



# HALF REMEMBERED MONSTERS

A fan supplement for the  
Ars Magica roleplaying game



# WHO IS RESPONSIBLE FOR THESE ABOMINATIONS?

Games From Folktales is a fan podcast for the Ars Magica roleplaying game. Its author and presenter is Timothy Ferguson. The scripts for the podcast can be found at <https://timothyferguson.wordpress.com/>

"Little Demons" was released to celebrate episode 175. It was expanded in January 2020 and released as "Half remembered Monsters"

The various trademarks for the Ars Magica Roleplaying Game are used with the kind permission of Atlas Games.


The podcast is supported by generous Patreons, including

Ben McFarland  
Benjamin Gratch  
Christopher Rinderspacher  
Dan Cassar  
Daniel Jensen  
Jason Italiano  
Jason Tondro  
The Ranting Savant  
Thomas Stewart

if you'd like to support Games From Folktales, please donate at <https://www.patreon.com/TimothyFerguson>

Images used are from copyright-free sites. Text quoted is from public domain works. The podcast often uses audio released into the public domain by Librivox. Thanks again to the Librivoxians.





# DEMONS AND TAINTED CREATURES



# ASH-TREE SPIDERS

**Order:** Corrupted Beast

**Infernal Might:** 5 (Animal)

**Characteristics:** Int -3, Per -2, Pre -6/+6\*, Com -6, Str -4, Sta +1, Dex +3, Qik +1.

\* Corrupted beasts have a -6 Pre when communicating, and a +6 Pre when threatening or intimidating.

**Size:** -3

**Natural Qualities:** Ambush Predator, Grapple, Loathsome Appearance, Venemous

**Virtues and Flaws:** Gigantic (major virtue) Monstrous Appearance, Corrupted Beast (Tainted With Evil).

**Personality Traits:** Sinister +2

**Reputations:** None

**Combat**

**Bite:** Initiative +1, Attack +10, Defense +6, Damage -3\*

**Dodge:** Initiative +1, Attack N/A, Defense +4, Damage N/A.

**Grapple:** Initiative +1, Attack +6 Defense +4, Damage N/A.

\* Spiders are venomous. Poison Strength 9. The poison causes the victim to blacken and swell. The spiders drain blood, but that's not a combat manoeuvre. Spiders fight as a trained group.

**Soak:** +1

**Fatigue Levels:** OK, 0, -1, -3, -5, Unconscious.

**Wound Penalties:** -1 (1-2), -3 (3-4), -5 (5-6), Incapacitated (7-8), Dead (9+)

**Abilities:** Awareness 4 (prey), Brawl 3 (bite), Climb 5 (web), Hunt 4 (stock), Stealth 4 (stalking), Survival 3 (local area), Weaving 5 (web)

**Powers:**

**Painless bite:** 1 point, Init: N/A, Animal or Corpus. The spider's bite is painless, which makes it able to repeatedly poison sleepers.

**Silence:** 0 points, Init 0, Animal. As a side effect of the Monstrous Appearance Flaw, these spiders make no sound when they walk, jump or climb. If they move objects, those still make a sound. The scraping sound in the story, for example, is caused by them pushing up the window sash.

**Vis:** 1 pawn, Perdo

**Appearance:** A spider the size of a kitten.

**Source:** "The Ash Tree" by M R James.

**Blog post:** <https://timothyferguson.wordpress.com/2018/10/10/m-r-james-the-ash-tree/>

**Podcast:** [http://traffic.libsyn.com/gamesfromfolktales/147\\_-\\_James\\_-\\_The\\_Ash\\_Tree.mp3](http://traffic.libsyn.com/gamesfromfolktales/147_-_James_-_The_Ash_Tree.mp3)



# BEN BATTLE'S REVENER

**Order:** Vessel of Iniquity

**Infernal Might:** 5

**Characteristics:**

(human form) Int 0, Per +1, Pre +1, Com 0, Str -1\*, Sta -3, Dex 0, Qik -3\*\*.

\*Ben regenerates when he feeds. This raises his Strength score by +1 for every minor wound inflicted, up to a maximum +2. The score returns to -1 at daybreak.

\*\* This score rises to +2 if Ben is using stolen legs, via the Mile in His Shoes power.

**Size:** -1, 0 if using stolen legs.

**Virtues and Flaws:** Many - use whatever seems appropriate.

**Confidence Score:** 1 (3)

**Personality Traits:** Pride +3

**Reputations:** Jilted +1 (Infernal)

**Combat:**

**Bite:** Initiative 0\*, Attack 5#, Defense 5#\*, Damage +4\*\*

**Knife:** Initiative 0\*, Attack +2#, Defense 5#\*, Damage +3\*\*

**Javelin:** Initiative 0\*, Attack +7#, Defense 5\*#, Damage +4\*\*

\* If Ben is using stolen legs his Qik score is 5 points higher. This is not included in these scores.

\*\* Ben regenerates when she feeds. This raises his Strength score, and his Damage bonus.

# Does not include ambush specialisation

**Soak:** -2 (bloated corpse)

Ben regenerates when he feeds. This raises his Strength score, and thus his Soak bonus.

Wound Penalties: -1 (1-4), -3 (5-8), -5 (9-12), Incapacitated (13-16), Dead (17+)

**Abilities:** All suitable for story. Often creates a makeshift javelin to attack while legless (Thrown 5 (ambush)), Brawl 5 (ambush)

**Powers:**

**Envisioning:** 1 point, Init 0, Mentem: For 1 point, allows the demon to enter and twist dreams. If used to terrify, the victim can ignore it with a Brave Personality trait roll against an Ease factor of 9 or more. Failure to resist leads to a profound physical reaction, like a seizure. This allows Ben, when legless, to attack a thrashing victim.

**Mile in His Shoes :** 0 points, Init. -1 (but requires severed legs, which slows him down),. Corpus: Allows Ben to steal and reanimate legs, which he attaches to his stumps. The legs rot at the usual human rate, so he needs to replace them regularly.

**Weakness:** Cannot find his way at a crossroads - generally lacks any sense of direction and can be trapped in loops of travel.

**Vis:** 1 pawn, heart.

**Appearance:** A corpse of a double amputee in military uniform.

**Source:** The Faithless poems of Thomas Hood

**Blog post:** <https://timothyferguson.wordpress.com/2019/10/20/the-siren-of-the-pier-a-monster-from-the-comedic-poetry-of-thomas-hood/>

**Podcast:** [http://traffic.libsyn.com/gamesfromfolktales/249\\_-\\_The\\_Siren\\_of\\_the\\_Pier.mp3](http://traffic.libsyn.com/gamesfromfolktales/249_-_The_Siren_of_the_Pier.mp3)



# CANCER-CAUSING CATERPILARS

I originally thought these were best described as a spell effect, as many swarms are in Ars Magica. Then, I considered the caterpillars as a single creature, the boiling mass is merely its form. It does not choose to take a human shape.

**Order:** Evil Spirit

**Infernal Might:** 20 (Animal)

**Characteristics:** Int 0, Per 0, Pre -3, Com 0, Str -8, Sta +3, Dex +10, Qik +10

**Size:** -8

**Virtues and Flaws:** Weak-willed

**Confidence Score:** 1 (3)

**Personality Traits:** Hungry +3.

**Reputations:** Living poison 1 (Infernal)

**Combat (Bite):** Initiative +13, Attack +13, Defense +13, Damage -8\*

\* Bite triggers power

**Soak:** -8

**Fatigue Levels:** Do not to suffer fatigue

**Wound Penalties:** Dead (1+) for individual caterpillars

**Abilities:** Awareness 4 (victims), Brawl 6 (grapple)

**Powers:**

**Envisioning:** 1 point, Init 0, Mentem: For 1 point, allows the demon to enter and twist dreams. If used to terrify, the victim can ignore it with a Brave Personality trait roll against an Ease factor of 9 or more. Failure to resist leads to a profound physical reaction, like a seizure.

**Coagulation:** 0 points, Init 0, Corpus: The creature manifests as a pile of clawed, deformed maggots.

**Create cancerous tumors:** 5 points, Init +10, Corpus: Each bite from a caterpillar allows the creature to attempt to seed a person with cancer. (PeCo20 – cause major illness. +5 Touch). It may take months to finally kill the person, and a character who realises they are sick can have the tumors magically removed in the interim.

**Weakness:** The creature hates sunlight. It cannot use its power during the day, but may move an element near to a victim, to wait for nightfall.

**Vis:** 4 pawn of Perdo (requires all, yes all, of the maggots)

**Appearance:** A swarm of tiny silver caterpillars with clawed feet.

**Source:** Caterpillars by E. F. Benson

**Blog post:** <https://timothyferguson.wordpress.com/2019/01/24/caterpillars-by-e-f-benson/>

**Podcast:** [http://traffic.libsyn.com/gamesfromfolktales/173\\_-\\_Caterpillars.mp3](http://traffic.libsyn.com/gamesfromfolktales/173_-_Caterpillars.mp3)



# CHAUCER'S SUMPTER

Order: Spirit of Deceit

Infernal Might: 10 (as per shape)

Characteristics:

(human form) Int +2, Per +1, Pre +2, Com +3, Str +1, Sta +2, Dex +1, Qik +2

Size: 0 (human form)

Virtues and Flaws: Many

Confidence Score: 1 (3)

Personality Traits: Trustworthy -5, Deceitful+6

Reputations: Bailiff 1 (Infernal)

Combat:

Human form – bow: Initiative +3, Attack +11\*, Defense +10\*, Damage +5

Human form – sword: Initiative +1, Attack +11\*, Defense +9\*, Damage +7

\* Includes specialisation (unrepentant sinners). Does not include bonus for being mounted.

Soak (Human form): +2, sturdy clothes.

Wound Penalties (Human form): -1 (1-6), -3 (7-12), -5 (13-20), Incapacitated (21-26), Dead (27+)

Abilities: All suitable for story, but this demon is well-versed in mortal law, Folk Ken, and theology. Bow 6 (unrepentant sinners), Sword 6 (unrepentant sinners)

Powers:

Change Form: 0 points, Init 0, Corpus: The creature can rework the matter within its own body. It claims to be able to take any shape that makes it “most able our prey to take”, including apes and angels. This degree of flexibility is unusual in a demon with might below 20, so it may be lying. The demon might take any form in battle, so storyguides should prepare a form suited to the themes of their saga. Storyguides lacking time to prepare may wish to use the Three-Headed Hound on page 78 of *Realms of Power: Infernal*, as they may need to consult the following page for his demonic steed.

Envisioning: 1 point, Init 0, Mentem: For 1 point, allows the demon to enter and twist dreams. If used to terrify, the victim can ignore it with a Brave Personality trait roll against an Ease factor of 9 or more. Failure to resist leads to a profound physical reaction, like a seizure.

Forked Tongue of the Serpent: 1 point, Init -1, Mentem: The target believes a single lie, no matter how outrageous, until they attempt to spread it to others, which breaks the effect. An Int roll against Ease Factor 9 is made after one hour, and then every subsequent hour, to end the effect.

Obsession: 1-3 points, Init -5, Mentem: May force characters to make Personality Trait rolls to resist a temporary trait, Deceitful, which has a score equal to the Might points spent.. If the roll is successful, the trait vanishes. If it fails, they gain the trait permanently at +1, although they can remove it by the usual means of reducing traits.

Trust of the Innocent: 1 point, Init -1, Mentem: The target believes a single lie for as long as possible, until presented evidence to the contrary. An Int roll against Ease factor 6 allows a character to resist this effect.

Weakness: Has a very limited group of victims. Takes only those things freely and sincerely offered to Hell.

Vis: 2 pawns, gloves.

Appearance: A handsome yeoman, on a black horse. He wears a green waistcoat over black clothes and carries a bow over his shoulder.

Source: *The Friar's Tale* by Chaucer

Blog post: <https://timothyferguson.wordpress.com/2018/03/23/the-demon-in-chaucers-the-friars-tale/>

Podcast: [http://traffic.libsyn.com/gamesfromfolktales/109\\_-\\_The\\_demon\\_from\\_The\\_Friars\\_Tale.mp3](http://traffic.libsyn.com/gamesfromfolktales/109_-_The_demon_from_The_Friars_Tale.mp3)



# THE COACHMAN OF MAJOR WEIR

**Order:** Lord of the False Gods

**Infernal Might:** 25 (Ignem)

**Characteristics:** Int +1, Per +1, Pre +1, Com +5, Str +0, Sta +5, Dex +5, Qik +2

**Size:** -1: Usually takes the form of a debauched, dwarfish nobleman. Virtues and Flaws: Many.

**Confidence Score:** 5 (5)

**Personality Traits:** Proud +6

**Reputations:** Lord of skeletal revels 3 (Infernal)

**Combat (whip):** Initiative +1, Attack +10, Defense +10, Damage +6\*

\* does not include fire damage from powers

**Soak:** +6, Clothed in rich velvet, but has a tough, leathery body.

**Wound Penalties:** -1 (1-4), -3 (5-8), -5 (9-12), Incapacitated (13-17), Dead (18+)

**Abilities:** All suitable for story, but this demon has a broad range of social skills. Area Lore 9 (region).

Carouse 9 (host), Etiquette 9 (victims), Single weapon (whip) 4.

**Powers:**

**Change Shape:** 0 points, Init 0: The creature can change between its shapes.

**Coagulation:** 0 points, Init 0, Corpus: The creature prefers to take the form of a little nobleman, but can also take the shape of one of its skeletal minions, to allow itself to escape in a crowd. The creature's whip is an extension of its body. It appears and vanishes at will, and at no cost.

**Envisioning:** 1 point, Init 0, Mentem: For 1 point, allows the demon to enter and twist dreams. If used to terrify, the victim can ignore it with a Brave Personality trait roll against an Ease factor of 9 or more. Failure to resist leads to a profound physical reaction, like a seizure.

**Master of Revels:** 1 point per skeleton, Init 0, Vim: The Coachman can summon far more demons than most other False Gods, but this power is limited to a single type: his skeletal dancers. Unlike most False Gods, the Coachman is able to command his summonees.

**Obsession:** 1-3 points, Init -5, Mentem: May force characters to make Personality Trait rolls to resist a temporary trait, Pride, which has a score equal to the Might points spent. If the roll is successful, the trait vanishes. If it fails, they gain the trait permanently at +1, although they can remove it by the usual means of reducing traits.

**The Serpent Oracle:** 2 points, Init. +2, Mentem: May cast any Intelligo spell for 2 Might, and automatically knows the context and likely outcome of actions made in response to the information gained.

**Sparks of Sin:** 3 point, Init +0, Ignem: Causes a object to catch fire until dawn. This does not damage the engulfed object, but does damage anything the object touches that is not similarly engulfed, save the demon himself. The power does +5 Damage on contact, and is used to make the demon's whip and carriage wheels burn.

**The Wealth of Nations:** 1-3 points, Init 0, Terram: Allows the creature to summon wealth, equal to one pound of gold (10 Mythic pounds) per Might point spent, from anywhere in the world, at the creature's discretion. The wealth summoned must never gain its value from its usefulness, only from the human agreement that some things are treasure. The creature cannot, for example, make bread appear to starving people, although it can make luxurious feasts appear before corpulent nobles. The demon summons carriages and horses with this power.

**Weakness:** May not harm teetotalers, which he, and his minions, call "Rechabites"

**Vis:** 5 pawns, skull (may be sordida)

**Appearance:** This creature takes the form of a wizened man in elegant clothes.

**Source:** *Stories Weird and Wonderful* by Joyce Muddock

**Blog post:** <https://timothyferguson.wordpress.com/2019/03/21/infernal-regio-of-major-weir/>

**Podcast:** [http://traffic.libsyn.com/gamesfromfolktales/184\\_-\\_The\\_Infernal\\_Regio\\_of\\_Major\\_Weir.mp3](http://traffic.libsyn.com/gamesfromfolktales/184_-_The_Infernal_Regio_of_Major_Weir.mp3)



# DOLORES : THE LADY OF PAIN

**Order:** Infernal Saint (new)

**Infernal Might:** 40 (scaled as Princess of the Furies) (Corpus)

**Characteristics:** Int +5, Per +3, Pre +7, Com +5, Str +2, Sta +7, Dex +2, Qik +4

**Size:** Usually between -1 and +1. Her appearance varies with the fashions of the country she inhabits.

**Confidence:** 5 (15 points)

**Virtues and Flaws:** Unknown. Change as relevant to your story.

**Personality Traits:** Cruel +6, Passionate +6. Which of these is higher is a matter of some interest to her followers. Some suggest the demon is one and the human the other.

**Reputations:** Lady of Pain +9

**Combat:**

**Kisses like poison\*:** Init +5, Attack +11, Defense +11, Damage +2\*\*

**Touches that causes pain\*:** Init +5, Attack +12, Defense +12, Damage +4\*\*

\*Does not include specialisation (skin contact)

\*\*Does not include contact damage from Wounds the Bloom power (+15, Perdo)

**Soak:** 6, but appears to be -1. She has a body that deliberately suffers a great deal of superficial damage, but because of her passionate fury power, her injuries are less incapacitating than normal.

**Wound Penalties:** -1 (1-15), Incapacitated (16-20), Dead (21+)

**Abilities:** unclear, but assume Brawl 9 (when contact is made with skin), Carouse 9 (debauchery), Charm 9 (sinful acts), Houe Tytalus Lore 9 (was there when it happened), Infernal Lore 8 (Order of Hermes).

**Powers:**

**Envisioning 1 or 5 points:** Init 0, Mentem: Can enter dreams and cause waking dreams.

**Form is shapeshifted human:** 0 points, Init. 0 : Technically does not coagulate from ambient matter like a demon. Actually shifts shape into ambient moisture, travels and then turns back into her human shape. Her human shape is always beautiful and female, but can vary to suit the culture she is visiting.

**I could hurt thee but pain would delight thee:** 0 points, 0 Init. Dolores does not suffer Wound penalties, except on Defense totals.

**Obsession:** 1 point, Init -5, Vim: Can impose the desire for suffering.

**The Serpent Oracle:** 2 points, Init. +2: Dolores may cast any Intelligo spell for 2 Might, and automatically knows the context and likely outcome of actions made in response to the information gained.

**Shroud the Stench of the Pit:** variable points, Init. +7, Vim. This Power makes another Infernal Power appear to be aligned to the Magical or Faerie Realm, at the demon's choice. It has the same cost as the power it disguises.

**Waxing Tide of Humors:** 3 points, Init +6, Mentem. This power causes passion to overcome sense. A character can resist this effect with a roll against an ease Factor of 9, modified by Traits like Calm.

**Wounds that bloom:** 3 points, Init -5, Perdo: Makes Dolores's touch do +15 additional damage for the rest of a battle.

**Weakness:** The Virgin Mary. The cult of the Virgin hasn't really taken off yet in 1220, but it gains a lot of power over the 13th Century. When people start wandering around with Servite scapulars, Dolores is going to go after that Order.

**Vis:** 8 pawns, Perdo

**Appearance:** A languid woman, filled with delightful venom. She changes appearance to suit the appetites of the local culture.

**Source:** Dolores - Notre Dame des Septs Douleurs by Charles Swinburne

**Blog posts (one) (two) :**

<https://timothyferguson.wordpress.com/2018/01/12/dolores-notre-dame-des-sept-douleurs/>

<https://timothyferguson.wordpress.com/2018/02/16/dolores-concept-and-statistics/>

**Podcasts: (one) (two):**

[http://traffic.libsyn.com/gamesfromfolktales/100\\_-\\_Dolores.mp3](http://traffic.libsyn.com/gamesfromfolktales/100_-_Dolores.mp3)

[http://traffic.libsyn.com/gamesfromfolktales/127\\_-\\_Supplement\\_to\\_Episode\\_100\\_Dolores.mp3](http://traffic.libsyn.com/gamesfromfolktales/127_-_Supplement_to_Episode_100_Dolores.mp3)

Note that the first episode begins with minutes of silence, due to a recording fault. These missing details were released as the second episode above.



