharp claws, fire breath). Monsters are apex predators and are not concerned with concealing evidence of their actions... most of the time.

CRIMES STILL HAVE MOTIVES

Even if the precise means of the crime are difficult to determine, the truth can still be sought through motive. A practitioner who lays a dread curse on an individual must still have a reason to do so.

POWERFUL MAGIC HAS GREAT COST

Rituals and Curses have near infinite potential. They can create unique, targeted effects that can be difficult to trace to their source by following the effects themselves. However, such magic always has a great deal of preparation that must be made and power that must be acquired, and this can rarely be done in secret. Natural sources of power are in high demand and it's very rare to make use of one without anyone knowing about it. Places of Power in remote locations are difficult to reach (and likely protected by some resident creature).

BRINGING MAGIC TO THE WORLD

These rules can add a dash of wonder to your Grey Cells game. Even in a fantasy setting mysteries do not require supernatural elements to be compelling. In those cases the investigators themselves will bring magic to the scene, cracking mundane mysteries with fantastic flair.


Adding magic allows you to tell a different kind of story, involving grand quests, ancient curses and impossible creatures. It allows you to tap into a new world of imagination, blending crime fiction, faerie tales and epic fantasy.

Your cases can be focused around fantasy, or add those elements for flavour. Either way, they are built upon a tapestry of human motivations. Use the standard Grey Cells principles for creating your fantasy cases, but also consider the following points.

PRACTITIONERS ARE EXPERTS

Magic lends individuals a degree of status. They often serve as sages, scientists, professionals and artisans, though there are few vocations that are not improved by the ability to work magic. Practitioners, even weak ones, are often afforded a degree of respect or notoriety, much like acknowledged experts in the modern world.

When populating your cases and worlds, consider filling some expert roles with practitioners instead. Similarly, Contacts might have magical power even if they do not have the Magic tag; a record keeper in the Great Library might



use the Arte of Whispers to draw information out of books without ever having to find them in the shelves.

MONSTERS AS VILLAINS

Wicked men are bad enough when they aren't supernaturally empowered. Monsters offer an opportunity to include villains of unmatched lethality. A serial killer makes people worry to walk the streets at night: a monster drives them to bar their doors, shutter their windows and - more often than not - turn on their neighbours.

Using a monster in a case can increase the stakes and tension, though it should also be handled with care. Grey Cells is primarily a game about investigation, and monster hunts are focused on identifying and tracking the monster, researching it and deciding on how to deal with it.

There are more considerations when creating and including monsters in a case, examined on page 76.

MAGICAL SOLUTIONS

Especially in High Fantasy or Urban Fantasy settings, everyday tasks can be achieved through magic. Showing how magic has influenced and changed daily life enhances the mystique of the world.

VENGEFUL CURSES

Curses and their removal offer exciting opportunities for a case. Not only will investigators need to discover who or what is responsible for placing the Curse, but also what the victim did to deserve it. Curses are rarely laid through whim or happenstance: by nature they are most often a means of exacting retribution for a slight or injury.

In order to lift a Curse investigators will need a full picture of its history, and this acts as fertile ground to prepare a mystery.

Creating Curses is covered in more detail on page ??.

FAERIE TALES

In the past faerie tales have often served as cautionary stories against reckless behaviour. *Grimm's Fairy Tales* especially serves as a good starting point for exploring the darker side of faerie tales. *The Witcher* series of books also provides many examples of modern interpretations of fantastic folklore.

The following concepts are common in faerie tales and can be used to give your cases a fairy tale spin.



Headstrong Characters

A frequent adage is to “look before you leap” but this is something that most instigators of faerie tales will not do. Often problems and cases arise from individuals making bad decisions: acting on impulse, not considering consequences, ignoring warnings and putting their own interests ahead of others.

Bad Deals

Supernatural entities such as faeries and demons (or sometimes witches and other practitioners) can draw people into agreements and magically binding contracts, usually in bad faith. The target, usually headstrong or desperate, will agree to the contract without considering the cost. This will usually result in short-term gain followed by despair for them and everyone around them. Like Curses, these deals may have loopholes that can be exploited, but usually the simplest way to resolve these is to pay the piper; something the debtor will be loathe to do.

The Woods

Part of the purpose of faerie tales was to prevent children from leaving the bounds of civilization - wandering into the woods was considered an excellent way for them to become lost and killed or eaten. In the modern day, this has become conceptual rather than literal. The woods have moved into cities, taking the form of dark alleys and abandoned buildings. The woods represent a fear of the unknown, strange spaces where all manner of things may lurk. Having a character wander into the unknown is a great way to start trouble.

