

Special Rules

Fairies:

- Flight: Fairies can be assumed to be in flight at any time, unless otherwise specified. There are no rolls required for this. Fairies can pass over any obstacle that does not reach the roof of the museum (the dotted lines on the map) at will.

- Illusions: Any illusion can only work on a single sense at a time (smell, taste, touch, sight or sound – the latter two are likely to be the most common). All illusions are immaterial and can be walked through with no particular effort (though it takes a rare person to try walking through an apparently solid wall). Illusions come in three types; a general illusion, an invisibility, or a light.

--- General illusions: This is a construct which can be sensed by anyone in the area – a smell, a sound, an image, or so on. Roll on the Illusions skill to find the quality of the general illusion. A Perception roll must equal or beat this roll in order to identify the illusion as an illusion and see through it. The Perception roll is only rolled if the person doing the perceiving has reason to get a good look at the illusion (or a good listen for sounds). Bonuses of up to +2 or -2 may be given to the perception roll, depending on how believable the illusion is (an illusion of the smell of burning food coming from an oven is a good deal more believable than an illusion of a bear on a unicycle).

--- Invisibilities: Despite the name, this can also apply to other senses. An invisibility of sound would be a silence; creating such an effect around someone's mouth effectively makes them unable to speak, while a similar effect encompassing someone's ears makes them unable to hear. (Such a silence can easily be made big enough to accomplish both at once). Like a general illusion, this can be defeated by a perception roll; again like a general illusion, the perception roll is rolled only if there is reason for the perceiver to believe that there is something there to be closely inspected. It is also necessary to closely inspect the right place, which can be tricky unless there is some other clue demonstrating the existence of an invisible object in that location.

--- Light: This is a small, hovering glow, like a will-o-the-wisp. As with all spells, the fairy needs to concentrate on the spell to keep it going. To cast a light about as bright as a torch requires beating a roll of 6. Any light that beats a roll of 3 can be used to blind someone by shoving it in front of their eyes; a light that hits a roll of 1 will blind anyone (except the caster, who automatically succeeds on the roll) who looks directly at it (can be avoided by beating a 6 on an agility roll, or by making sure to look away before the light spell is cast). Unlike an illusion, the light generated by this spell is genuine light. It will allow the user to see in an otherwise dark room, and can be seen in turn by people in other rooms.

- Telekinesis: Telekinesis is the ability to lift and move objects through sheer magic alone. This is limited to about one or two kilograms worth of mass (multiple fae working together can lift larger objects). It is not necessary to be able to touch the object being moved. It is also not particularly dextrous movement; for delicate operations, use of one's hands is recommended. For some reason, it does not appear to work on any living being.

Magical limitations: No fairy can have more than two spells running at once. This includes all lights, illusions, invisibilities and telekinesis. A fairy can end a spell at any time, but must take an action to start a spell.

Combat: In combat, fae are able to wield weapons as normal. If attacked, their small size, matched with their flight, allows them unmatched Dodging abilities; a fairy may roll Agility to avoid any attack he could see coming, against whatever target the DM feels reasonable. (This may be waived

in the case of, for example, noxious gasses, or fireballs, or other area attacks). If the fairy fails to make the target, he may elect to dive frantically to one side, automatically evading the attack but straining a wing-muscle (move Agility down one rank). If Agility reaches the rank of Low (D30), the fairy has become too slow to dodge any attacks.

If an attack hits, roll Health; in the effect of a failure, move Health down one rung. If the fairy's Health moves below Low (D30), the fairy is dead.

Health can only be regained after a good night's sleep and proper medical care. There is not time within the scenario for Health to be regained in this manner; and fairy taking a good nights' sleep will miss the window of opportunity for the Gate ritual. Agility, on the other hand, can be regained with the help of ten minutes' rest and some stretching exercises (that's ten minutes per rung of agility to be regained). This can be done fairly easily, as long as one is not in combat at the time.

Werewolves

Combat: If a werewolf is injured, roll health. (Werewolves are larger targets, and cannot dodge as easily). On failure, move Health down a rung.

At the start of any combat round, if a werewolf has less than its starting health and silver has not been recently used, that werewolf regains one rung of health automatically.

If a werewolf touches silver, it loses one rung of health instantly, and feels a burning pain at the location of the touch. That werewolf also loses the ability to regenerate for the following three rounds. The werewolf will continue to lose one rung of health every round for as long as it is touching the silver.