# SINBURNIAN OCTOPUS / DOLORES AS OCTOPUS

**Order:** Infernal Saint (new)

**Infernal Might:** 40 (scaled as Princess of the Furies) (Corpus)

**Characteristics:** Int +5, Per +3, Pre +7, Com +5, Str +4, Sta +7, Dex 0, Qik 0

**Size:** +2

**Confidence:** 5 (15 points)

**Virtues and Flaws:** Unknown. Change as relevant to your story.

**Personality Traits:** Cruel +6, Passionate +6. Which of these is higher is a matter of some interest to her followers. Some suggest the demon is one and the human the other.

**Reputations:** Lady of Pain +9

**Combat:** Dolores's attacks, are slower, but more damaging when she is in octopus form. Her main advantages are that she can touch or grapple with eight foes simultaneously.

**Kisses like poison\*:** Init +1, Attack +7, Defense +7, Damage +4\*\*

**Touches that causes pain\*:** Init +1, Attack +8, Defense +8, Damage +6\*\*

\*Does not include specialisation (skin contact)

\*\*Does not include contact damage from Wounds the Bloom power (+15, Perdo)

**Soak:** +9, +18 against crushing weapons

**Wound Penalties:** -1 (1-9), -3 (10-18), -5 (19-27), Incapacitated (28-36), Dead (37+)

**Abilities:** unclear, but assume Brawl 9 (when contact is made with skin), Carouse 9 (debauchery), Charm 9 (sinful acts), Houe Tytalus Lore 9 (was there when it happened), Infernal Lore 8 (Order of Hermes).

**Powers:**

**Envisioning:** 1 or 5 points, Init 0, Mentem: Can enter dreams and cause waking dreams.

**Form is shapeshifted human:** 0 points, Init. 0 : Technically does not coagulate from ambient matter like a demon. Actually shifts shape into ambient moisture, travels and then turns back into her human shape. Her human shape is always beautiful and female, but can vary to suit the culture she is visiting.

**I could hurt thee but pain would delight thee:** 0 points, 0 Init. Dolores does not suffer Wound penalties, except on Defense totals.

**Obsession:** 1 point, Init -5, Vim: Can impose the desire for suffering..

**The Serpent Oracle:** 2 points, Init. +2: Dolores may cast any Intelligo spell for 2 Might, and automatically knows the context and likely outcome of actions made in response to the information gained.

**Shroud the Stench of the Pit:** variable points, Init. +7, Vim. This Power makes another Infernal Power appear to be aligned to the Magical or Faerie Realm, at the demon's choice. It has the same cost as the power it disguises.

**Waxing Tide of Humors:** 3 points, Init +6, Mentem. This power causes passion to overcome sense. A character can resist this effect with a roll against an ease Factor of 9, modified by Traits like Calm.

**Wounds That Bloom:** 3 points, Init -5, Perdo: Makes Dolores's touch do +15 additional damage for the rest of a battle.

**Weakness:** The Virgin Mary. The cult of the Virgin hasn't really taken off yet in 1220, but it gains a lot of power over the 13th Century. When people start wandering around with Servite scapulars, Dolores is going to go after that Order.

**Vis:** 8 pawns, Perdo

**Appearance:** A languid woman, filled with delightful venom. She changes appearance to suit the appetites of the local culture.

**Source:** The Octopus, written by A.C. Hinton as Algernon Scharles SinBurn.

**Blog post:** <https://timothyferguson.wordpress.com/2018/05/26/octopus-a-bonus-episode/>

**Podcast:** [http://traffic.libsyn.com/gamesfromfolktales/132\\_-\\_Octopus.mp3](http://traffic.libsyn.com/gamesfromfolktales/132_-_Octopus.mp3)



# INFERNALLY-TAINTED OCTOPUS / HUMAN DEVOTEE OF THE DEEPEST ORDER

**Order:** Corrupted beast

**Infernal Might:** 5 Animal

**Characteristics:** Int 1, Per -2, Pre +6/-6, Com -6, Str -8, Sta +3, Dex +4, Qik +8 (\* Corrupted beast)

**Size:** -2

**Qualities:** Aquatic, Grapple, Slippery x 2, Defensive Fighter, Pack Animal

**Virtues and Flaws:** Giant, Greater Infernal Power, Puissant Brawl, Horrifying Appearance (human eyes and skin)

**Personality Traits:** Sadistic +6

**Combat:** Dodge: Init +6, Atk +5, Dfn +5, Dam -6\*

\* Does not include Infernal power (+15 Damage)

**Soak:** +3, +6 against crushing weapons

**Fatigue Levels:** OK, 0, -1, -3, -5, Unconscious

**Wound Penalties:** -1 (1-3), -3 (4-6), -5 (7-9), Incapacitated (10-12), Dead (13+)

**Weakness:** The Virgin Mary

**Abilities:** Awareness 2 (food), Brawl 2 (grapple), Survival 3 (sea), Swim 5 (sea)

**Vis:** 1 pawn (Perdo)

**Appearance:** Large octopi, with human eyes and skin.

**Source:** The Octopus, written by A.C. Hinton as Algernon Scharles SinBurn.

**Blog post:** <https://timothyferguson.wordpress.com/2018/05/26/octopus-a-bonus-episode/>

**Podcast:** [http://traffic.libsyn.com/gamesfromfolktale/132\\_-\\_Octopus.mp3](http://traffic.libsyn.com/gamesfromfolktale/132_-_Octopus.mp3)



# EFIYGIA : MOTHER OF REVENERS

**Order:** Lady of the False Gods

**Infernal Might:** 40 (Terram)

**Characteristics:** Int +1, Per +1, Pre 0, Com +5, Str +1, Sta +5, Dex +5, Qik +2

**Size:** -3, but appears to be 0.

**Virtues and Flaws:** Many.

**Confidence Score:** 5 (5)

**Personality Traits:** Proud +6

**Reputations:** Eater of Artists 5 (Infernal)

**Combat:** Trailing canvas: Initiative +4, Attack +13\*, Defense +13\*, Damage 0\*

\* Does no direct damage, but smears everything with toxic paint.

**Soak:** +20, literally made of silver

**Wound Penalties:** -1 (1-2), -3 (4-6), -5 (7-8), Incapacitated (9-10), Dead (11+)

**Abilities:** All suitable for story, but this demon is odd in that it has a very broad range of Area Lores, Brawl 8 (using canvas dropsheets), Carouse 9 (host), Etiquette 9 (victims), and various Craft skills.

**Powers:**

**Coagulation:** 0 points, Init 0, Terram: The creature takes the form of a silver-steel mask, suitable for a human being. The mask is apparently supported by clothes, or by canvas rags that take the shape of a cloak, but these are merely illusive.

**Envisioning:** 1 point, Init 0, Mentem: For 1 point, allows the demon to enter and twist dreams. If used to terrify, the victim can ignore it with a Brave Personality trait roll against an Ease factor of 9 or more. Failure to resist leads to a profound physical reaction, like a seizure.

**The Means of Self-Destruction:** 1 or 3 points, Init 0, varies: Allows the creature to summon items, equal to one pound of silver (1 Mythic pound) or 1 pound of gold (10 Mythic pounds) per Might point spent, from anywhere in the world, at the creature's discretion. The demon needs to know the wealth exists. Oddly, for a False God, the "wealth" summoned may, indeed must, be useful to herself or her victims. She can summon art supplies, for example. She uses this power to soak the cloths that simulate her body with virulently poisonous paint (potency 12).

**The Mistresses's Patronage:** varies, Init 0, Vim: This power allows the demon to guide the creation of a piece of art, such lesser demons can use the artefact to enter the world. Each use of the power costs 1 point initially, and requires a freshly-dedicated human soul. Each time one of the demons is drawn from a piece of art, it costs Efygia 1 Might, and she is aware which creature has been called forth and, in loose terms, the distance and direction of the artefact.

**Obsession:** 1-3 points, Init -5, Mentem: May force characters to make Personality Trait rolls to resist a temporary trait, Pride, which has a score equal to the Might points spent.. If the roll is successful, the trait vanishes. If it fails, they gain the trait permanently at +1, although they can remove it by the usual means of reducing traits.

**Weakness:** Cannot hurt the blind directly, but hates them.

**Vis:** 8 pawns, mask fragments.

**Appearance:** A silver mask, that appears to be upon the face of a woman, but is not.

**Source:** Created by me, to explain the art-related reveners elsewhere in this collection

Efiygia is the patroness of artists so obsessed with their vision that they are willing to sacrifice everything for its fulfilment.

She is a creature of large cities : despite their Dominion aura, they are the only places where her victims can be found in groups.



# FILLIAL SINS

The Sins look like hellhounds, but are minor demons. Each persecutes a specific ghost, but can spread its sin to anyone bitten.

Order: Spirits of Deceit

Infernal Might: 5 (Mentem)

Characteristics: Int 0, Per +2, Pre -5, Com +0, Str +1, Sta +2, Dex -1, Qik +2

Size: 0

Confidence: 2 (6 points)

Virtues and Flaws: Unclear.

Personality Traits: Deceitful +6, (Primary sin) +5

Reputations: Too specific to a locale to have a Reputation.

Combat (Bite): Init +2, Attack +14\*, Defense +10\*, Damage +7

\* includes specialisation for bite.

Soak: +4

Wound Penalties: -1 (1-5), -3 (6-10), -5 (11-15), Incapacitated (16-20), Dead (21+)

Abilities: unclear, but assume Brawl 8 (bite), Hunt 8 (sinners).

Powers:

Coagulation: 1 point, Init -1, Corpus: Can manufacture a solid body out of ambient matter.

Envisioning: 1 or 5 points, Init 0, Mentem: Can enter dreams and cause waking dreams.

Hound: 1 point, Init 0, Corpus: Allows hound to know the direction and distance to its specific ghost, via Concentration.

Trust of the Innocent: 1 point, Init -1, Mentem: After successful Bite attack, can telepathically project a lie based on the Primary Sin of the demon, which is believed by the target unless an Intelligence Check of 6+ is made.

Successive bites can force repeated checks, but they all bear the same lie.

Equipment: Nil.

Weakness: Geographically limited.

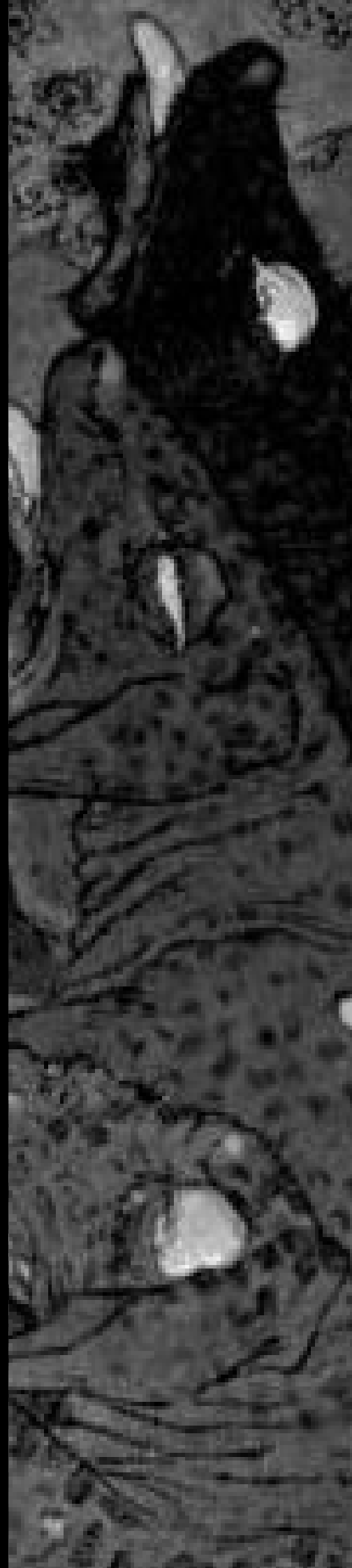
Vis: 1 pawn, Mentem.

Appearance: "...Suddenly a herd of black creatures larger than bloodhounds came galloping in; they had large pendulous ears, their noses were to the ground sniffing, they went up to the lords and ladies of long ago and fawned about them disgustingly. Their eyes were horribly bright, and ran down to great depths. When I looked into them I knew suddenly what these creatures were, and I was afraid. They were the sins, the filthy, immortal sins of those courtly men and women...."

Source: "Ghosts" by Lord Dunsany.

Blog post: <https://timothyferguson.wordpress.com/2017/05/04/dunsant-fragments-ghosts/>

Podcast: <http://gamesfromfolktales.libsyn.com/podcast/048-dunsany-fragments-ghosts>





# THE GEMSTONE THAT BETRAYS

**Order:** Spirit of Deceit

**Infernal Might:** 20 (Terram)

**Characteristics:** Int +2, Per +2, Pre n/a, Com +3, Str n/a, Sta Tireless, Dex n/a, Qik n/a

**Size:** -5 (tiny stone)

**Virtues and Flaws:** It's a small rock – everything that suits.

**Confidence Score:** 3 (5)

**Personality Traits:** Deceitful +6, Vain +2.

**Reputations:** Killer of noblemen (Infernal) 2.

**Combat:** powers only. The stone can make itself glass-sharp, but it lacks the leverage to do serious damage.

**Soak:** +6: made of a single crystal.

**Wound Penalties:** Dead (1+)

**Abilities:** All suitable for story, but this demon is well-versed in mortal culture, and uses its dream powers to teach Intrigue, and give plausible, but eventually injurious, counsel.

**Powers:**

**Envisioning:** 1 point, Init 0, Mentem: For 1 point, allows the demon to enter and twist dreams. If used to terrify, the victim can ignore it with a Brave Personality trait roll against an Ease factor of 9 or more. Failure to resist leads to a profound physical reaction, like a seizure. This creature prefers to give evil counsel in dreams, either to harm the dreamer, or to teach them how to hurt others.

**Forked Tongue of the Serpent:** 1 point, Init -1, Mentem: The target believes a single lie, no matter how outrageous, until they attempt to spread it to others, which breaks the effect. An Int roll against Ease Factor 9 is made after one hour, and then every subsequent hour, to end the effect.

**Infest Gemstone:** 0 points, Init 0, Terram: Infests a real gemstone by preference, but can create a false stone if necessary to stalk a victim.

**Mask illness:** 1 point, Init -5, Mentem: This power prevents a character from suffering any ill effect, mechanical or cosmetic, of a single illness or type of injury. While the power is in effect, the creature's maximum temporary Infernal Might is reduced by 5.

**Obsession:** 1-3 points, Init -5, Mentem: May force characters to make Personality Trait rolls to resist a temporary trait, Adoration, which has a score equal to the Might points spent. If the roll is successful, the trait vanishes. If it fails, they gain the trait permanently at +1, although they can remove it by the usual means of reducing traits. Adoring the spirit of the stone is heresy.

**Trust of the Innocent:** 1 point, Init -1, Mentem: The target believes a single lie for as long as possible, until presented evidence to the contrary. An Int roll against Ease factor 6 allows a character to resist this effect.

**Weakness:** Cannot harm those who refuse to touch the stone.

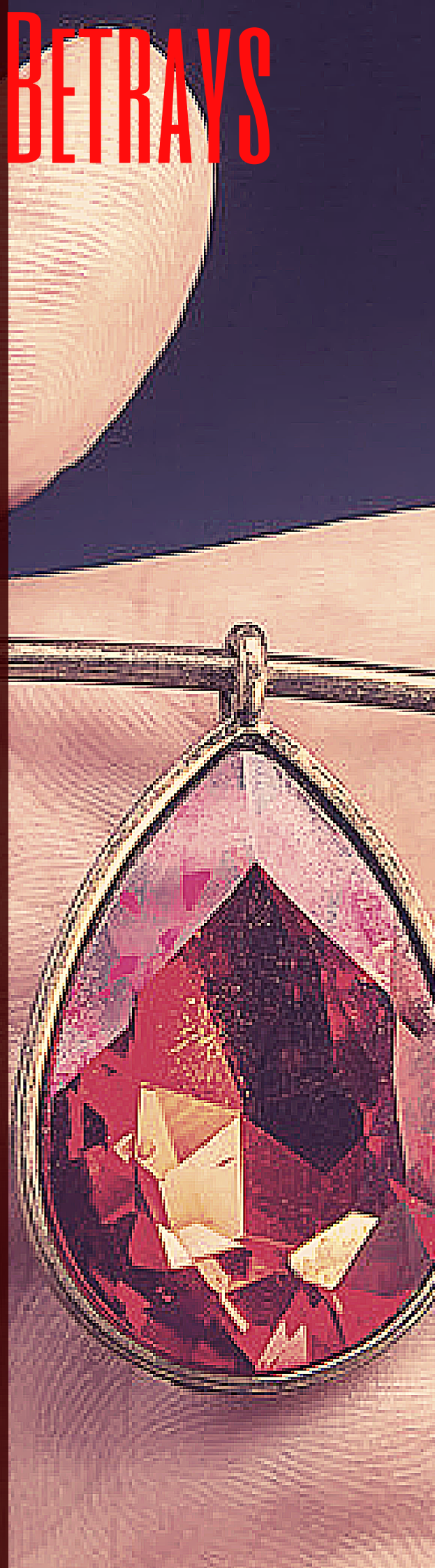
**Vis:** 4 pawns, in the powder of the destroyed stone.

**Appearance:** A gemstone of unusual size and brilliance.

**Source:** Inspired by Kunz's "The Curious Lore of Precious Stones"

**Blog:** <https://timothyferguson.wordpress.com/2019/05/10/the-gemstone-that-betrays/>

**Podcast:** [http://traffic.libsyn.com/gamesfromfolktales/193\\_-\\_The\\_Gemstone\\_That\\_Betrays.mp3](http://traffic.libsyn.com/gamesfromfolktales/193_-_The_Gemstone_That_Betrays.mp3)





# THE GOLGOTHAN DANCERS

**Order:** Tempters

**Infernal Might:** 5 {Corpus}

**Characteristics:** Int 0, Per 0, Pre n/a, Com 0, Str 0, Sta 3, Dex -1, Qik 3

**Size:** 0

**Virtues and Flaws:** Tough, Weak-willed

**Confidence Score:** 1 (3)

**Personality Traits:** Enjoys Torture +3, Hateful +3.

**Reputations:** Tempter 1 (Infernal)

**Combat:**

**Brawl:** Initiative +3, Attack +3, Defense +3, Damage +0

**Mallets:** Initiative +4, Attack +6, Defense +4, Damage +5.

**Soak:** +6. The dancers are composed of a pulpy, rubbery substance, vaguely fungal to the touch.

**Fatigue Levels:** Do not to suffer fatigue

**Wound Penalties:** -1 (1-5), -3 (6-10), -5 (11-15), Incapacitated (16-20), Dead (21+)

**Abilities:** Awareness 4 (victims), Brawl 6 (grapple)

**Powers:**

**Coagulation**, 0 points, Init 0, Corpus: The creature can manifest a fleshy manikin which it uses for a body. The body is agile, and quiet, but has clumsy hands.

**Envisioning**, 1 point, Init 0, Mentem: For 1 point, allows the demon to enter and twist dreams. If used to terrify, the victim can ignore it with a Brave Personality trait roll against an Ease factor of 9 or more. Failure to resist leads to a profound physical reaction, like a seizure.