Wicked Men

The opposite side of the coin to Bad Deals. When interacting with supernatural entities, it is just as possible that the humans will abuse the creature’s trust and exploit it for their own gain. This can also result in a Curse or other crimes when the creature realises it’s been taken advantage of. Bad Deals are the result of human ignorance, whereas Wicked Men is the result of human malice and ambition.



CREATING MONSTERS

It is often a good idea to take inspiration from mythology, folklore and media, take the Monsters you find there and add a personal spin to them. When creating Monsters, consider the following.

ANIMAL VS RATIONAL

Is it driven by instinct or reason? Can it communicate? How human is it? How human does it wish to be? Can it blend into society?

When including a rational monster, treat them much as you would a human character, complete with motivations, Price and Threat. The main difference between them and a Mortal villain is that they are far more dangerous, and usually less concerned with discovery. A dragon attacking a city in retribution for someone stealing from its hoard leaves little doubt as to who the villain is; in these cases, the investigation would focus on how to placate or deal with the dragon, or finding the thief and restoring its stolen treasure (in the latter case, the thief would be the true villain).

Some rational Monsters such as werewolves may not be in full control of their actions. They might regret the violence they do, but be unable to resist the curse that drives them to it. Such creatures might be reasoned with, assuming the investigators can catch them in a moment of control, or force the curse back long enough to speak with them.


Animal Monsters are usually predators that have been provoked into action. It might have been driven from its home and be seeking new hunting grounds, or be avenging a slain mate or offspring. It should have a simple cause for its actions, but a key thing to remember is that only men hunt for sport. It is an animal, and should be driven by animal instincts and simple motivations.

When introducing an animal Monster to a case, it should not be the villain. It is merely following its nature; the villain is the person who is benefiting from the havoc it is wreaking. The villain is the one who stole its eggs, or lured it to a place to ruin their enemies. Alternatively, they may have a means to stop the Monster but refuse to do so due to personal gain, or they are taking advantage of the chaos to further their own agenda. Grey Cells is a game about people, and even an animal Monster should have human motivations behind it.

MONSTER POWERS

What do you need the monster to do? Is it subtle and manipulative, or a roaring beast? Does it have access to magic? If so, what magic can it do? Is it bound by Artes, or does it follow different rules?





A monster's powers should flow naturally from the events in the case, or the events in the case should flow from the monster's powers. Beginning with an established monster can help when thinking about what crimes it might commit, and it grants all players a similar frame of reference. If you grant a monster unexpected powers to serve the case, these powers should be discoverable through investigation.

When preparing your case and deciding on the monster's actions, consider the powers they have. If you ever ask "Couldn't it just...?" reconsider its powers or the situation.

DETERMINING WEAKNESSES

Many mythological monsters have established weaknesses, like garlic for vampires or salt for some evil spirits. Such weaknesses from folklore should be effective unless a good (and discoverable) reason exists for them not to be.

You may wish to include additional weaknesses for unique monsters that are relevant to the case and setting. These need not be physical weaknesses, they may also be mental or emotional weaknesses. For instance, a rampaging spirit might be distracted by the voice of a loved one. A gryphon might favour one type of prey above all others.

You do not need to prepare all potential weaknesses beforehand; the investigators may suggest and discover weaknesses during the course of play. Reward creativity and ingenuity. If something seems like it should be an exploitable weakness, the investigators should be able to use it to gain PP.

MONSTERS AS POIs

Unique monsters should be treated as POIs; any investigator ability that gets information about a POI should also work against a Monster unless there's a good reason for it not to.

MONSTER QUESTIONS

When creating a Monster, ask the following questions:

- » *How is the Monster different from a Mortal?*
- » *What unique powers or features do they have?*
- » *What unique weaknesses do they have?*
- » *What is their Price and Threat?*
- » *What has driven them to action?*

CREATING CURSES

Curses are the ultimate form of magical retribution, usually to avenge trespass, insult or injury. Victims of crimes with sufficient resources (or luck) may strike back at the perpetrators through Curses. The types of Curses and their requirements are detailed on page 24. Following are guidelines for determining further specifics of Curses.

CURSE EFFECTS

Like Rituals, Curses are highly versatile, able to plague their victims with almost any malady as long as the conditions are met. Classic examples include turning into a wolf under the full moon, or the thirteenth child of your thirteenth child bringing ruin to the kingdom. Minor Curses tend to be nuisances rather than serious problems, and most Curses that warrant an investigator's attention are Major or Grand.