**Weakness:** The Dancers can only manifest near the "living painting" for which the artist sold his soul.

**Vis:** 14 pawn of Corpus, in the shreds of the painting. (Requires the defeat of all 14 dancers)

**Appearance:**

The Dancers are rubbery, crude shapes, released from Hell to mock the artist who gave his soul for their release. They are among the weakest of their kind, and yet their method of predation makes them dangerous.

The dancers prefer to ambush sleeping victims, or grapple as a trained group. A human rendered defenceless is tortured to death in mockery of the crucifixion. At least two of the dancers carry mallets to drive nails into the victim, but these two do not appear to have a leadership role.

**Source:** "The Golgothan Dancers" by Manly Wade Wellman

**Blog post:** <https://timothyferguson.wordpress.com/2018/11/01/the-golgotha-dancers-by-manly-wade-wellman/>

**Podcast:** [http://traffic.libsyn.com/gamesfromfolktales/134\\_-\\_Golgothan\\_Dancers.mp3](http://traffic.libsyn.com/gamesfromfolktales/134_-_Golgothan_Dancers.mp3)

Minor creatures, released from Hell for a foolish soul. Their relatively powerlessness and lack of physical detail are in deliberate mockery of the artist who sacrificed everything to give his painting life.



# HIGHWAYMAN WITH EMERALDS

**Order:** Accusers

**Infernal Might:** 10 (Corpus)

**Characteristics:** Int +0, Per +0, Pre +0, Com +0, Str +2\*, Sta +3, Dex +1, Qik +0

**Size:** 0

**Confidence:** 2 (6 points)

**Virtues and Flaws:** Unclear.

**Personality Traits:** Implacable +5

**Reputations:** Snare for sinners +3.

**Combat (Long sword):** Init +2, Attack +13, Defense +11, Damage +8

**Soak:** +5, includes +2 for shabby clothes.

**Wound Penalties:** -1 (1-5), -3 (6-10), -5 (11-15), Incapacitated (16-20), Dead (21+)

**Abilities:** unclear, but assume Ride 8 (pursuit), Single Weapon 8 (thieves).

**Powers:**

**Betrayal of the Heart**, 2 points, Init 0, Mentem: Can force one secret from the victim per use.

**Coagulation**, 1 point, Init -1, Corpus: Can manufacture a solid body out of ambient matter.

**Envisioning**, 1 or 5 points, Init 0, Mentem: Can enter dreams and cause waking dreams.

**Hound**, 1 point, Init 0, Corpus: Allows the highwayman to know the direction and distance to its human quarry, or emerald, via Concentration.

**Obsession**, 1 point, Init -5, Vim: Can impose Greed.

**Whispers behind the back**, 2 points, Init 0, Mentem: Similar to the spell *Pains of Perpetual Worry*, but lasts a month. The Highwayman, unusually, can use this power on anyone holding one of his emeralds.

**Equipment:** Rides a lean horse, which may be a lesser demon.

**Weakness:** Cannot harm those who have not stolen its emeralds.

**Vis:** 3 pawns, Perdo

**Appearance:** "I saw a man in a huge hat looped up in front, wearing a sword in a scabbard shabby and huge, and looking blacker than the darkness, riding on a lean horse slowly up to the inn. Whether his were the emeralds, or who he was, or why he rode a lame horse on such a night, I did not stop to discover, but went at once from the inn as he strode in his great black riding coat up to the door."

**Source:** "The Sack of Emeralds" by Lord Dunsany

**Blog post:** <https://timothyferguson.wordpress.com/2017/03/16/dunsany-fragments-the-sack-of-emeralds/>

**Podcast:** [http://traffic.libsyn.com/gamesfromfolktales/041-\\_The\\_Sack\\_of\\_Emeralds.mp3](http://traffic.libsyn.com/gamesfromfolktales/041-_The_Sack_of_Emeralds.mp3)

The Highwayman is a minor demon that murders those tricked into stealing its emeralds. There are folk stories about how it can be eluded, but none of these are true. How they arise is unclear: it seems unlikely the creature has deliberately allowed prey to escape.



# THE LADY IN THE FRAME

**Order:** Spirit of Deceit

**Infernal Might:** 5 {Corpus}

**Characteristics:** Int +1, Per 0, Pre +3, Com +3, Str 0, Sta 0, Dex 0, Qik 0

**Size:** -1, in the form of a small woman.

**Virtues and Flaws:** Many.

**Confidence Score:** 1 (3)

**Personality Traits:** Enjoys Seduction +3

**Reputations:** Spirit of Deceit 1 (Infernal)

**Combat (Brawl\*):** Initiative +0, Attack +0, Defense +0, Damage +0

\* Avoids combat wherever possible. Is too fragile to engage in combat with skilled opponents. May ask lover to fight on her behalf.

**Soak:** +1. Clothing

**Fatigue Levels:** Does not to suffer fatigue

**Wound Penalties:** -1 (1-4), -3 (5-8), -5 (9-12), Incapacitated (13-17), Dead (18+)

**Abilities:** Charm 6 (victims), Carouse (seduce) 6

**Powers:**

**Coagulation**, 0 points, Init 0, Corpus: The creature can manifest in a single human shape.

**Delusion**, 1 point, Init +3, Imaginem. This spell is used to create the illusory portrait of the victim in the story. The illusion has a flaw: the person is clearly in ancient clothes, and so it cannot be the victim. The creature uses its deceptive powers to explain the flaw, to the victim, and encourage the victim to lie to their associates.

**Envisioning**, 1 point, Init 0, Mentem: For 1 point, allows the demon to enter and twist dreams. If used to terrify, the victim can ignore it with a Brave Personality trait roll against an Ease factor of 9 or more. Failure to resist leads to a profound physical reaction, like a seizure.

**Forked Tongue of the Serpent**, 1 point, Init -1, Mentem: The target believes a single lie, no matter how outrageous, until they attempt to spread it to others, which breaks the effect. An Int roll against Ease Factor 9 is made after one hour, and then every subsequent hour, to end the effect.

**Obsession**, 1-3 points, Init -5, Mentem: May force characters to make Personality Trait rolls to resist a temporary trait, Overprotective, which has a score equal to the Might points spent.. If the roll is successful, the trait vanishes. If it fails, they gain the trait permanently at +1, although they can remove it by the usual means of reducing traits.

**Trust of the Innocent**, 1 point, Init -1, Mentem: The target believes a single lie for as long as possible, until presented evidence to the contrary. An Int roll against Ease factor 6 allows a character to resist this effect.

**Weakness:** May only manifest in the presence of the frame.

**Vis:** 1 pawn, Imaginem.

**Appearance:** As per story: a beautiful woman in old-fashioned clothes, that tempts her prey to the loss of their soul.

**Source:** *The Ebony Frame* by E Nesbit

**Blog post:** <https://timothyferguson.wordpress.com/2018/11/08/the-ebony-frame-by-e-nesbit/>

**Podcast:** [http://traffic.libsyn.com/gamesfromfolktales/149\\_The\\_Ebony\\_Frame.mp3](http://traffic.libsyn.com/gamesfromfolktales/149_The_Ebony_Frame.mp3)



# JULIA STONE

**Order:** Vessel of Iniquity (technically an infernal ghost)

**Infernal Might:** 5

**Characteristics:** (human form) Int 0, Per +1, Pre +3, Com 0, Str -2\*, Sta -3, Dex +3, Qik +3.

\*Julia regenerates when she feeds. This raises her Strength score by +1 for every minor wound inflicted, up to a maximum +1. The score returns to -2 at daybreak.

**Size:** 0

**Virtues and Flaws:** Many - use whatever seems appropriate.

**Confidence Score:** 1 (3)

**Personality Traits:** Bloodlust +5, Pride +3

**Reputations:** Minor vampire +1 (Infernal)

**Combat (Bite):** Initiative 0, Attack 0\*, Defense -3\*, Damage +3\*\*

\* Julia had no combat training before her death, so she has a -3 penalty on her bite attack. It has been included in these statistics.

\*\* Julia regenerates when she feeds. This raises her Strength score, and her Damage bonus.

**Soak:** -3 (bloated corpse)

Julia regenerates when she feeds. This raises Julia's Strength score, and her Soak bonus.

**Wound Penalties:** -1 (1-5), -3 (6-10), -5 (11-15), Incapacitated (16-20), Dead (21+)

**Abilities:** All suitable for story, except that Julia had no combat training when she became a predatory revener, so her Abilities are poor. She tries to compensate with ambush predation, but her Weakness counters that in some cases.

**Powers:**

**Envisioning**, 1 point, Init 0, Mentem: For 1 point, allows the demon to enter and twist dreams. If used to terrify, the victim can ignore it with a Brave Personality trait roll against an Ease factor of 9 or more. Failure to resist leads to a profound physical reaction, like a seizure. This allows Julia to freely attack the victim. It is not clear if the dreams the hero of this story has are this power, or his own Visions virtue priming him to make the Awareness check allowed by Julia's Weakness (see below).

**Hide in the Tomb**, 1 point, Init. 0, Corpus. Julia can step forth from her portrait, and use it as a portal to return to rest in her unhallowed grave.

**Obsession**, 0 point, Init. 0, Mentem: Forces any character who touches her portrait to make a roll against her Bloodthirsty personality trait. If the roll is successful, the character is unharmed. If Julia wins, the character cuts a hand on her painting's frame, without noticing they have done so, until later. This is a Minor Wound, and increases Julia's Strength score.

**She Walks Again**, 1 point, Init. -1, Corpus: Animates Julia's corpse. As this is a supernatural power, the physical attacks of this demon, such as they are, can be deflected with Magic Resistance.

**Watch Over The Sleeper**, 1 point, Init. 0, Herbam: Moves the portrait back to its room. Note that characters can be tricked into touching her portrait repeatedly through the use of this power, suffering minor wounds each time via her unusual Obsession power.

**Weakness:** Must speak to her victims before she attacks. This is a painful trick played on her by the demon that gave her this form of limited life. Generally she is so stealthy that even if a sleeping character makes a Perception + Awareness roll against an Ease Factor of 9 to wake, she still gets to attack with surprise, but it she would prefer to bite the defenceless.

**Vis:** 1 pawn, shroud.

**Appearance:** A bloated, shrouded corpse that has been soaked in rotting blood for months.

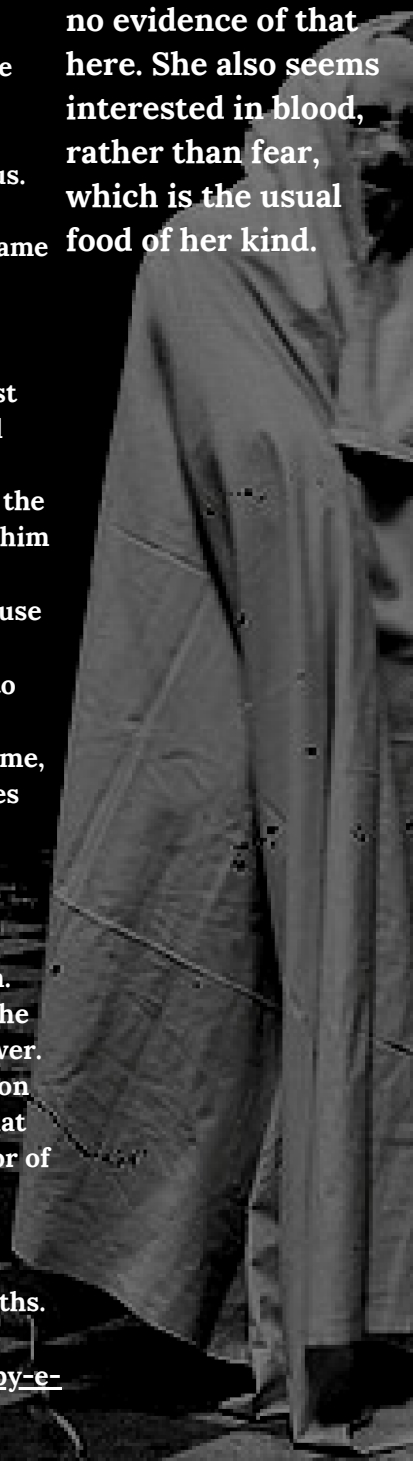
**Source:** *The Room in the Tower* by E F Benson

**Blog:** <https://timothyferguson.wordpress.com/2018/11/15/the-room-in-the-tower-by-e-f-benson/>

**Podcast:** [http://traffic.libsyn.com/gamesfromfolktales/139\\_-\\_The\\_Room\\_in\\_the\\_Tower.mp3](http://traffic.libsyn.com/gamesfromfolktales/139_-_The_Room_in_the_Tower.mp3)

Reveners are demons that reanimate corpses. Julia Stone is unusual in that her corpse stays safely tucked away in its tomb, only stepping out into the world through her painting.

Most reveners can reanimate several corpses, but we see no evidence of that here. She also seems interested in blood, rather than fear, which is the usual food of her kind.





# MUSA LAETA

**Order:** Lord of the False Gods

**Infernal Might:** 30 (Imaginem)

**Characteristics:** Int +2, Per +3, Pre +8, Com +5, Str -1, Sta -1, Dex +2, Qik +5

**Size:** +2

**Confidence:** 2 (6 points)

**Virtues and Flaws:** n/a

**Personality Traits:** Proud +6

**Reputations:** Corrupting Muse +5 (demons)

**Combat (Wings like stained glass):** Init +8, Attack +14\*, Defense +9\*, Damage +12

\* includes specialisation

**Soak:** 0: is aware of how fragile it is.

**Wound Penalties:** -1 (1-7), -3 (8-14), -5 (15-21), Incapacitated (22-29), Dead (30+)

**Abilities:** unclear, but assume Brawl 8 (wings), Hunt 8 (artists).

**Powers:**

**Coagulation\***, 3 points, Init +4, Terram: Can manufacture a solid body out of ambient matter.

**Dark Muse**, 5 points, Init -10, Mentem: The demon can grant the Free Expression virtue to humans. While granting the Virtue, its Might Pool is reduced by the cost of the Virtue. It generally has no more than three direct servants at any time. These tend to form love triangles and murder each other. Occasionally she will stir up her followers by granting her power to a fourth minion, but only for sufficient time to create a single work.

**Envisioning\***, 1 or 5 points, Init +5, Mentem: Can enter dreams and cause waking dreams.

**Obsession\***, 1-3 points, Init 0, Vim. Can impose the sin of Pride. Uses it particularly to convince artists of the great value of their work.

**Shroud the Stench of the Pit:** variable points, Init +8, Vim. This complicated power allows infernal powers to be shrouded so they seem Magical, Faerie or mundane. It does not control minds, so powers made to seem mundane must be subtle. The cost of this power is points equal to the cost of the power shrouded.

**The Wealth of Nations**, 3 points, Init +5, varies (as per form of summoned thing): Musa Laeta can summon riches in various forms, up to the value of one pound of gold per Might point spent.

\* See Realms of Power : The Infernal pp 31-2.

**Equipment:** Nil.

**Weakness:** Cannot destroy works of inspired beauty.

**Vis:** 6 pawn, Imaginem.

**Appearance:** A great butterfly of cracked glass and dripping lead.

**Source:** Original to the podcast, comes from the ideas of Robert Nozick.

**Blog post:** <https://timothyferguson.wordpress.com/2017/10/19/nozicks-utility-monster-in-mythic-europe/>

**Podcast:** [http://traffic.libsyn.com/gamesfromfolktales/077\\_-\\_Nozicks\\_utility\\_monster.mp3](http://traffic.libsyn.com/gamesfromfolktales/077_-_Nozicks_utility_monster.mp3)

If “beauty is all that pleases” as the Jerbiton motto says, if it is the highest value, is it right to feed peasants to a demon which is transcendently beautiful, or has the Muse virtue, allowing the creation of transcendent beauty? This gives diabolists something to want other than unspecified power.



# NEGOTIUM PERAMBULANS

**Order:** Accuser

**Infernal Might:** 20 (Terram)

**Characteristics:** Int +1, Per +1, Pre -3, Com -5, Str +3, Sta +5, Dex -2, Qik -2

**Size:** +1: A vast, dark slug.

**Virtues and Flaws:** Not discernible from story. Many.

**Confidence Score:** 5 (5)

**Personality Traits:** Cruel +6

**Reputations:** The reason to leave the lights on 5 (locals)

**Combat (Grapple):** Initiative -2, Attack +8\*, Defense +8\*, Damage +0\*\*

\* includes specialisation (defiler of its church)

\*\* does not include exsanguination damage.

**Soak:** +13, Only partially material. In another story by Benson, an identical creature was defeated when broken apart with shotguns, but it can't be grasped effectively.

**Wound Penalties:** -1 (1-6), -3 (7-12), -5 (13-18), Incapacitated (19-24), Dead (25+)

**Abilities:** All suitable for story. Area Lore 9 (region). Grapple 9 (defilers of its church).

**Powers:**

**Beyond the Heart**, 2 points, Init 0, Vim: Each use of this power allows the demon to know one secret which the target would never admit.

**Coagulation**, 0 points, Init 0, Terram: The creature takes the form of a vast, luminous slug.

**Envisioning**, 1 point, Init 0, Mentem: For 1 point, allows the demon to enter and twist dreams. If used to terrify, the victim can ignore it with a Brave Personality trait roll against an Ease factor of 9 or more. Failure to resist leads to a profound physical reaction, like a seizure.

**Exsanguination**: 0 points, Init 0, Animal : After a successful grapple, the creature can automatically drain blood from its victim. This costs 1 Fatigue level per round until the character is unconscious, then one wound level until death.

**Obsession**: 1-3 points, Init -5, Mentem: May force characters to make Personality Trait rolls to resist a temporary trait, Cruel, which has a score equal to the Might points spent. If the roll is successful, the trait vanishes. If it fails, they gain the trait permanently at +1, although they can remove it by the usual means of reducing traits.

**Whispers Behind the Back**, 2 points, Init. 0 Mentem: Like Pains of Perpetual Worry, this gives the character the sensation his secrets are known, and discussed, behind their back, for the next month.

**Weakness:** Shuns light. Seems particularly resistant to the Dominion.

**Vis:** 4 pawns, ashes (may be sordida)

**Appearance:** Luminous slug.

**Source:** "Negotium Perambulans" by E. F. Benson

**Blog post:** <https://timothyferguson.wordpress.com/2019/07/01/cornwall-negotium-perambulans/>

**Podcast:** [http://traffic.libsyn.com/gamesfromfolktales/200\\_-\\_Cornwall\\_-\\_Negotium\\_Perambulans.mp3](http://traffic.libsyn.com/gamesfromfolktales/200_-_Cornwall_-_Negotium_Perambulans.mp3)



# ORANGE WITH AN EVIL LAUGHTER IN IT HEART

**Order:** Furies

**Infernal Might:** 5 {Mentem}

**Characteristics:** Int 0, Per 0, Pre +1, Com 0, Str 0, Sta 0, Dex 0, Qik 0

**Size:** -5 or larger. The Least of the Furies often takes the shape of a jewel, but in this story it is an orange.

**Virtues and Flaws:** Watchful +4, Self-controlled -6.

**Confidence Score:** 1 (3)

**Personality Traits:** Enjoys suffering +3

**Reputations:** The least of the Furies 1 (Infernal)

**Combat:** Incapable of combat: may use powers to make humans fight.

**Soak:** Based on form.

**Fatigue Levels:** Does not suffer fatigue

**Wound Penalties:** As per form: usually Dead (1+)

**Abilities:** Awareness 6 (victims), Folk Lore (victims) 6.

**Powers:**

**Beserk**, 0 points, 0 Init. As a Fury, the creature can ignore Wound penalties, except on Defense totals. That being said, its bodies are so weak that the power is generally useless.

**Coagulation**, 0 points, Init 0, Corpus: The creature can take the shape of a small object. It often eats a pre-existing thing as it forms, so that it replaces a known object. Note that it cannot replace object that are touched by the Divine. This includes gifts of True Love, the physical embodiment of sacraments, the containers of relics, and holy symbols.

**Envisioning**, 1 point, Init 0, Mentem: For 1 point, allows the demon to enter and twist dreams. This is used to stoke the passions of humans being goaded to murder.

**Waxing Tide of Humors**, 3 points, Init +6, Mentem. This power causes passion to overcome sense. A character can resist this effect with a roll against an Ease Factor of 9, modified by Traits like Calm.

**Weakness:** The Fury's victims are a narrow slice of society.

**Vis:** 1 pawn, Mentem.

**Appearance:** Any small object.

**Source:** "Death and the orange" by Lord Dunsany

**Blog post:** <https://timothyferguson.wordpress.com/2018/11/22/death-and-the-orange/>

**Podcast:** [http://traffic.libsyn.com/gamesfromfolktales/152\\_-\\_Dunsany\\_-\\_Death\\_and\\_the\\_Orange.mp3](http://traffic.libsyn.com/gamesfromfolktales/152_-_Dunsany_-_Death_and_the_Orange.mp3)



# ORGOGGIO

Orgoglio, is a demon so swollen with Pride that his name means "Pride" in Italian. His usual strategy is to take possession of convincing orators and use their pride to lead people into sin.

A robust demon of godless Pride.

**Order:** Vessel of Iniquity

**Infernal Might:** 15 {Corpus}

**Characteristics:** Int 0, Per 0, Pre +3, Com 0, Str +2, Sta +4, Dex +0, Qik +0

**Size:** +2

**Virtues and Flaws:** Berserk, Tough

**Confidence Score:** 1 (3)

**Personality Traits:** Depraved +6, Hateful +6, Angry +4

**Reputations:** Embodies Pride 1 (Infernal), Vessel of Iniquity 1 (Infernal)

**Combat (Mace):** Init +1, Attack +3\*, Defense +0, Damage +10\*\*

\* +2 when berserk

\*\* +5 if he has time to recover his magical mace.

**Soak:** +7 or +9 when berserk

**Fatigue Levels:** OK, 0, -1, -3, -5, Unconscious

**Wound Penalties:** -1 (1-7), -3 (8-14), -5 (15-21), Incapacitated (22-28), Dead (29+)

**Abilities:** Awareness 4 (rivals), Guile 6 (dance), Single Weapon 7 (feet), Theology 6 (heresy).

**Powers:**

**Contagious Obsession**, 1 point per victim, Init 0, Mentem: When a person is committing a sinful thought or deed, the demon may impose its Obsession Trait if this Power defeats magic resistance. This gives the person a temporary Personality trait of Proud and at the next opportunity he must make a roll, opposed by any suitable Personality trait, to prevent attempting to crush others with his words. If the Obsession fails, the temporary trait is lost. If it succeeds, the trait is acquired permanently. Any human who becomes a victim of this demon's Obsession power becomes a carrier of that Power and can pass it on to anyone he abuses, using the same series of rolls. Every added victim costs the demon 1 Might point, and the Power ceases to be contagious if either she runs out of Might or a day passes without someone being infected. Once the power ceases being contagious, it continues to affect the afflicted as described earlier.

**Envisioning**, 1 or 5 points, Init 0, Mentem: For 1 point, allows the demon to enter and twist dreams. For 5 points, allows the demon to create a waking hallucination. If used to terrify, the victim can ignore it with a Brave Personality trait roll against an Ease factor of 9 or more. Failure to resist leads to a profound physical reaction, like a seizure.

**Form of The Proud Man**, 0 points, Init 0, Corpus: After assuming corporeal form, see Form of Wickedness, earlier, the demon can take solid form. See Appearance for details.

**Form of Wickedness**, 2 points, Init 0, Mentem: Allows the demon to manufacture a solid form of pure sin. It forces those around the demon to begin carousing if they lack sufficient Magic Resistance. A Stamina stress roll against an Ease factor of 6 is needed every hour, failure costing a Fatigue level, and a success breaking this Power's hold. The Power also ends when the victim falls unconscious. A botch causes temporary insanity and imposes a Minor Personality Flaw appropriate to the sin. This form may only be maintained for one round, after which the demon must take spiritual or human form.

**Possession**, variable points, Init +2, Mentem: The demon stores some of its Might in a temporary pool in a victim, after overcoming Magic Resistance. When this pool is spent, the possession ends. The two pieces of the demon can only communicate if in sight of each other. The demon controls the actions of the host, but must spend Might to have the victim perform tasks they consider abhorrent. This requires the demon to make a roll of stress die + spent Might points against the victim's Personality trait roll. It also costs 1 might to use a Supernatural ability, or the same number of Might points a possessed supernatural creature spends to use one of its powers.

Orgoglio may possess multiple people simultaneously.

**Weakness:** Protected group (celibates)

**Vis:** 3 pawns of Perdo, body

**Appearance:** The natural appearance of this demon is sin made manifest as a formless dark shape. He can, however, take a solid form: a vaguely humanoid, ten foot tall, ambulatory phallus. He has small arms and legs and, if given time to retrieve it, fights using a mace made from an oak that grew in the centre of the Earth.

**Source:** Spenser's "The Faerie Queene" and Clive Barker's "Rawhead Rex".

**Blog post:** <https://timothyferguson.wordpress.com/2013/06/20/foes-left-over-from-antagonists-orgoglio/>  
Not used on the podcast.



# THE PASTORALIS

**Order:** Vessel of Iniquity

**Infernal Might:** 10 (Animal)

**Characteristics:** Int +0, Per +0, Pre +0, Com +4, Str +2\*, Sta +1, Dex +0, Qik +0\*

\*Is not an immobile object, but generally is only subtle in its movements.

**Size:** -2 (a codex)

**Confidence:** 2 (6 points)

**Virtues and Flaws:** Knack (telling jokes)

**Personality Traits:** Satirical +5

**Reputations:** Funny +3, Illicit +3.

**Combat:** Bludgeon: Init 0, Attack +4, Defense +3, Damage +6

Does not include bonus for ambushing reader.

**Soak:** +10, (inorganic, but quite vulnerable to fire which is odd for a demon.)

**Wound Penalties:** -1 (1-3), -3 (4-6), -5 (7-9), Incapacitated (10-12), Dead (13+)

**Abilities:** unclear, but assume Brawl 4 (ambushing reader) and Carouse 6+3 (bawdy stories). It can tune its stories to its audience, but is surreptitious about this, so it generally does so between readers.

**Powers:**

**Betrayal of the Heart**, 2 points, Init 0, Mentem: Can force one secret from the victim per use.

**Coagulation**, 1 point, Init -1, Corpus: Can manufacture a solid body out of ambient matter. Its natural form is an incoherent ball or churning letters, lolling tongues and laughter. It does not have a human form.

**Contagion**, 5 points, Init -3, Mentem: Plants the idea that the reader should mention the book to suitable friends.

**Envisioning**, 1 or 5 points, Init 0, Mentem: Can enter dreams and cause waking dreams.

**Obsession**, 1 point, Init -5, Vim: Can impose sarcasm.

**Equipment:** None.

**Weakness:** Cannot harm those who have not sought the book.

**Vis:** 2 pawns, Muto.

**Appearance:** Always takes the form of a book, generally with another work's name on the cover.

**Source:** Original, but I'd been reading a lot of Borges.

**Blog post:** <https://timothyferguson.wordpress.com/2017/03/09/pastoralis-the-forbidden-comedy-of-silvestris-of-diedne/>

**Podcast:** [http://traffic.libsyn.com/gamesfromfolktales/040\\_-\\_Pastoralis.mp3](http://traffic.libsyn.com/gamesfromfolktales/040_-_Pastoralis.mp3)



# PRESIDENT OF THE EXILES' CLUB

**Order:** Prince of the Thamiel (False God)

**Infernal Might:** 50 (Terram)

**Characteristics:** Int +5, Per +5, Pre +5, Com +5, Str +4/+8\*, Sta +5, Dex +5, Qik +4/+2\*

\* Second value is for idol form.

**Size:** +1 / +3: Usually takes a richly-garbed human form. Can take the form of a great statue of marble, garbed ostentatiously.

**Virtues and Flaws:** Many.

**Confidence Score:** 5 (5)

**Personality Traits:** Proud +6

**Reputations:** Collector of kings 9 (Infernal)

**Combat:**

**Human form – Sceptre:** Initiative +4, Attack +21, Defense +14, Damage +16

**Idol form – Sceptre:** Initiative +2, Attack +20\*, Defense +12, Damage +22\*

If the creature hits with its sceptre, it can use its *Sparkle in the Eye* power or its *Command the Dross* power on the struck object, even if it has already used a power this turn.

If forced to Brawl in idol form, the creature's stone body adds +2 damage

\* The sceptre is larger in gigantic form, and so it does a little more damage and is slightly slower.

**Soak:**

Human form: +3, Clothes of silk and gold

Idol form: +18, literally made of stone

**Wound Penalties:**

Human form: -1 (1-6), -3 (7-12), -5 (13-20), Incapacitated (21-26), Dead (27+)

Idol form: -1 (1-8), -3 (9-16), -5 (17-24), Incapacitated (25-32), Dead (33+)

**Abilities:** All suitable for story, but this demon is odd in that it has a very broad range of Area Lores. Carouse 9 (host), Etiquette 9 (victims), Great weapon (sceptre) 9

**Powers:**

**Coagulation**, 0 points, Init 0, Corpus: The creature has three forms. It can coagulate into a regal form, suitable to the prejudices of its viewers; a regal form which appears different to each viewer; and a gigantic marble idol, of and to itself.

**Change Shape**, 0 points, Init 0 or -5, Corpus: The creature can change between its three shapes. Changing to the stone form is slower than the other transformations. The creature's sceptre is an extension of its body. It appears and vanishes at will, and at no cost.

**Command the Dross**, varies, Init 0, Mentem: Can duplicate any Rego spell for the cost of 1 might per Magnitude. This power only works on things which are debased, either by material processes of decay, or by spiritual processes of pollution.

**Envisioning**, 1 point, Init 0, Mentem: For 1 point, allows the demon to enter and twist dreams. If used to terrify, the victim can ignore it with a Brave Personality trait roll against an Ease factor of 9 or more. Failure to resist leads to a profound physical reaction, like a seizure.

**Powers (continued):**

**His Master's Voice**, varies point, Init 0, Vim: May summon demonic servants, but not control them. Costs 1 point of Might for every Infernal Might point of the sumonee. Most False Gods use this power sparingly, but the President is a connoisseur of the uses of tiny demons. Few of his powers tax his large Might pool, so he is likely to call servants to him in combat.

**Obsession**, 1-3 points, Init -5, Mentem: May force characters to make Personality Trait rolls to resist a temporary trait, Vainglorious, which has a score equal to the Might points spent. If the roll is successful, the trait vanishes. If it fails, they gain the trait permanently at +1, although they can remove it by the usual means of reducing traits.

**The Serpent Oracle**, 2 points, Init. +2, Mentem: May cast any Intelligo spell for 2 Might, and automatically knows the context and likely outcome of actions made in response to the information gained.

**Shroud the Stench of the Pit**, varies, Init +3, Vim: Makes overt supernatural powers appear either Magical or Faerie/ Makes subtler powers appear entirely natural. Costs 1 point per point cost of the original power, and lasts as long as the affected power does.

**Sparkle In The Eye**, 3 points, Init +2, Auram: Causes a thunderbolt to strike a single object the creature is looking at. The power does +15 Damage per use.

**The Wealth of Nations**, 3 points, Init 0, Terram: Allows the creature to summon wealth, equal to one pound of gold (10 Mythic pounds) per Might point spent, from anywhere in the world, at the creature's discretion. The demon needs to know the wealth exists, and so it collects the treasures of fallen kingdoms, or forgeries avowed genuine by its collection of kings. The wealth summoned must never gain its value from its usefulness, only from the human agreement that some things are treasure. The creature cannot, for example, make bread appear to starving people, although it can make luxurious feasts appear before corpulent nobles. Although it collects magic items, it cannot summon them using this power if they will be mechanically useful, only if they will be tempting.

**Weakness:** May not harm an anointed sovereign that is conscientiously serving the realm, or any person acting dutifully on behalf of such a monarch.

**Vis:** 10 pawns, vast marble crown (appears even if human form is destroyed)

**Appearance:** Currently this creature usually appears as a merchant prince from a rising republic, like Venice.

**Source:** "The Exiles' Club" by Lord Dunsany.

**Blog post:**

<https://timothyferguson.wordpress.com/2018/03/02/duns-any-the-exiles-club/>

**Podcast:**

[http://traffic.libsyn.com/gamesfromfolktales/097\\_-\\_Dunsany\\_The\\_Exiles\\_Club.mp3](http://traffic.libsyn.com/gamesfromfolktales/097_-_Dunsany_The_Exiles_Club.mp3)



# THE PURITANICAL DEVIL

**Order:** Vessel of Iniquity (Puritanical Devil)

**Infernal Might:** 20 (Imaginem)

**Characteristics:** Int +3, Per +1, Pre +2, Com +2, Str +2, Sta +4, Dex 0, Qik +2.

**Size:** +1

**Confidence Score:** 2 (6)

**Personality Traits:** Hateful +6, Indignant+6

**Reputations:** Puritanical Devil 1 (Infernal)

**Combat (claws):** Initiative 0, Attack +8, Defense +8, Damage +2.

**Soak:** +9, shaggy hide

**Wound Penalties:** -1 (1-6), -3 (7-12), -5 (13-20), Incapacitated (21-26), Dead (27+)

**Abilities:** All suitable. Brawl 6 (claws). Surprisingly skilled in theology.

**Powers:**

**Envisioning**, 1 point, Init 0, Mentem: For 1 point, allows the demon to enter and twist dreams. If used to terrify, the victim can ignore it with a Brave Personality trait roll against an Ease factor of 9 or more. Failure to resist leads to a profound physical reaction, like a seizure.

**Form of Wickedness**, 2 points, Init 0, Mentem: The Puritanical Devil's true form is an indescribable, material mass of pure sin. The ten closest humans to its manifestation, if they lack magical resistance, are overcome with the need to rail against the minor infractions of themselves and others, particularly directing their ire toward liturgical music, communal dance, and icons. A Sta roll against an Ease factor of 6 is permitted each hour to free a character from the power. A failed roll costs a Fatigue level, and the power is also broken when each human becomes unconscious. A botch causes temporary insanity, and a Minor Personality flaw. This form can only be maintained for one round, after which the demon reverts to spiritual form, unless it takes human form.

**Form of Man**, 2 points, Init 0, Mentem: After taking physical form, as above, the creature can take any human form it has observed. It can also take a satyr-like shape.

**Obsession**, 1-3 points, Init -5, Mentem: May force characters to make Personality Trait rolls to resist a temporary trait, Indignation, which has a score equal to the Might points spent.. If the roll is successful, the trait vanishes. If it fails, they gain the trait permanently at +1, although they can remove it by the usual means of reducing traits.

**Contagious Obsession**, 1 point per victim, Init 0, Mentem: A person who is harmed by a character suffering from the demon's Obsession power must make a Personality trait roll or themselves become obsessed. The power ceases being contagious when the demon's Might pool is empty, or no person has been infected for 24 hours.

**Weakness:** Is repelled by singing, particularly hymns. Cannot touch anything which has the beginning of Hundredth Psalm written upon it. ("Make a joyful noise unto the Lord, all ye lands. Serve the Lord with gladness: come before his presence with singing.")

**Vis:** 4 pawns, ears.

**Appearance:** A stereotypical satyr demon, but with excellent manners and a friendly demeanour to those he has tricked into severity.

**Source:** "A moral little tale" by Lord Dunsany

**Blog post:** <https://timothyferguson.wordpress.com/2018/08/16/dunsany-a-moral-little-tale/>

**Podcast:** <http://gamesfromfolktales.libsyn.com/podcast/137-dunsany-a-moral-little-tale>



# THE RIBBON-BEDECKED MODEL

This revener is weaker than most: it can only animate one corpse at a time, and it does not seek to terrify. It wants humans to desire, and to pledge themselves, to its beautiful bodies.

Order: **Vessel of Iniquity**

Infernal Might: **10**

Characteristics:

Int 0, Per +1, Pre +3\*, Com +3, Str 0\*, Sta Tireless, Dex +1\*, Qik +1\*.

\* Prefers beautiful bodies, but will make do with weaker ones.

Decayed bodies or skeletons have weaker physical characteristics.

Size: **-1** (prefers diminutive female forms.)

Virtues and Flaws: **Many**

Confidence Score: **1** (3)

Personality Traits: **Hedonistic +5, Lustful +3.**

Reputations: **Coquette of the Charnel Pit +1 (Infernal)**

Combat: **N/A.** Does not attempt to prevent harm to its body: uses the harm, and its ability to scream and beg for help at volume, to turn the corpse into evidence against the one who attacked.

Soak: **0**

Wound Penalties: **-1** (1-4), **-3** (5-8), **-5** (9-12), Incapacitated (13-16), Dead (17+)

Abilities: **All** suitable for story, but this demon is well-versed in Carousing and Folk Ken.

Powers:

**Envisioning**, 1 point, Init 0, Mentem: For 1 point, allows the demon to enter and twist dreams. If used to terrify, the victim can ignore it with a Brave Personality trait roll against an Ease factor of 9 or more. Failure to resist leads to a profound physical reaction, like a seizure.

**Hide the Bite of the Worm**, 3 points, Init. 0, Imaginem. This illusion make the revener's body look, sound, and smell fresh. It doesn't make the body feel warm, but a victim filled with strong liquor is unlikely to not notice.

**Obsession**, 1 to 3 points, Init. -5, Mentem: May force characters to make Personality Trait rolls to resist a temporary trait, Hedonistic, which has a score equal to the Might points spent.. If the roll is successful, the trait vanishes. If it fails, they gain the trait permanently at +1, although they can remove it by the usual means of reducing traits.

**Scream For Help**, 1 point, Init. -1, Imaginem: The creature can be heard clearly from a great distance, as though her voice was not obstructed by walls or other sounds.

**She Walks Again**, 1 point, Init. -1, Corpus: Animates one corpse or skeleton. As this is a supernatural power, the physical attacks of this demon, such as they are, can be deflected with Magic Resistance.

**Weakness:** Cannot manifest to those warded by the cross. Notably, it can still inhabit a particular church, so either the Dominion there has a patch of Infernal influence, or churches in general do not harm it.

**Vis:** 2 pawns, lover's favor.

**Appearance:** A beautiful woman in distressed circumstances.

**Source:** "The adventures of a German student" by Washington Irving

**Blog post:**

<https://timothyferguson.wordpress.com/2018/08/02/washington-irving-a-story-of-a-demon-animating-a-corpse/>

**Podcast:** [http://traffic.libsyn.com/gamesfromfolktales/138\\_-\\_Adventures\\_of\\_the\\_German\\_Student.mp3](http://traffic.libsyn.com/gamesfromfolktales/138_-_Adventures_of_the_German_Student.mp3)





# THE TEMPTRESS WITH PAINTED SKIN : A VARIANT OF THE RIBBONED REVERER

**Order:** Tempter

**Infernal Might:** 10

**Characteristics:**

Human form: Int +1, Per 0, Pre +3\*, Com +3, Str 0, Sta Tireless, Dex -1, Qik 0.

\* Prefers beautiful skins, but will make do with ugly ones.