When choosing the effects of a curse, consider what event led to the curse, and how much the caster of the Curse knows about their target. When laying a Curse, especially a Dying Curse, the caster should attempt to hit the target where they will feel it most. This could mean denying them their Price or subjecting them to their Threat (assuming the caster knows what these are). Alternatively, or if the caster doesn't know the target's Price or Threat, they may place a Curse related to what they seek to avenge, or that provides poetic justice. For example, King Midas' Price was Money, and he was cursed so that

CURSED WITH AWESOME

Some Curses may grant their victims great power, such as turning things to gold or transforming into an Epic Foe. On the surface these Curses may seem desirable, but any advantage a curse provides should be coupled with a huge downside. Usually it's that the power is uncontrollable and will invariably cause more harm to yourself and those you care about than anyone else, but any creative and significant downside will do. For instance, a prince that takes up a cursed sword with the power to topple kingdoms will inevitably destroy his own kingdom with it.

Some individuals may end up embracing their Curse and ignoring the consequences, but as a rule any prize gained by the Curse's power should turn to ash.

everything he touched would turn to gold. In this instance the Curse utilised Midas' Price and also served as poetic justice, as his Price became his ruin.

BREAKING CONDITIONS

Every curse has a way by which it can be broken. The conditions of breaking a Curse are determined when the curse is placed. While the requirements themselves can be practically anything, they should adhere to the following rules.

Be Related

The conditions for breaking a curse should be related to the reason it was placed. If the Curse was placed in response to a wrongdoing, the breaking condition might be atonement for that wrongdoing, to humble themselves or perform a service for someone (usually the original victim). Alternatively they can be thematic to the Curse itself and might be harder to achieve due to the effects of the Curse. For example, a prince that is cursed with a beast's form might have his Curse broken by someone falling in love with him (which becomes harder to achieve due to the beast form).

Be Possible

The conditions of breaking a Curse must be possible when the Curse is placed. They may later become impossible - if the bearer of the Curse must earn someone's forgiveness to break the Curse and that person dies, it may be impossible to break the Curse. In such situations the ability to break the Curse is inherited by that person's relatives, usually their children or direct family. The bearer of the Curse may still seek out these individuals and satisfy the conditions of breaking their Curse with them.

If it becomes truly impossible to break a Curse, the bearer's only recourse is to find a creative solution instead.

Investigators may devise alternate ways of breaking a Curse, or suppressing its effects for a time by interfering with some aspect of it, like interrupting its power source. Reward creativity and ingenuity.

EXORCISMS

Hauntings are similar to other Curses, but can be resolved through an additional method: exorcising the spirit. Haunting spirits tend to be difficult to catch, especially unfettered spirits. Some are also extremely dangerous and may act as Epic Foes if cornered, so it may be wiser to resolve the haunting in another way.

CURSE QUESTIONS

When creating a Curse, ask the following questions:

- » *What did the target do to draw the caster's ire?*
- » *Is the Curse a Hex, a Death Curse, or a Haunting?*
- » *If a Hex, how did the caster gather what they needed?*
- » *Under what conditions can the Curse be lifted?*

These questions will often prompt other new events such as murders or thefts, and these can be developed further using core Grey Cells tools.


WORKING WITH RITUALS

Rituals offer a wide variety of potential magical effects that can serve as plot elements for your cases. A Ritual may be the subject of a case, or it might be directly related to the events of the case. Alternatively, the case might be about someone preparing to conduct a Ritual that could spell doom for others. No matter how Rituals fit into your cases, they should be traceable. They require a substantial amount of preparation, and that preparation leaves evidence.

THE PERFECT CRIME!

With the introduction of magic, it can be tempting to have villains use magic to cover up practically every aspect of their crime. This might make an interesting story from the perspective of the villain, but it also leaves the investigators with nothing to find.

Even magic isn't perfect: using it to cover up one thing will leave traces elsewhere. There is no such thing as a perfect crime. There should always be angles through which the investigators can uncover the truth.



Someone preparing a Ritual have two main obstacles to overcome: acquiring a power source and a focus (page 19). Acquiring these assets might require their own crimes. Potent power sources are especially difficult to acquire, so audacious practitioners might try to steal magical reserves from a wizard's tower or a royal vault.

RARITY OF RITUALS

Minor Rituals are the most common of all Rituals. Most practitioners will perform several Minor Rituals during their lives, and the fact that they can be powered through a material sacrifice puts them in reach of even common folk. In some cultures part of a harvest will be set aside to power their shaman's Minor Rituals. Individuals without community support can sacrifice their own wealth, or sacrifice animals to power Minor Rituals.

Minor Rituals are performed far more frequently in High Fantasy and Modern Magic, often being used for utilitarian tasks.