Demonic form: Int +1, Per 0, Pre +0, Com +3, Str +3, Sta Tireless, Dex +1, Qik +1.

\* Prefers beautiful skins, but will make do with ugly ones.

**Size:** -1 or +1 Prefers diminutive female forms. Demonic form is apparently too large to fit inside the human skins.

**Virtues and Flaws:** Many

**Confidence Score:** 1 (3)

**Personality Traits:** Hedonistic +5, Demure +3.

**Reputations:** Seductress +1 (Infernal)

**Combat:** Claws in demonic form: Initiative +1, Attack +10, Defense +9, Damage +8

**Soak:** 0 (human) / +3 (demon - thick fur)

**Wound Penalties:**

(Human) -1 (1-4), -3 (5-8), -5 (9-12), Incapacitated (13-16), Dead (17+)

(Monstrous) -1 (1-6), -3 (7-12), -5 (13-18), Incapacitated (19-25), Dead (26+)

**Abilities:** All suitable for story: well-versed in Carousing, Craft: Leatherwork and Folk Ken. Brawl 5 (claws)

**Powers:**

**Coagulation**, 1 point, Init 0, Animal/Corpus: The creature's natural shape is a cloud of foetid gas. It can take up residence in the flayed skin of a human, or take the shape of a dreadful beast. If it changes from human to demon without becoming a gas, it rips apart the skin it is wearing. This is terrifying (Brave check against 3 if characters were aware she is a monster in disguise, 6 if surprised).

**Envisioning**, 1 point, Init 0, Mentem: For 1 point, allows the demon to enter and twist dreams. If used to terrify, the victim can ignore it with a Brave Personality trait roll against an Ease factor of 9 or more. Failure to resist leads to a profound physical reaction, like a seizure.

**Obsession**, 1 to 3 points, Init. -5, Mentem: May force characters to make Personality Trait rolls to resist a temporary trait, Hedonistic, which has a score equal to the Might points spent.. If the roll is successful, the trait vanishes. If it fails, they gain the trait permanently at +1, although they can remove it by the usual means of reducing traits.

**Weakness:** Must be invited into houses. Cannot cross a boundary protected by a holy symbol. Strongly prefers to kill those who it has had "tea" with.

**Vis:** 2 pawns, skin.

**Appearance:** A beautiful woman in distressed circumstances.

**Source:** "The painted skin" by Su Ling Pu

**Blog post:** <https://timothyferguson.wordpress.com/2019/04/04/pu-the-painted-skin/>

**Podcast:** [http://traffic.libsyn.com/gamesfromfolktales/197\\_-\\_The\\_Painted\\_Skin.mp3](http://traffic.libsyn.com/gamesfromfolktales/197_-_The_Painted_Skin.mp3)





# SAINT WARNA OF THE WRECKERS

In the podcast episode I said Saint Warna is a False God, but for variety I've designed her as a variant of Argenta, the False Goddess of Piracy in *Tales of Power*, but flipped her to being an Aerial Power.

**Order:** Aerial Power

**Infernal Might:** 25 (Auram)

**Characteristics:** Int +3, Per +1, Pre +2, Com +2, Str +7, Sta +2, Dex +3, Qik +2

**Size:** +3 (can appear as human in dream, though)

**Confidence Score:** 5 (5)

**Virtues and Flaws:** Enjoys worship +3

**Personality Traits:** Untameable +4.

**Reputations:** Goddess of Wreckers 5 (Infernal)

**Combat** (uses an oar as an improvised weapon, in mockery of the real saint):

Init +2, Attack +17, Defense +15, Damage +14

**Soak:** +6 – her body is loosely material

**Fatigue Levels:** OK, 0, 0, -1, -1, -3, -3, -5, Unconscious.

**Wound Penalties:** -1 (1-8), -3 (9-16), -5 (17-24), Incapacitated (25-32), Dead (33+)

**Abilities:** Various, including Single Weapon 8 (oar)

**Powers:**

*Coagulation*, 1 point, Init -1, Corpus.

*Elemental Control*, variable points, Init. -1, Auram. May create and Creo, Muto or Rego effect in the Auram for for 1 Might per magnitude of effect. Cannot create an effect with a level higher than the demons current Might, or duplicate Ritual effects.

*Envisioning*; 1 point, Init +0, Mentem.

*Obsession*, 1 point, Init -5, Vim: Avaricious.

*Recalcitrance*: 0 points, Init constant, Vim. Any attempt to control (but not destroy) an Aerial Power with any supernatural power, of any Realm, treats the demon's Might as if it was 50% higher. Ease factors are similarly 50% higher.

**Weakness:** Cannot directly harm the ordained.

**Vis:** 6 pawns Auram vis (sordida).

**Appearance:** Looks like the crude statuette of the Irish saint found by her well, but made of cloud and expanded.

**Source:** Scilly and its Legends by Henry John Whitfeld

**Blog post:** <https://timothyferguson.wordpress.com/2020/03/01/cornwall-the-saint-of-the-wreckers/>

**Podcast:** [http://traffic.libsyn.com/gamesfromfolktales/243\\_-\\_Cornwall\\_-\\_The\\_Patron\\_Saint\\_of\\_Wreckers.mp3](http://traffic.libsyn.com/gamesfromfolktales/243_-_Cornwall_-_The_Patron_Saint_of_Wreckers.mp3)



# SALTATORES MORTUORUM

**Infernal Might:** 5 (Corpus)

**Characteristics:** Int -2, Per -2, Pre 0, Com -2, Str 0, Sta +3, Dex +2, Qik +1

**Size:** -2 Skeletons have a low Size score compared to living humans because they lack the mass provided by organs and fluids.

**Personality Traits:** Enjoys causing shock +3

**Combat:** Shortsword\*: Init +2, Attack +9, Defense +6, Damage +5

\* Change to other weapons for cosmetic effect.

**Soak:** +2 if dressed in finery, Add a +10 Soak bonus if struck with piercing weapons.

**Wound Penalties:** -1 (1-3), -3 (4-6), -5 (7-9), Incapacitated (10-12), Dead (13+)

**Abilities:** Carouse 6 (parody), Single weapon 4 (shortsword)

**Equipment:** Fine clothes, improvised weapons, inexplicably present shortswords.

**Powers:**

**Coagulation,** 0 points, Init 0, Corpus: Takes the form of a skeleton, with accoutrements suited to the mortal behaviour it mocks.

**Obsession:** 1-3 points, Init -5, Mentem: May force characters to make Personality Trait rolls to resist a temporary trait, Thanatophobia, which has a score equal to the Might points spent.. If the roll is successful, the trait vanishes. If it fails, they gain the trait permanently at +1, although they can remove it by the usual means of reducing traits.

**Weakness:** Cannot harm those who have succeeded in a Brave check against 6+. Storyguides may raise this factor if the characters are surrounded by a group.

**Vis:** 1 Corpus (sordida).

**Appearance:** Skeletons with burning blue eye sockets, that follow the commands of their master. Usually they dance and celebrate.

**Source:** Stories Weird and Wonderful by Joyce Muddock

**Blog post:** <https://timothyferguson.wordpress.com/2019/03/21/infernal-regio-of-major-weir/>

**Podcast:** [http://traffic.libsyn.com/gamesfromfolktales/184\\_-\\_The\\_Infernal\\_Regio\\_of\\_Major\\_Weir.mp3](http://traffic.libsyn.com/gamesfromfolktales/184_-_The_Infernal_Regio_of_Major_Weir.mp3)



# SRENDI VASHTAR : FALSE GOD

**Infernal Might:** 5 (Animal)

**Characteristics:** Int +1, Per 0, Pre +1, Com +1, Str -5, Sta +2, Dex +1, Qik +4

**Size:** -4

**Confidence Score:** 5 (5)

**Personality Traits:** Proud +6

**Reputation:** False God 1

**Combat - Teeth:** Init +4, Attack +8, Defense +8, Damage -4

**Soak:** +3

**Wound Penalties:** -1 (1), -3 (2), -5 (3), Incapacitated (4), Dead (5+)

**Abilities:** All suited to story, but at least Athletics 3 (leaping), Awareness 3 (sinners), Brawl 3 (bite), Hunt 4 (sinners)

**Powers:**

**Coagulation**, 0 points, Init 0, Animal: The creature takes the form of a sleek ferret.

**Child's Treasure**, 1 point, Init 0, Vim: This power allows the demon to summon a toy, or discarded object, which is exactly what the child needs to fulfil a sinful whim. The creature needs to know the object exists – it does not create them, but merely transports them from nearby. The item may have a theoretical value of up to 1 Mythic Pound.

**Envisioning**, 1 point, Init 0, Mentem: For 1 point, allows the demon to enter and twist dreams. Srendi Vashtar does not use this power to cause seizures, as other demons do, but may use it to instruct children in his worship.

**Leech**, 1 point, Init 0, Corpus: The creature's bite causes wounds which bleed excessively, doing +5 extra damage. Successful use of this power covers the demon, and the scene of attack, with bloodstains.

**Obsession**, 1-3 points, Init -5, Mentem: May force characters to make Personality Trait rolls to resist a temporary trait, Pride, which has a score equal to the Might points spent.. If the roll is successful, the trait vanishes. If it fails, they gain the trait permanently at +1, although they can remove it by the usual means of reducing traits.

**Weakness:** Cannot hurt children directly, but can tempt them to sin.

**Vis:** I pawn Perdo

**Appearance:** A ferret or weasel with burning eyes and sharp, wet teeth.

**Source:** "Srendi Vashtar" by Saki.

**Blog post:** <https://timothyferguson.wordpress.com/2018/01/26/srendi-vashtar-faerie-god-or-demon/>

**Podcast:** [http://traffic.libsyn.com/gamesfromfolktales/094\\_-\\_Is\\_Srendi\\_Vashtar\\_a\\_faerie\\_or\\_a\\_demon.mp3](http://traffic.libsyn.com/gamesfromfolktales/094_-_Is_Srendi_Vashtar_a_faerie_or_a_demon.mp3)



# SOLOMONIC ILLUSTRATION

**Order:** Tempters

**Infernal Might:** 10

**Characteristics:**

(human form) Int +1, Per +2, Pre +2, Com 0, Str +2, Sta +2, Dex +2, Qik -1

**Size:** +1

**Virtues and Flaws:** Many

**Confidence Score:** 1 (3)

**Personality Traits:** Covetous +3, Deceitful+6

**Reputations:** Guardian of secrets 1 (Infernal)

**Combat:**

**Bite:** Initiative -1, Attack +13\*, Defense +7\*, Damage +5

**Punch:** Initiative -2, Attack +12\*, Defense +9\*, Damage +4

\* Includes specialisation (impious priests).

**Soak:** +3, coating of thick, matted fur.

**Wound Penalties:** -1 (1-6), -3 (7-12), -5 (13-20), Incapacitated (21-26), Dead (27+)

**Abilities:** All suitable for story, but this demon is well-versed in Infernal Lore. Brawl 6 (impious priests).

**Powers:**

**Coagulation**, 0 points, Init 0, Corpus: The creature has only one visible shape – that described in the story – but like most demons it can roam about invisibly in non-material form.

**Envisioning**, 1 point, Init 0, Mentem: For 1 point, allows the demon to enter and twist dreams. If used to terrify, the victim can ignore it with a Brave Personality trait roll against an Ease factor of 9 or more. Failure to resist leads to a profound physical reaction, like a seizure. Notably, Alberic died in bed of a seizure, so he may be the first person we've seen on the podcast to actually suffer from his power all demons have.

**Obsession**, 1-3 points, Init -5, Mentem: May force characters to make Personality Trait rolls to resist a temporary trait, Covetous, which has a score equal to the Might points spent.. If the roll is successful, the trait vanishes. If it fails, they gain the trait permanently at +1, although they can remove it by the usual means of reducing traits.

**The Serpent Oracle**, 2 points, Init. +2, Mentem: May cast any Intelligo spell for 2 Might, and automatically knows the context and likely outcome of actions made in response to the information gained.

**The Wealth of Nations**, 3 points, Init 0, Terram: Allows the creature to summon wealth, equal to one pound of gold (10 Mythic pounds) per Might point spent, from anywhere in the world, at the creature's discretion. The wealth summoned must never gain its value from its usefulness, only from the human agreement that some things are treasure.

Arguably the creature does not have this power, and instead has another source of wealth available.

**Whispers Behind the Back**, 2 points, Init. 0, Mentem: The creature's incorporeal presence causes nagging dread, physical coldness, and fear of being alone. It may laugh when activating this power, which lasts for a month.

**Weakness:** Cannot manifest to those warded by the cross. Notably, it can still inhabit a particular church, so either the Dominion there has a patch of Infernal influence, or churches in general do not harm it.

**Vis:** 2 pawns, hands..

**Appearance:** A gangly, gaunt human figure, covered in matted black hair, with huge eyes.

**Source:** "Canon Alberic's Scrap-Book" by M. R. James.

**Blog post:** <https://timothyferguson.wordpress.com/2018/06/08/m-r-james-canon-alberics-scrap-book/>

**Podcast:** [http://traffic.libsyn.com/gamesfromfolktales/124\\_-\\_James\\_-\\_Canon\\_Alberchts\\_scrapbook.mp3](http://traffic.libsyn.com/gamesfromfolktales/124_-_James_-_Canon_Alberchts_scrapbook.mp3)



# TERPSICHORE : THE HYSTERIATRIX

**Order:** Vessel of Iniquity

**Infernal Might:** 15 {Corpus}

**Characteristics:** Int 0, Per 0, Pre +3, Com 0, Str 0, Sta 0, Dex +4, Qik +2

**Size:** 0

**Virtues and Flaws:** Puissant Carouse

**Confidence Score:** 1 (3)

**Personality Traits:** Depraved +6, Hateful +6.

**Reputations:** Causer of Mania 1 (Infernal), Vessel of Iniquity 1 (Infernal)

**Combat (2 x callused feet):** Init +1, Attack +9, Defense +8, Damage +3

**Soak:** 0

**Fatigue Levels:** OK, 0, -1, -3, -5, Unconscious

**Wound Penalties:** -1 (1-5), -3 (6-10), -5 (11-15), Incapacitated (16-20), Dead (21+)

**Abilities:** Awareness 4 (dancers), Carouse 9+2 (dance), Brawl 6 (feet)

**Powers:**

**Envisioning**, 1 or 5 points, Init 0, Mentem: For 1 point, allows the demon to enter and twist dreams. For 5 points, allows the demon to create a waking hallucination. If used to terrify, the victim can ignore it with a Brave Personality trait roll against an Ease factor of 9 or more. Failure to resist leads to a profound physical reaction, like a seizure.

**Form of Wickedness**, 2 points, Init 0, Mentem: Allows the demon to manufacture a solid form of pure sin. It forces those around the demon to begin carousing if they lack sufficient Magic Resistance. A Stamina stress roll against an Ease factor of 6 is needed every hour, failure costing a Fatigue level, and a success breaking this Power's hold. The Power also ends when the victim falls unconscious. A botch causes temporary insanity and imposes a Minor Personality Flaw appropriate to the sin. This form may only be maintained for one round, after which the demon must take spiritual or human form.

**Form of Man**, 0 points, Init 0, Corpus: After assuming corporeal form, see Form of Wickedness, earlier, the demon can take the form of any human. To take the form of a specific person, the demon must have seen her. The demon can take spiritual form directly from human form.

**Highly Contagious Obsession**, 1 point per 25 victims, Init 0, Mentem: When a person is committing a sinful thought or deed, the demon may impose its Obsession Trait if this Power defeats magic resistance. This gives the person a temporary Personality trait of Manic and at the next opportunity he must make a roll, opposed by any suitable Personality trait, to prevent them dancing. If the Obsession fails, the temporary trait is lost. If it succeeds, the trait is acquired permanently. Any human who becomes a victim of this demon's Obsession power becomes a carrier of that Power and can pass it on to anyone she touches while dancing, using the same series of rolls. Every twenty-fifth victim costs the demon 1 Might point, and the Power ceases to be contagious if either she runs out of Might or a day passes without someone being infected. Once the power ceases being contagious, it continues to affect the afflicted as described earlier.

**Weakness:** Protected group (the clergy)

**Vis:** 3 pawns of Perdo, feet

**Appearance:** The natural appearance of this demon is sin made manifest as a formless dark shape. She can, however, take human form, and usually prefers that of an attractive young woman, slightly exotic for her place of manifestation.

**Source:** Original, but inspired by the film "Xanadu".

**Podcast:** <http://traffic.libsyn.com/gamesfromfolktales/7.mp3>



# TROPHAEUM

The Trophaeum is a minor demon that makes magi feel more competent, to encourage the sin of Pride, and the excesses that come with certainty in one's actions.

**Order:** Enervators

**Infernal Might:** 20 (Corpus)

**Characteristics:** Int +1, Per +5, Pre +2, Com +1, Str +3, Sta +3, Dex +3\*, Qik -2\* (\* armless)

**Size:** 0

**Confidence:** 2 (6 points)

**Virtues and Flaws:** Weak-willed

**Personality Traits:** Selfish +5

**Reputations:** Enervator +1.

**Combat (each bite):** Init -5, Attack +17\*, Defense +10\*, Damage +5\*\*

\* Includes specialisation

\*\* does not include Hell fire power (+5 Dmg)

**Soak:** +8, literally made of hardened bone. Weapons which do damage due to bleeding out have their Damage reduced at the SG's discretion.

**Wound Penalties:** -1 (1-5), -3 (6-10), -5 (11-15), Incapacitated (16-20), Dead (21+)

**Abilities:** unclear, but assume Brawl 6 (ambush), Infernal Lore 6 (Order of Hermes).

**Powers:**

**Coagulation**, 1 point, Init -1, Corpus: Can manufacture a solid body out of ambient matter. Unusually, it has taken the form of a pile of druid skulls, and never appears out of that form in the material world.

**Deceiver's Boost**, 1 or more points, Init +3, Vim: When a demon uses this Power, its target is a spell cast by a mortal. The demon must spend at least one Might Point on the effect, but can choose to spend more. The demon must also penetrate the Magic Resistance of the spellcaster, if any. For every point of Might spent by the demon, the magus gets +2 to his Casting Total. However, spells enhanced by this Power may be manipulated in minor ways by the demon, such as changing the target of the spell, ending concentration at the whim of the demon, and the like. The spell must remain within the rules for Similar Spells (ArM5, page 101), and can't be more powerful than the spell level + Might Points spent, but the demon is free to manipulate any one aspect of the spell otherwise. If a spellcaster's player rolls a zero while being influenced by this Power, he must roll an extra botch die. (RoP:I, p.61)

**Envisioning**, 1 or 5 points, Init 0, Mentem: Can enter dreams and cause waking dreams. When using this power, the trophaeum is careful never to hint at its real-world shape. It often appears as the spirit of a druid.

**Hellfire**, 1 point, Init -2, Ignem: Makes the creature's bites do +5 fire damage for the rest of a battle.

**Obsession**, 1 point, Init -5, Vim: Can impose Selfishness.

**Equipment:** None.

**Weakness:** Salt.

**Vis:** 4 pawns, Rego

**Appearance:** A blackened, glassy pile of skulls in a broad, copper dish. Candles have been melted on the skulls at some point. The Trophaeum rarely moves. It is so slow that if it needs to kill someone, it finds it most useful to wait for them to sleep, or to attack them by surprise.

**Source:** Original, inspired by a painting at a display of gladiatorial artefacts.

**Blog post:** <https://timothyferguson.wordpress.com/2017/11/23/the-trophaeum-of-granatum-of-tytalus/>

**Podcast:** [http://traffic.libsyn.com/gamesfromfolktales/083\\_-\\_Trophaeum\\_of\\_Granatum\\_of\\_Tytalus.mp3](http://traffic.libsyn.com/gamesfromfolktales/083_-_Trophaeum_of_Granatum_of_Tytalus.mp3)



# THE WORM THAT CANNOT EAT THE SEA

Order: Infernal dragons

Infernal Might: 35 (Animal)

Characteristics:

**Worm form:** Int 0, Per +2, Pre -2, Com 0, Str +7, Sta +7, Dex -3, Qik -5

**Human form:** Int +2, Per 0, Pre +1, Com +3, Str +1, Sta +1, Dex -1, Qik -1

Size: Worm +5, Human 0

Confidence: 2 (6 points)

Virtues and Flaws: Weak-willed

Personality Traits: Hungry +5

Reputations: All consuming worm +3

Combat (Bite): Init -, Attack +7, Defense +7, Damage +

Soak: Worm +6, Human 0

Wound Penalties:

**Worm:** -1 (1-10), -3 (11-15), -5 (16-20), Incapacitated (21-25), Dead (26+)

**Human:** -1 (1-5), -3 (6-10), -5 (11-15), Incapacitated (16-20), Dead (21+)

Abilities: unclear, but assume **Brawl 6 (bite)**, Infernal Lore 6 (Order of Hermes).

Powers:

**Coagulation**, 1 point, Init -1, Corpus: Can manufacture a solid body out of ambient matter. Usually, it takes the form of an enormous lamfrey, but can become a "merchant". The Worm is far more intelligent in human form, but it hates humans, and only takes the form to steal corpses or cause trouble that leads to murder.

**Envisioning**, 1 point, Init 0, Mentem: Can enter dreams and cause waking dreams. The Worm eats people in their dreams, over and over and over.

**Obsession**, 1 point, Init -5, Vim: Can impose antropophagic hunger. Characters unable to resist it sometimes prevent themselves harming others by eating their own fingernails and hair.

**Poison the land**, 8 points, Init +1, Terram: The demon can ooze corrosive, digestive spittle so that it renders the earth sterile, doing +15 corrosive damage to all living things for up to one and a half miles. Once the effect is triggered, the circle expands at a rate of 500 yards per day, provided the Worm spends might each day to maintain it. Once it reaches full size the Worm must spend Might each day to prevent it shrinking. The worm is always in the middle of the circle while it is growing, which allows magi to locate it. The poison cannot cross water.

**Venom**, 0 points, Init +3, Aquam: The Worm's spittle dissolves all mundane, organic matter in one round. If its Attack roll succeeds, even if the Damage is completely Soaked, a character must make a Sta roll against an Ease factor of 9, or suffer a Medium wound.

Equipment: As suits human form.

Weaknesses: Cannot harm the pure of heart. (True faith, or at least two virtuous Personality traits at +3 or more, and no sins on conscience). Seawater

Vis: 5 pawns, Perdo (teeth)


Appearance: A vast lamfrey.

Source: "The worm and the angel" by Lord Dunsany

**Blog post:** <https://timothyferguson.wordpress.com/2019/02/21/dunsany-short-stories-angels-and-demons/>

**Podcast:** <http://gamesfromfolktale.libsyn.com/podcast/133-dunsany-the-worm-and-the-angel>





**SPIRITS AND  
CREATURES WITH  
A SPARK OF MAGIC**



# CLOACINA - THE GREAT ARTEFACT

**Magical Might:** 45 (Terram)

**Characteristics:** Int +3, Per +0\*, Pre 0, Com +3, Str +10, Sta +8, Dex 0, Qik 0

There's so much for her to notice that she misses things on the surface, but things that happen within her body are difficult to miss.

**Size:** +12 – Her body is ridiculously large.

**Virtues/Flaws/Qualities and Inferiorities:** Magic Thing, Ways of the Sewers, Greater Power (Crafter of Aquam) Greater Power (Engulf), No Fatigue.

**Reputations:** Mythic Europe 1 (classicists)

**Combat:** 15 x Crush: Init +8, Attack +40, Defense +8, Damage 55.

**Soak:** +15.

**Wound Penalties:** OK, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, -1, -3, -5, Unconscious

**Abilities:** So many... and she acts as a teacher. She is able to teach virtues as a mystagogue.

Troupes may wish to recycle the thief Virtues from Between Sand and Sea.

**Powers:**

**Crafter of Water**, 1-3 points, Init – 2 – Might costs, Duplicates Creo or Rego Aquam spells or level 45 or below, at the cost of 1 Might per magnitude.

**Engulf**, 0 points, Init – 2 After a successful attack, this Cloacina can engulf a foe smaller than her Size, necessitating deprivation rolls (ArM 5, p. 180-1). Each victim can, theoretically, Grapple free in future rounds, but she's made of living stone and is the size of a city...

**Equipment:** Everything that's landed in the sewers, ever. Imagine a huge museum or realia collection, layer upon layer of Roman history.

**Vis:** 9, Rego.

**Appearance:** The submerged shadow of a city, made of living stone, and served by the lost.

**Source:** Lord Byron and Terry Pratchett

**Blog post:** <https://timothyferguson.wordpress.com/2016/05/10/sacrificing-horace-to-cloacina/>

**Podcast:** <http://traffic.libsyn.com/gamesfromfolktales/2.mp3>



# GOD'S JUDGEMENT (HATTO'S RATS)

Thanks to Racoonmask, whose rat swarm I borrowed as a template for this.

**Magical Might:** 20 (Mentem – these are human ghosts in animal form). The Might is shared by the swarm, not vested in a single leader.

**Characteristics:**

**Single rat:** Int +1, Per +1, Pre +1, Com -2, Str -16, Sta +2, Dex +2, Qik +9

**Size:** -8 (In swarm, +3)

**Season:** Summer

**Confidence:** 1

**Virtues and Flaws:** Magical Animal; Greater Immunity (diseases), Second Sight, Sharp Ears, Strong-Willed; Avaricious (hunger, Major), Magical Monster

**Qualities and Inferiorities:** Greater Power (Hound enemy), Improved Damage x3 (bite),

Improved Might x2, Lesser Power x2 (Gnashing Teeth of Iron, Devour Stone)/

**Combat (Bite - single rat\* ) :** Init +6, Attack +7, Defense +12, Damage -2\*\*.

\* When swarming in hundreds, treat as an environmental effect (+10 damage per round, Soaked until the rats destroy the person's clothes or armor.)

\*\* Does not include Gnashing Teeth of Iron Power.

**Personality Traits:** Vengeful +4, Ignores the needy +3

**Reputations:** None – they come and destroy, then disappear.

**Abilities:** Athletics (climbing) 3, Awareness (location of victim) 5, Brawl (teeth) 4,

Concentration (eating) 1, Leadership (rats) 3, Stealth (shadow) 6, Survival (urban) 4, Swim (rivers) 3

**Powers:** When a power is used, the whole swarm develops the power: not merely a single rat.

The Intellego effect needs only be resisted once – not once per rat.

**Devour Stone (1 might):** Can burrow holes into stone or metal. (PeTe 5, +1 Touch, +1 concentration) [level 15, -2 might]

**Gnashing Teeth of Iron (2 might):** The teeth of the swarm can be as hard as iron. This grants individual rats +2 damage, and lets the rats damage things they normally could not. (MuAn(Te) base 4, +1 Te Req, +1 diameter, +2 Group) [level 20, -2 might]

**Hound Enemy (4 might):** The rats always know the direction to their foe, and can manifest near him. (Non-Hermetic – Treat as InCo40 for resistance).

**Vis:** 4 Mentem – bodies of the rats. Can be harvested proportionally.

**Source:** A poem by Robert Southey drawing on German folklore.

**Blog Post:** <https://timothyferguson.wordpress.com/2020/01/30/gods-judgement-on-a-wicked-bishop-by-robert-southey/>

**Podcast:** <http://gamesfromfolktales.libsyn.com/podcast/237-gods-judgement-of-a-wicked-bishop>



# GHOSTLY WARDER WITH LOST HEART

**Magic Might:** 10 (Mentem)

**Characteristics:** Int +1, Per +1, Pre +2, Com +1, Str +1, Sta 0, Dex 0, Qik 0

**Size:** -2 (child, non-physical)

**Confidence Score:** 1 (3)

**Virtues and Flaws:** Vary (May take Virtues and Flaws as a grog, if desired by the troupe.)

**Personality Traits:** Protective +3, Vengeful +3, Sad +1

**Combat (Fingernails - claws):** Init +0, Attack +6, Defense +6, Damage +3

**Abilities:** [Area] Lore 5 (site of death), Awareness 5 (where the protected is),

Brawl 5 claws, Infernal Lore 1 (sacrificial rituals), Folk Ken 4 (life experience), Living Language 5 (whispers), Profession 2 (as life).

**Powers:**

**Donning the Corporeal Veil**, 5 points, Init 0. Allows the ghost to take material form until it releases its materiality. The ghost's personal equipment also becomes material.

**Kinesis**, 5 points, Init 0, Terram: The ghost can move an object as if physically present. One expenditure of Might allows the ghost to move one object until they put it down again.

**Equipment:** Clothing, stained by the extraction of the heart. A sentimental object.

**Vis:** Arguably 2 pawns, Mentem, but there's special rule in ArM5 Core rulebook (p.193) that says none, because magi cannot render other characters' Ghostly Warders down for vis.

**Source:** Lost Hearts by M. R. James

**Blog post:** <https://timothyferguson.wordpress.com/2018/07/05/m-r-james-lost-hearts/>

**Podcast:** [http://traffic.libsyn.com/gamesfromfolktales/128\\_-\\_James\\_-\\_Lost\\_hearts.mp3](http://traffic.libsyn.com/gamesfromfolktales/128_-_James_-_Lost_hearts.mp3)



# GUARDIAN OF THE WATCH-TOWER

With thanks to Matt Ryan, whose stats I've reskinned here. (English Knight – *Tales of Mythic Europe*).

**Magic Might:** 10

**Characteristics:** Int 0, Per +1, Pre -1, Com 0, Str +3, Sta +2, Dex +2, Qik -1

**Size:** 0

**Age:** appears 30, but was older when he died.

**Virtues and Flaws:** Magic Spirit, Affinity with Single Weapon, Improved Characteristics; Magical Monster, Dutybound.

**Personality Traits:** Distrusts the invaders +4, Defend the tower +3.

**Powers:**

*Donning the Corporeal Veil*, 5 points, Init 0. Allows the ghost to take material form until it releases its materiality. The ghost's personal equipment also becomes material.

**Combat:**

**Dodge:** Init -1, Attack n/a, Defense +5, Damage n/a

**Lance and shield (mounted),** Init +1, Attack +17, Defense +14, Damage +8

**Long sword and shield (mounted),** Init +1, Attack +15, Defense +14, Damage +10.

**Lance (dismounted),** Init +2, Attack +8, Defense +4, Damage +10

**Long sword and shield (dismounted),** Init +1, Attack +12, Defense +11, Damage +10

**Soak:** +10 (but immune to mortal weapons)

**Wound Penalties:** -1 (1-5), -3 (6-10), -5 (11-15), Incapacitated (16-20), Dead (21+)

**Abilities:** Athletics 4 (armored), Area Lore: Tower 6 (surroundings), Brawl 5 (in armor), Arabic 2 (threats), Awareness 12 (tower area), Etiquette 3 (outdated), French 1 (military commands), Castilian 5 (military commands), Great Weapon 2 (lance, dismounted), Hunt 3 (horseback), Intrigue 6 (when being plotted against), Leadership 3 (Castilians), Ride 3 (battle), Single Weapon 7 (lance).

**Equipment:** Charger, full chainmail, lance, cavalry sword, shield

**Vis:** 2 pawns, Mentem

**Appearance:** An armored knight of a past age. He is fixated on the idea that the invaders will return.

Swap out language skills and accoutrements to move him to a different borderland.

**Source:** *The watch-tower* by Lord Dunsany

**Blog post:** <https://timothyferguson.wordpress.com/2018/06/21/dunsany-the-watch-tower/>

**Podcast:** [http://traffic.libsyn.com/gamesfromfolktales/136\\_-\\_Dunsany\\_-\\_The\\_Watch-tower.mp3](http://traffic.libsyn.com/gamesfromfolktales/136_-_Dunsany_-_The_Watch-tower.mp3)



# THE MERCENARY PARROT

The Mercenary Parrot lives as a pet for the Final Victim, but it's not a normal animal. It wants a gold birdcage with an ivory door. It can speak, and deceive. It might be suitable as a familiar, a sort of Beast of Virtue, but, as an alternative, it might be a banished Bird from Nephelococcygia. (See *Realms of Power: Magic*, page 68)

**Magic Might:** 11 (Auram)

**Characteristics:** Int -2, Per +2, Pre +2, Com +1, Str -8, Sta 0, Dex +2, Qik +4

**Size:** -4

**Virtues and Flaws:** Magical Animal; Magical Champion; Greater Power, Greater Power, Homing Instinct, Keen Vision, Lightning Reflexes; Avaricious.

**Personality Traits:** Bird +3, Scheming +1

**Reputations:** Gossip (local) 2

**Combat:**

**Beak**, Init +4, Attack +7, Defense +7, Damage -7

**Dodge**, Init +4, Attack n/a, Defense +7, Damage n/a

**Soak:** 0

**Fatigue Levels:** OK, 0, -1, -3, -5, Unconscious

**Wound Penalties:** -1 (1), -3 (2), -5 (3), Incapacitated (4), Dead (5+)

**Abilities:** Athletics 5 (flying), Awareness 4 (food), Brawl 2 (dodging), Guile (humans) 3, Music 1 (morning song), Survival 2 (home terrain).

**Powers:**

**Air for Flying**, 1 Point, Init: 0, Auram R: Sight, D: Conc, T: Group

While the parrot swear mighty oaths at the weather, it becomes calm and temperate. This also negates any magically created inclement weather where the magnitude of the effect that caused the inclement weather is less than 3. This power has a duration of concentration.

(ReAu 35 (Base 5, +3 Sight, +1 Concentration, +2 Group): Greater Power (35 levels, -3 cost))

**Command the Flock**, 1 Point, Init: 0, Animal, R: Voice, D: Sun, T: Group

The character can trill commands to a group of up to 100 birds. The birds will try to obey any command that they can understand (mundane birds can understand commands equivalently to a dog), but they will not do anything obviously suicidal and if the birds have a Magic Resistance this power must Penetrate. The power lasts for a duration of Sun, and after this period the birds will act on their own initiative. The parrot often uses this to get chickens to pull amusing pranks, and he knows a particularly viscous swan.

(ReAn 35 (Base 5, +2 Voice, +2 Sun, +2 Group): Greater Power (35 levels, -3 cost))

**Vis:** Auram vis in feathers.

**Source:** This comes from a traditional song, collected in the *Child Ballads*.

**Podcast:** [http://traffic.libsyn.com/gamesfromfolktales/205\\_-\\_The\\_outlandish\\_knight.mp3](http://traffic.libsyn.com/gamesfromfolktales/205_-_The_outlandish_knight.mp3)

**Blog post:** <https://timothyferguson.wordpress.com/2019/08/08/the-outlandish-knight-a-faerie-serial-killer/>



# THE MOTHER OF FIGUREHEADS

**Magic Might:** 30 (Aquam)

**Characteristics:** Int +5, Per +3, Pre +5, Com +2, Str +3, Sta +2, Dex -1, Qik +1

**Size:** +2

**Personality Traits:** Secretive +4, Protective +3

**Combat - brawl:** Init +3, Attack +3, Defense +6, Damage +2.

**Soak:** +6 (marble statue)

**Wound Penalties:** -1 (1-7), -3 (8-14), -5 (15-22), Incapacitated (23-30)

**Abilities:** Brawl 5 (humans), Magic Lore 10, Area Lore 10 (sea only), Folk Ken 10 (sailors).

**Soak:** +6 (marble statue)

**Wound Penalties:** -1 (1-7), -3 (8-14), -5 (15-22), Incapacitated (23-30)

**Abilities:** Brawl 5 (humans), Magic Lore 10, Area Lore 10 (sea only), Folk Ken 10 (sailors), and others.

**Powers:**

*Hear the Prayers of Ships*, 1 point, Init -3, Vim: Can understand the thoughts of Spirits of Artifice embodied in ships.

*Primal Power*, varies, Init +3, Vim: Can perform any Hermetic spell at the cost of 1 Might point per magnitude. Spells that involve the form Aquam cost 1 per magnitude.

**Vis:** Leaves six pawns of Intellego vis in her rubble.

**Appearance:** The statue of a powerful nymph, in marble.

**Source:** "The secret of the sea" by Lord Dunsany

**Blog post:** <https://timothyferguson.wordpress.com/2018/04/05/dunsany-secret-of-the-sea/>

**Podcast:** [http://traffic.libsyn.com/gamesfromfolktales/102\\_-\\_Dunsany\\_The\\_secret\\_of\\_the\\_sea.mp3](http://traffic.libsyn.com/gamesfromfolktales/102_-_Dunsany_The_secret_of_the_sea.mp3)



# PARROT GRIFFINS

**Magic (Faerie?) Might:** 15 (Animal)

**Characteristics:** Int -1, Per +3, Pre +2, Com 0, Str -2, Sta +1, Dex +2, Qik +6 Size:-1

**Confidence:** 1 (3 points)

**Virtues and Flaws:** Magical Monster; Ferocity (may use Confidence points only when flock threatened), Homing Instinct (always knows where flock is in relation to self), Keen Vision

**Qualities and Inferiorities:** Focus Power (Nests of Gold), Improved Abilities, Improved Attack x 2 (beak and claws), Improved Damage x 2 (beak and claws), Improved Soak x 2, Minor Virtue (Improved Characteristics), Minor Virtue (Long Winded), Minor Virtue (Puissant Athletics), Minor Virtue (Second Sight), Minor Virtue (Strong Willed).

**Personality Traits:** Defends flock +3, Sneaky +2

**Combat\*:**

**Beak:** Init +8, Attack +13, Defense +15, Damage +3

**Grapple:\*\*** Init: +8, Attack +8, Defense +14, Damage: special (On subsequent rounds may add Grapple Strength to Attack Roll for beak attacks.)

**Claws:** Init +8, Attack +14, Defense +13, Damage +4

\* Psitticogrif flocks fight as trained units.

\*\* The parrot beak of the psitticogrif does less piercing damage than the beak of an eagle, but is particularly suited to cracking open armor and sheering through limbs at the bones.

**Soak:** +7 (the skull of a parrot griffon is harder than steel)

**Fatigue Levels:** OK, 0, -1, -3, -5, Unconscious

**Wound Penalties:** -1 (1-4), -3 (5-8), -5 (9-12), Incapacitated (13-17), Dead (18+)

**Abilities:** Animal Handling 1 (griffons), Area Lore 4 (home territory), Area Lore 1 (gold rich territory), Athletics 5+2\* (flight), Awareness 5 (prey), Brawl 5 (claws), Hunt 4 (horses), Second Sight 3 (Illusions), Survival 4 (home terrain). Some have Single Weapon or Thrown Weapon skills.

**Soak:** +7 (the skull of a parrot griffon is harder than steel)

**Fatigue Levels:** OK, 0, -1, -3, -5, Unconscious

**Wound Penalties:** -1 (1-4), -3 (5-8), -5 (9-12), Incapacitated (13-17), Dead (18+)

**Abilities:** Animal Handling 1 (griffons), Area Lore 4 (home territory), Area Lore 1 (gold rich territory), Athletics 5+2 (flight), Awareness 5 (prey), Brawl 5 (claws), Hunt 4 (horses), Second Sight 3 (Illusions), Survival 4 (home terrain). Most have a craft skill that allows rudimentary tool construction.