Major Rituals are far more rare. The power requirements are much steeper, and conducting a Major Ritual is always a significant matter.

Grand Rituals are extremely rare. Usually only a handful of Grand Rituals are performed per generation, and the resources to conduct them are hotly contested. Places of Power that can power a Grand Ritual usually take years to recharge, and there is always debate and conflict over how this power should be used.

DECIDING RITUAL INGREDIENTS

Selecting an interesting power source and Focus for a Ritual provides a great deal of flavour and helps to illustrate the world and give it a sense of flair. The more powerful the Ritual, the more significant the ingredients.

Power sources can be natural or sacrificed. If they are natural, they should be guarded or contested. Anyone seeking to use one must either have the rights to use it, or seize its power through guile or force. If investigators discover that a particular Place of Power was involved in a Ritual or Hex relevant to the case, looking into who had access to the Place of Power should yield interesting results.

Sacrificed power sources can be material sacrifices, Magical Reserves, or blood sacrifices. Material sacrifices can only be used for Minor Rituals, and can be slowly accumulated over time, stolen, or taken from established wealth. Magical Reserves are highly prized: given the potential they offer, anyone in possession of one should guard it carefully as many may be watching it with covetous eyes. Blood sacrifices for Major and Grand Rituals leave the most

evidence as they require a ritualized murder. This creates a whole new avenue of investigation - even if that murder is not the focus of the investigation, following the trail of the sacrifice will often reveal important clues.

Focuses are meaningful and personal to the target of a Ritual. A person's blood usually has to be taken by force, but their hair or possessions can usually be stolen. To act as a Major Focus, an item must be tied to the person's identity. A knight's ancestral blade, a king's crown, a widow's wedding band. If an item is important enough to act as a Major Focus, the target should quickly notice it is missing, unless steps are taken (such as replacing the item with a replica). Having such a cherished item disappear is often the precursor to being struck by a terrible Hex.

BREAKING THE LAWS OF MAGIC

You may want to have magic in your case that breaks the rules of magic in this supplement. If you do so, there should be evidence early on that the rules are being broken: it is very difficult to solve a case if the first principles of how the world works do not apply. The investigators should quickly learn if they need to discard their assumptions.



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Conduct Ritual

Roll Casting vs DIF, Spend 1 Mag.

F: The power goes wild causing unintended effects, and the preparations are ruined.

P: The magic takes hold, but not quite how you hoped.

F: Your wish is granted.

C: The magic sings between your fingers, granting an additional effect or not consuming the focus.

S: After this roll you may spend MAG to gain Shift +1 for each MAG spent. Takes a long time.

Hear Thoughts

OBS vs Res, Spend 1 MAG.

F: The voices overwhelm you; mark 1 Status.

P: Know their true emotional state.

F: Learn one topic they've been thinking about, but no details about it.

C: Gain a clue about the target's involvement.

S: Raise DIF by 1 if there are more people present than the target and the investigators. You must know the Arte of Whispers to use this action. This action always uses OBS, even if you have a different casting attribute.

Identify Practitioner

Spend 1 INS.

Know if a specific nearby person or creature has a maximum MAG greater than 0.

Read Aura

EDU vs Aura Strength.

F: Detect the presence of magic auras.

P: Detect the number and locations of magic auras.

F: Identify the Artes of magic auras.

C: Identify the details and effects of magic auras.

S: You must have a maximum MAG of at least 1 to use this action. Increase DIF by 1 if the aura is dissipating. Cannot be repeated.

Twist Fate

Spend 1 MAG.

After you make a roll, reroll all dice in the check. You may only use this action once per check.

Suspects and Sorcery expands the Grey Cells roleplaying game with the addition of fantasy elements, allowing Investigators to adopt the roles of questing knights and astute wizards fighting for justice in a world where anything is possible. Alongside mundane crime, the land is plagued by ancient curses and magical beasts that will require great cunning to face.

INSIDE, YOU'LL FIND...

- Four new backgrounds with magical and monstrous origins: the **BEAST**, the **HERALD**, the **PRACTITIONER**, and the **SPIRIT**.
- New abilities and powers for investigators, including five distinct Artes of magic.
- Guidance for both classic swords and sorcery fantasy play, as well as bringing magic to a modern world.
- The introduction of Epic Foes: mythical beasts and monsters that no sane mortal would dare face.
- A collection of Scars: Investigators that fall against Epic Foes are left with chilling (and potent) reminders of their encounter.
- Rules for preparing and conducting Rituals - powerful magical projects through which can accomplish almost anything.