**Powers:**

**Bemuse the eye and ear,** 5 points, Init -1, Imaginem: A catch-all power that allows the creature to disguise itself, using Imaginem spells up to level 25, at the cost of 1 Might per magnitude. Most psitticogrifs only use Personal range, but some can use extended ranges. What this difference signifies is unknown, but is speculated to relate to nest tending behaviour.

**Mimic,** 0 points. A psitticogrif can naturally mimic a wide variety of sounds, and is capable of human speech.

**Vis:** 3 of Imaginem, feathers

**Appearance:** A psitticogrif is the size of a large dog, and its features combine those of a pard and a parrot. The head, forequarters and forelimbs of the griffon are avian, while the hind legs, torso and tail are feline. Psitticogrifs are intelligent, colourful, swift and have a magical ability to change appearance. As they hunt in flocks, and are able to mould their environment using tools, they are dangerous despite their modest size.

**Source:** Dinonerd on the Ars Magic discord asked about parrot headed griffins, and I liked the idea.

**Blog post:** <https://timothyferguson.wordpress.com/2019/07/03/parrot-griffons/>

**Podcast:** [http://traffic.libsyn.com/gamesfromfolktales/201\\_-\\_Parrot\\_griffins.mp3](http://traffic.libsyn.com/gamesfromfolktales/201_-_Parrot_griffins.mp3)



# SIF'S HAIR

After Loki destroys Sif's hair, Thor threatens to torture him daily unless he fixes everything. Sif is given hair made of living gold that never stops growing. Living, pure metal is an elemental. If it never stops growing, then it must, these many centuries later, be huge. If someone seeks the Norse gods, and disturbs the place where Sif sleeps, might her hair flow out into the world, and kill unbelievers?

**Magic Might:** 35 (Terram)

**Characteristics:** Cun 0, Per +-2, Pre 0, Com -2, Str +15, Sta +7, Dex +15, Qik +7

**Size:** +8

**Confidence:** 2 (6 points)

**Combat:** Up to 7 whips, each : Init +7, Attack +23\*, Defense +23\*, Damage +15

\* Includes +1 for specialisation

**Soak:** +7

**Wound Penalties:** -1 (1-13), -3 (14-26), -5 (27-40), Incapacitated (41-53), Dead (54+)

Elementals are not living, thus they cannot suffer wounds. However, they can be damaged by separating some of their substance from their animating force. In practice, this works the same as inflicting wounds on a living creature, but each wound also reduces the elemental's Might. Calculate wound ranges based on Size as usual. When a wound is inflicted, matter is separated from the elemental's body, and it loses points from its Might Pool as well as applying a Wound Penalty.

**Light Wound:** one tenth of Magic Might

**Medium Wound:** one fifth of Magic Might

**Heavy Wound:** two fifths of Magic Might

**Incapacitating Wound:** four fifths of Magic Might

**Lethal Wound:** all of Magic Might.

**Abilities:** Brawl 6 (whip).

**Powers:**

**Body of Earth,** 0 points, constant, Terram:

The elemental's body is composed entirely of gold. Its ropy tentacles can move at walking pace. Cutting and weapons can harm the creature, but bludgeoning and piercing weapons have little effect on its body, which is essentially made of fine, flexible wires.

**Tangle,** 0 points, Init +7, Terram: the elemental whips and tangles opponents with its ropy appendages, requiring a normal melee attack. If the elemental is at least equal in Size to its opponent, a successful Tangle attack can pin them to the ground. The elemental adds its (Might/5) to its Grapple Strength to prevent victims escaping (ArM5, page 174).

**Vis:** 7 pawns, Terram

**Source:** Neil Gaiman's Norse Mythology.

**Blog post:** <https://timothyferguson.wordpress.com/2017/05/11/three-plot-hooks-inspired-by-norse-mythology/>

**Podcast:** [http://traffic.libsyn.com/gamesfromfolktales/049\\_-\\_Three\\_plot\\_hooks\\_from\\_Gaimans\\_Norse\\_Mythology.mp3](http://traffic.libsyn.com/gamesfromfolktales/049_-_Three_plot_hooks_from_Gaimans_Norse_Mythology.mp3)





FAERIES



# ADVENTUROUS DOG

Faerie Might: 5 (Animal)

Characteristics: Int 0, Per +2, Pre -4, Com 0, Str 0, Sta +2, Dex +1, Qik +2

Size: 0

Virtues and Flaws: **Greater Faerie Powers, Faerie Beast, Faerie Sight, Improved Characteristics, Observant, Sharp Ears; Sovereign Ward (True Name), Reckless**

Confidence Score: 0

Personality Traits: **Reckless +3, Brave +2**

Combat (Bite): **Init +2, Attack +8, Defense +7, Damage +1**

Soak: +2

Wound Penalties: -1 (1-5), -3 (6-10), -5 (11-15), Incapacitated (16-20), Dead (21+)

Pretenses: **Athletics 3 (distance running), Awareness 3 (keeping watch), Brawl 3 (bite), Hunt 4 (track by scent).**

Powers:

Enthrallment, 2\* points, Init -2, Mentem (this number is irregularly low)

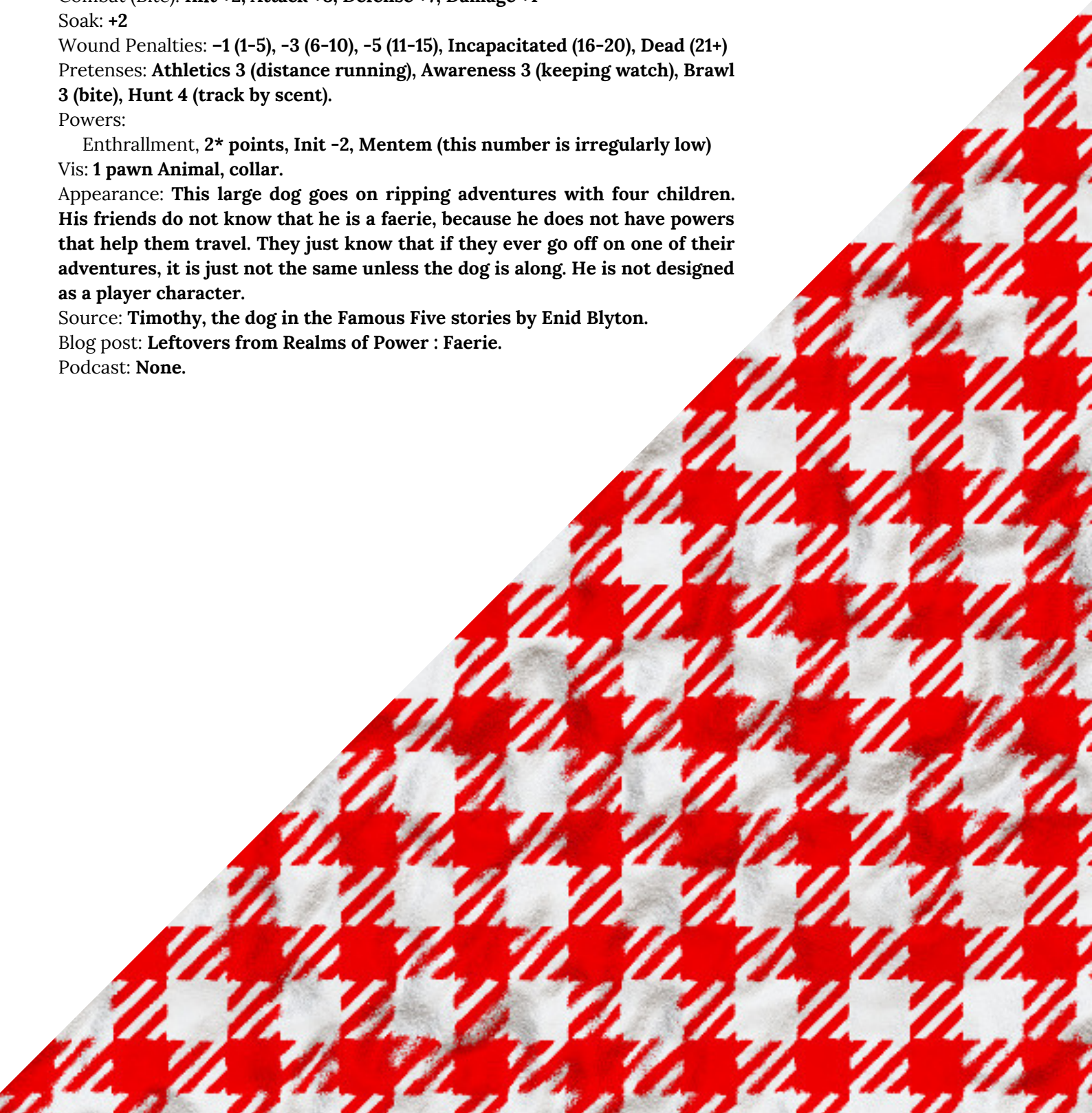
Vis: 1 pawn Animal, collar.

Appearance: **This large dog goes on ripping adventures with four children. His friends do not know that he is a faerie, because he does not have powers that help them travel. They just know that if they ever go off on one of their adventures, it is just not the same unless the dog is along. He is not designed as a player character.**

Source: **Timothy, the dog in the Famous Five stories by Enid Blyton.**

Blog post: **Leftovers from Realms of Power : Faerie.**

Podcast: **None.**





# THE BONES THAT WILL NOT LIE IN THE RIVER

The Final Victim, assuming the Outlandish Knight really has killed a handful of women, might have a possessing spirit, like the Red Maid of Sark that was described in *Tales of Power*. Much as the Red Maid may provide a Virtue by lying asleep inside a person with a potentially dramatic life, so this spirit, The Bones That Will Not Lie In The River, may grant a Virtue to the Final Victim, as a dormant possessor. This creature gently pushes the Final Victim into dangerous professions, like the service of the covenant.

Faerie Might: 15 (Corpus)

Characteristics: Int +2, Per +1, Pre 0, Com +1, Str 0\*, Sta 0\*, Dex 0\*, Qik 0\*. \*

\* These statistics are provided by the faerie's host.

Size: (as host)

Virtues and Flaws: Final Victim, Focus Faerie Powers (Possession, see later); 2 x Increased Might, Loosely Material\*; Incognizant. \* Modified to a Minor Virtue: may only take forms using possession power.

Personality Traits: Brave +3. Enjoys killing +2, Compassionate towards host +1

Combat - Domestic implement (as knife): Init +0, Attack +9\*, Defense +7, Damage +3

\* These scores do not include the physical Characteristics of the host.

\* When near the corpses of her attacker's victim, her scores increase.

Soak: 0\* \* Once near her attacker's trophies, this increases. See Final Girl Virtue.

Wound Penalties: OK, 0, -1, -3, -5, Unconscious.

Pretenses: Brawl 5 (prey), but may use the Pretenses or abilities of the host. Powers: Possession, 1 or more points, Init +2, Mentem: If this power Penetrates, the victim is possessed is under the faerie's direct control. Any attempt to force the victim to act contrary to her nature, or to use any of the host's own magical powers requires that the faerie spends Might. A supernatural power (including spell-casting) requires 1 Might point per magnitude to produce. A questionable action that is contrary to the nature of the host requires the faerie exceed the possessed being's Personality Trait roll on a stress die + Might points spent. The storyguide may give a modifier to the Personality Trait roll based on the nature of the command (see the Entrancement power, ArM5, page 65, for suggestions). Both Might costs must be met if the use of a supernatural power is also contrary to the victim's nature. If the faerie is in direct control of the host's actions, the host acquires Magic Resistance, but is also affected by wards that would normally exclude the faerie. If the host is acting under her own free will, then she does not benefit from the faeries Magic Resistance, but may also walk through wards with impunity. This power's costs are not based on the Hermetic system of magic: it is based on material in *Realms of Power: Magic*.

Equipment: Someone else's body, all of their material goods.

Vis: 3 Corpus, in the skull of the possessed victim.

Appearance: The Bones Which Will Not Lie In The River does not have a material body, but if seen with Faerie Sight, or Second Sight outside a body, it's a skeleton made of broken bones. Its left hand appears to have improvised claws, which are made from human femurs, cut and sharpened into knives. This is a revenge faerie, so it needs to seek out conflict to feed. Once the host's story concludes, it may hitch a ride in the body of one of the grogs or companions so that it can be near the magi, whom it senses are beacons for trouble. The Final Victim often retains a sliver of the faerie's glamour after the story concludes. This allows the creature to continue feeding from the vitality of her host's life, should it become dramatic. This sliver of glamour provides often provides a Virtue. Characters who survive as the host provide grogs or companions with an unusual background.

## Final Victim Virtue

The Final Victim Virtue allows the faerie to select up to six people and mark them with its glamour. These people are termed "victims." The presence of the corpses of victims, killed by the faerie's prey, provides a store of energy which the faerie uses until the story ends. For every victim whose corpse is nearby the host gains +1 to her Attack, Damage and Soak. The Bones Which Will Not Lie In The River and the Red Maid of Sark differ, in that the Red Maid needs to mark the victims before death, and gains the bonus if stained with their blood. The Bones Which Will Not Lie In The River can mark victims after death, but cannot carry away small traces of the victims to maintain power.

Source: This comes from a traditional song, collected in the *Child Ballads*.

Podcast: [http://traffic.libsyn.com/gamesfromfolktales/205\\_-\\_The\\_outlandish\\_knight.mp3](http://traffic.libsyn.com/gamesfromfolktales/205_-_The_outlandish_knight.mp3)

Blog post: <https://timothyferguson.wordpress.com/2019/08/08/the-outlandish-knight-a-faerie-serial-killer/>



# THE BUGGANE OF ST TRINIAN'S

The buggane may look like a devil, but it seems to be a faerie. A real devil would not do the gradual "Are you scared yet? Are you scared yet?" business this one does. It would just throw something, such as its head, and kill the man.

The faerie below is based on the Merry Devils in *Realms of Power: Infernal*, but it's a faerie. Some faeries are infernally tainted, and this may be one.

**Faerie Might:** 20 (Igmem)

**Characteristics:** Int +3, Per +1, Pre +2, Com +2, Str +2, Sta +4, Dex 0, Qik -2.

**Size:** +1 (Greater Faerie Powers; Human Form; Increased Faerie)

**Virtues and Flaws:** Greater Faerie Powers; Faerie Sight, Faerie Speech, Human Form, Increased Faerie Might; Traditional Ward (Sunlight. The weaver in this story thinks the creature cannot enter holy ground, but this is clearly wrong, since he initially encounters it in a church.); Incognizant.

**Personality Traits:** Enjoys fear +6, Easily frustrated +2

**Reputations:** Demon 1 (Local)

**Combat (claws):** Initiative 0, Attack +6, Defense +6, Damage +2.

**Soak:** +9, shaggy hide

**Wound Penalties:** -1 (1-6), -3 (7-12), -5 (13-20), Incapacitated (21-26), Dead (27+)

**Abilities:** All suitable, Brawl 6 (claws), Guile 7 (cause fear).

**Powers:**

**Temptation to fear,** 0 points, Animal: The creature is unusual in that it slowly coagulates its form, to force a series of Brave checks of increasing difficulty. (+1 to begin, then +1 per round until +5).

**Explosive head,** 1 point, Imaginem: The creature can throw its head, which terrifies victims into a stupor. (The character must make a Brave roll of 9+ or fall asleep). (level as per Snap of Awakening)

**Vs:** 4 pawns, ears.

**Appearance:** A stereotypical satyr demon, with a surprising amount of self restraint.

**Source:** The Buggane of St Trinians's story is told by Sophia Morrison in her book of Manx Fairy Tales.

**Blog post:** <https://timothyferguson.wordpress.com/2019/11/02/man-the-buggane-of-saint-trinians/>

**Podcast:** [http://traffic.libsyn.com/gamesfromfolktales/221\\_-\\_Man\\_-\\_The\\_Buggane\\_of\\_St\\_Trinians.mp3](http://traffic.libsyn.com/gamesfromfolktales/221_-_Man_-_The_Buggane_of_St_Trinians.mp3)



# CHANGELING

**Faerie Might:** 1 (Corpus)

**Characteristics:** Int 3, Per 0, Pre 0, Com 1, Str -6, Sta 0, Dex 0, Qik +3

**Size:** -3

**Virtues and Flaws:** Greater Faerie Powers, Pretentious, Highly Cognizant, Humanoid Faerie, Faerie Sight, Faerie Speech, Protection (faeries that made the switch); Little. Decreased Might, Enfeebled, Noncombatant, Offensive to Animals,

**Personality Traits:** Inquisitive +3, Hungry +2

**Soak:** +0

**Wound Penalties:** -1 (1-2), -3 (3-4), -5 (5-6), Incapacitated (7-8), Dead (9+)

**Abilities:** Faerie Speech 5, Bargain 2 (with humans), Carouse 2 (spirits), Charm 2 (after discovery)

**Powers:**

**Send Message**, 1 point, Init +5, Imaginem (4 intricacy points). Used to summon aid if discovered.

**Equipment:** None.

**Vis:** 1 pawn.

**Appearance:** Gentrified Faeries have the physical statistics of a human baby. They may be almost any sort of faerie, and once revived by the changeling process may have a wide variety of powers. More powerful changelings do not send messages if challenged, they simply fly away. Changelings are too feeble to serve as player characters.

**Source:** A Welsh (or perhaps Irish) folktale, "*The Brewery of eggshells*"

**Blog post:** Leftovers from Realms of Power : Faerie.

**Podcast:** None.





# FAERIE HORSES

**Faerie Might:** 5 (Animal, but if Damaging Effect has been added, then Ignem, suiting the court's motif)

**Characteristics:** Cun -2, Per 0, Pre 0, Com -4, Str +6, Sta +3, Dex +1, Qik -1

**Size:** +3

**Virtues and Flaws:** Faerie Sight, Ferocity (when ridden in battle), Improved Characteristics, Personal Faerie Power (Flight); Proud (minor), Traditional Ward (real dogs, in this case, but varies by court).

**Personality Traits:** Loyal +2, Brave +1

**Combat - hooves:** Init +1, Attack +10, Defense +8, Damage +7\*

\* Storyguides wanting a more dangerous horse should add the Damaging Effect Personal Power, which adds +5 damage, and has a visually obvious motif, like flaming hooves.

**Soak:** +3, up to +9 with barding

**Wound Penalties:** -1 (1-8), -3 (9-16), -5 (17-24), Incapacitated (25-32), Dead (33+)

**Abilities:** Athletics 7 (balancing), Brawl 6 (hooves)

**Powers:**

*Flight*, 3 points, Init -1, Animal.

**Equipment:** Saddle, saddle blanket with court motif, tack, usually without shoes

**Vis:** 1 pawn Animal, knotted horse hairs. If Damaging Effect has been added, then Ignem instead.

**Appearance:** Faerie horses are large, and often have white coats and red ears. They may also have coat colors suited to their court's motif.

**Source:** Generic Arthurian folklore

**Blog post:** Leftovers from *Realms of Power* : Faerie.

**Podcast:** None.

# FAERIE HOUNDS

**Faerie Might:** 5 (Animal)

**Characteristics:** Cun 0, Per +2, Pre -4, Com 0, Str 0, Sta +2, Dex +1, Qik +2

**Size:** +1

**Virtues and Flaws:** Faerie Beast, Faerie Sight, Improved Characteristics, Personal Faerie Power (Flight), Sharp Ears, Large; Incognizant, Reckless, Traditional Ward (real dogs in this case, but varies by court)

**Personality Traits:** Loyal +3, Reckless +3, Brave +2

**Combat - Bite (small teeth):** Init +2, Attack +10, Defense +9, Damage +1\*

\*In some cases faerie hounds have the Personal Faerie Power Damaging Effect, which adds +5 to the damage score of their bite. This is usually visually obvious, for example their spittle ignites tiny flames on the ground, or their breath puffs like smoke because their teeth freeze like ice.

**Soak:** +2

**Wound Penalties:** -1 (1-6), -3 (7-12), -5 (13-18), Incapacitated (19-24), Dead (25+)

**Pretenses:** Athletics 5 (distance running), Awareness 6 (keeping watch), Brawl 5 (bite), Hunt 6 (track by scent)

**Powers:**

*Flight*, 0 points, constant +2, Animal. 2 intricacy points spent to reduce cost to 0.

Some hounds also have an added power that reflects their court's motif.

**Equipment:** Collar, displays court motif.

**Vis:** 1 pawn Animal, dog hairs

**Appearance:** Faerie hounds are usually of chunky, hunting breeds. In many areas they are thought to have white coats and red ears, but sometimes they have colors that reflect the theme of the court, instead.

**Source:** Scottish folklore

**Blog post:** Leftovers from *Realms of Power* : Faerie.

**Podcast:** None.



# FAERIE PROSTHETIC

**Faerie Might:** 10 (Corpus)

**Characteristics:** Cun +1, Per -3, Pre 0, Com -5, Str +3, Sta n/a, Dex +5, Qik +1

**Size:** -4

**Virtues and Flaws:** Faerie Sight, Feast of the Fae (must be submerged in milk to regain Might), Traditional Ward (relics)

**Personality Traits:** Bloodthirsty +1

**Combat:** Uses the character's own skills, if they are superior to Pretenses below, but substitutes its Characteristics for the player character's.

**Soak:** +4

**Wound Penalties:** -1 (1), -3 (2), -5 (3), Incapacitated (4), Dead (5+)

**Powers:**

**Read desires**, 2 points, constant, Mentem: The hand can do what the person attached to it requires of it. It reads desires, not thoughts, so Personality Trait rolls can make it act rebelliously.

**Pretenses:** Athletics 5 (throw), Brawl 6 (punch), Single Weapon 6 (spear)

**Vis:** I pawn Corpus, a fingerbone.

**Appearance:** A hand of unnatural colour that sucks milk through the undersides of its fingernails. It can crawl slowly by dragging itself along, but prefers to attach to an amputee.

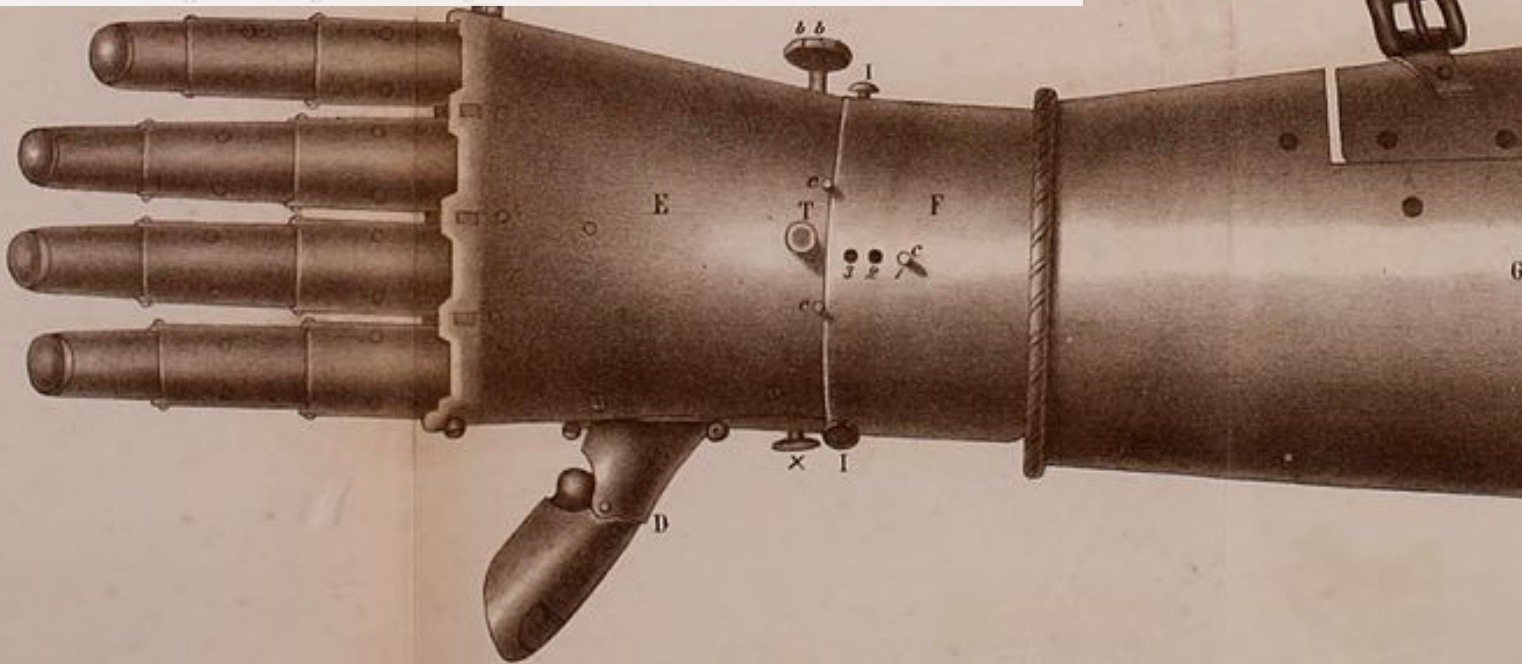
Some forms of this creature have a mouth with sharp teeth at the elbow end, to remove the original limb, and then attach to the stump. This variant has a spell which makes such wounds painless. Occasionally colonies of the creatures form on a single individual.

**Source:** a photograph of a medieval prosthetic.

**Blog post:** <https://timothyferguson.wordpress.com/2016/09/26/prosthetic-parasites/>

**Podcast:**

[http://traffic.libsyn.com/gamesfromfolktales/018\\_Prosthetic\\_parasites.mp3](http://traffic.libsyn.com/gamesfromfolktales/018_Prosthetic_parasites.mp3)



Die eiserne Hand des Ritters Götz von Berlichingen



# FATAE

Fatae are weaver faeries that know the destiny of humans: their name means “fates” The fatae are usually only found in Arcadia, although a hero on a life-changing quest may meet them in the mortal world. Fatae sometimes serve as godmothers to special children. It is debatable whether this is a blessing, because they offer powers and aid in times of trouble, or a harbinger of tribulation for a child. Fatae are not designed as player characters.

Faerie Might: 47 (Vim)

Characteristics: Int +5, Per +2, Pre -2 to +2, Com 0, Str 0, Sta 0, Dex +3, Qik 0

Size: 0

Virtues and Flaws: 4 x Greater Faerie Powers, 2 x Increased Might (major), Faerie Sight, Faerie Speech, Highly Cognizant, Humanoid Faerie, Observant.

Reputations: Mythic Europe 3 (wise)

Combat: They don't turn up if they are going to be attacked, or bring large faerie guards that seem to magically appear as the characters become hostile. They may also know which spells a magus is likely to cast, and have planned suitable defenses in advance.

Soak: +0

Wound Penalties: OK, 0, -1, -3, -5, Unconscious

Abilities: Craft (weaving) 12, Faerie Speech 6

Powers:

Blessing (Virtue), 5/10 points, Init 0, as per target:

Craft Magical Trinket, 10/15 points, Init 0, as per target:

Curse: (Flaw), 5/10 points, Init 0, as per target:

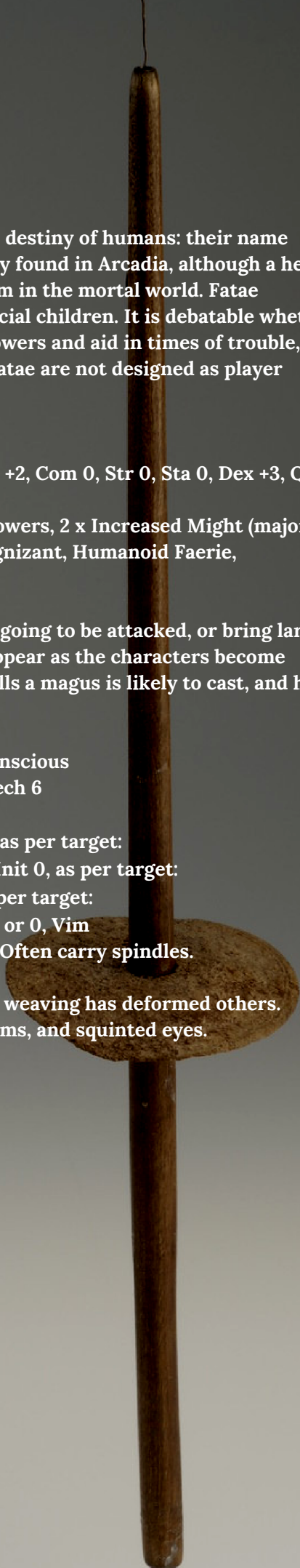
Scrying the Future, 5 points, Init n/a or 0, Vim

Equipment: Clothes of the finest cloth. Often carry spindles.

Vis: 9, a spindle

Appearance: Some fatae are pretty, but weaving has deformed others.

These creatures have fat lips, big bottoms, and squinted eyes.





# GELLO

**Faerie Might:** 10 (Corpus)

**Characteristics:** Int 0, Per +3, Pre -2, Com 0, Str +4, Sta +2, Dex +2, Qik -2

**Size:** +3

**Virtues and Flaws:** Faerie Sight, Faerie Speech, Huge, Humanoid Form, Increased Faerie Might, Personal Faerie Powers; Monstrous Appearance, Incognizant, Traditional Ward (minor – religious), Traditional Ward (breast milk)

**Personality Traits:** Wants Children +4, Sadness when they die +3.

**Reputations:** Local 12 (child killer)

**Combat:**

**Brawl**, Init -2, Attack +7, Defense +3, Damage +4\*

**Bludgeon**, Init -2, Attack +9, Defense +3, Damage +6

\*If Gello grapples a character successfully she may hold the character's head to her breast. This causes an additional +5 blood draining damage per round until the character breaks free.

**Soak:** +2

**Wound Penalties:** -1 (1-8), -3 (9-16), -5 (17-24), Incapacitated (25-32), Dead (33+)

**Pretenses:** Brawl 5 (mothers), Faerie Speech 5 (mothers)

**Powers:**

**Transform Into Mouse**, 1 point, Init. -2, Animal: (1 intricacy point): Allows Gello to sneak into houses.

**Equipment:** Clothing, minor pieces of valueless jewelry.

**Vis:** 3 Perdo, the teeth of an adult woman

**Appearance:** This version of Gello is far more monstrous than that which mentioned in ancient works: she was simply the ghost of a maiden who stole children. Versions of Gello are found throughout Europe. In some German speaking areas, for example, there is a similar creature called Kinderschrecker who eats babies. She does not cause cot death with her breasts, as Gello does.



# GOBLIN COSTAMONGERS

These creatures are a gnome variant. They are not intended as player characters.

**Faerie Might:** 5 (Terram)

**Characteristics:** Int 0, Per 0, Pre -2, Com +3, Str -2\*, Sta +1, Dex 0, Qik +2

\* The faeries seem to be able to lift platters of gold well beyond human strength, but can't knock over Lizzie or force her jaws open.

These statistics assume the goblins are not very strong. If you make them far stronger, Str at +2, then add +4 to their Damage.

**Size:** -2.

**Virtues and Flaws:** Greater Powers, Faerie Speech, Faerie Sight, Hybrid Form, Incognizant, 2 x Personal Powers, Puissant Bargain, Little, Sovereign Ward (may only harm those who have eaten their fruit). Personality Traits: Mocking +3

**Combat - Brawl (teeth/bite):** Init +0 Attack +10, Defense +8, Damage -1\* (\*Includes +1 for pretense specialisation)

**Soak:** +1

**Wound Penalties:** -1 (1-3), -3 (4-6), -5 (7-9), Incapacitated (10-12), Dead (13+)

**Pretenses:** Athletics 3 (method of fleeing), Awareness 5 (maidens), Bargain 5+2 (with maidens), Brawl 6 (bite), Craft (farming?) 5 (costamongery),

**Powers:**

**Flight,** 0 points, constant, appropriate Form: The creature can vanish rapidly by flight, swimming, vanishing into the earth or rapidly running away. Costs 15 spell levels: (ReFo Base 4, +2 Sun, +1 constant. This base is deliberately lower than Hermetic magic might suggest.) 2 intricacy points on cost.

**Invisibility:** 0 points, Init +2, Imaginem: A personal version of Veil of Invisibility, as per ArM5, p.146. that is used against those who are not suitable victims. 2 intricacy points on cost. Costs 15 spell levels. (Base 4 +2 Sun +1 for moving image)

**Pine Away,** 0 points, Init. +1, Corpus: This ability causes the character to slowly lose both the will to live, and the vitality that permits life. This is treated as a major disease, with an Ease Factor of 9 that causes a Light Wound, but either Faerie Lore or Medicine may be used to treat the effects. Many versions of this power exist, with both weaker and stronger effects.

Costs 25 spell levels (Base 20 (5 +15 for virulence), +1 Touch) 3 intricacy points on cost, 2 on Init.

## Possible mind control powers

The goblins may have one, or none, of these powers:

**Allure,** 1 point, Init +1, Mentem: This power causes the faerie to seem more attractive and pleasant than it really is, granting a +3 bonus on all rolls that involve impressing or convincing others. Costs 10 spell levels (Base 3 +1 Touch +2 Sun)

**Guide,** 3 points, Init -1, Mentem: Subtly influences a group of beings towards a specific course of action.

Some creatures can use this power to direct the movement of a group, taking it to a desired location. Other creatures can guide humans towards rash or brave or wise actions. Each time this power is used, it can subtly influence the actions of a single person for up to a day. The storyguide should provide advice to the character in a similar way to the Common Sense Virtue, except that the advice serves the creature's agenda, not that of the character. There is no compulsion to follow this advice.

Costs 30 spell levels (ReMe Base 5, +2 Voice, +1 Conc, +2 Group)

**Steal Judgment,** 2 points, Init 0, Mentem. The target believes almost any lie that the faerie tells, by diminishing their capacity for doubt. An Intelligence roll of 6+ is permitted to resist, with easier rolls for truly incredible lies.

Costs 15 spell levels (Base 4 +1 Eye +2 Sun).

**Enthrallment,** 4 points, Init -2, Mentem: allows a faerie to take complete control of a single human's mind for a day, by making eye contact. Costs 40 spell levels (ReMe As Enslave the Mortal Mind ArM page 152)

**Equipment:** Fruit, baskets, clothes.

**Vis:** 1 pawn, Perdo (animal parts)

**Appearance:** As per poem, a mix of human and animal features.

**Source:** Goblin Market by Christina Rossetti

**Blog posts (one) (two):**

<https://timothyferguson.wordpress.com/2017/05/16/games-from-folktales-episode-50-special/>  
<https://timothyferguson.wordpress.com/2017/05/18/goblin-market-a-special-episode/>

**Podcast:**

[http://traffic.libsyn.com/gamesfromfolktales/050\\_-\\_Goblin\\_market.mp3](http://traffic.libsyn.com/gamesfromfolktales/050_-_Goblin_market.mp3)



# HAG OF BEARA

The Cailleach Beara is a representation of the sovereignty goddess of Ireland. She is claimed as the ancestral mother of the clan O'Neill. The encounter in which Niall slept with her and converted her into his beautiful queen was a barefaced lie in the Fifth Century, when he took the throne. Propaganda, though, works on faeries better than people, and now the hag of Beara, when encountered, claims that the O'Neill's have her blood. The hag of Beara is not suited for use as a player character.

**Faerie Might:** 40

**Characteristics:** Int +3, Per 0, Pre -5/+5, Com +1, Str 0, Sta 0, Dex +3, Qik +3

**Size:** 0

**Virtues and Flaws:** 2x Greater Faerie Powers, Highly Cognizant, 7 x Increased Faerie Might, 2x Great Characteristic, Humanoid Faerie, 7x Improved Characteristics, Observant, 2x Personal Faerie Powers; Sovereign Ward (Dominion), Traditional Ward (being an O'Neill).

**Personality Traits:** Commanding +5, Lusty +3

**Reputations:** Ireland 5 (sovereignty goddess)

**Combat:**

**Claws,** Init +2, Attack +16, Defense +12, Damage +6

**Teeth,** Init +3, Attack +19, Defense +15, Damage +6

**Soak:** +1

**Wound Penalties:** -1 (1-5), -3 (6-10), -5 (11-15), Incapacitated (16-20), Dead (21+)

**Abilities:** Brawl 9, Intrigue 9, All Lores 9.

**Powers:**

**Grant (Luck or Temporal Influence),** 5 or 10 points, Init. -7 or -17, varies.

**Grant Poverty,** 3 or 10 points, Init. -7 or -17, varies. This poverty is due to sterile land, attacks by wild animals, poor weather, or personal illness. (2 intricacy points on cost of Grant Minor Flaw).

**Shift Human Shapes,** 0 points, Init 0, Corpus: Can assume beautiful or ugly forms at will. (2 intricacy points on cost and initiative)

**Equipment:** Clothed in rags or finery, carries gems.

**Vis:** 9 Rego, External: The innisfail, the stone that cries out when a king touches it, in Tara, is her external vis source. The stone fell and chipped some time ago: the effect on the cailleach is unclear.

**Appearance:** A loathsome hag whose swollen belly is covered in pustules, that can become radiantly beautiful at a whim, but generally chooses not to.

**Blog post:** Left over from *Realms of Power : Faerie*.

**Podcast:** Not done.



# HERMES WHO CARRIES AWAY

**Faerie Might:** 15 (Herbam)

**Characteristics:** Int +3, Per +6, Pre 0, Com 0, Str +3, Sta Tireless, Dex 0, Qik +6

**Size:** 0

**Virtues and Flaws:** Greater Faerie Powers, Faerie Sight, Faerie Speech, Humanoid Faerie, Increased Faerie Might, Immune to Fire, Personal Faerie Powers; Incognizant, Traditional Ward: cannot steal someone who is seen by another human being.

**Personality Traits:** Compulsively steals Gifted children from mortals +3, Dislikes Ungifted humans +1,

**Combat - Brawl (hands):** Init +6, Attack +9, Defense, +9, Damage +3

**Wound Penalties:** -1 (1-5), -3 (6-10), -5 (11-15), Incapacitated (16-20), Dead (21+)

**Pretenses:** Acrobatics 7 (rooftops), Brawl 7 (children), Faerie Speech 5 (convincing children to come away with him), Order of Hermes Lore 9 (apprentices), more local area lores than you'd imagine possible.

**Powers:**

**Appear Human**, 1 point, constant, Imaginem.

**Immune to Fire and Smoke**, 0 points, constant, Ignem. You can't go sliding down chimneys if you'll catch fire..

**Invisibility**, 1 point, Init -1, Imaginem (1 intricacy point on cost). Strictly speaking he becomes a shadow, not invisible.

**Squirring Sack**, 1 point, Init -1 Corpus: Moves a child up to 50 paces away, who has made eye contact, into his sack. (Base 15 + 1 Eye, 1 intricacy point spent on cost)

**Still Sack**, 0 points, Init -1, Mentem (2 intricacy point on cost): A powerful version of the Cause Drowsiness Power that keeps children unconscious until they are removed from the sack. (Or Sun, whichever comes first)

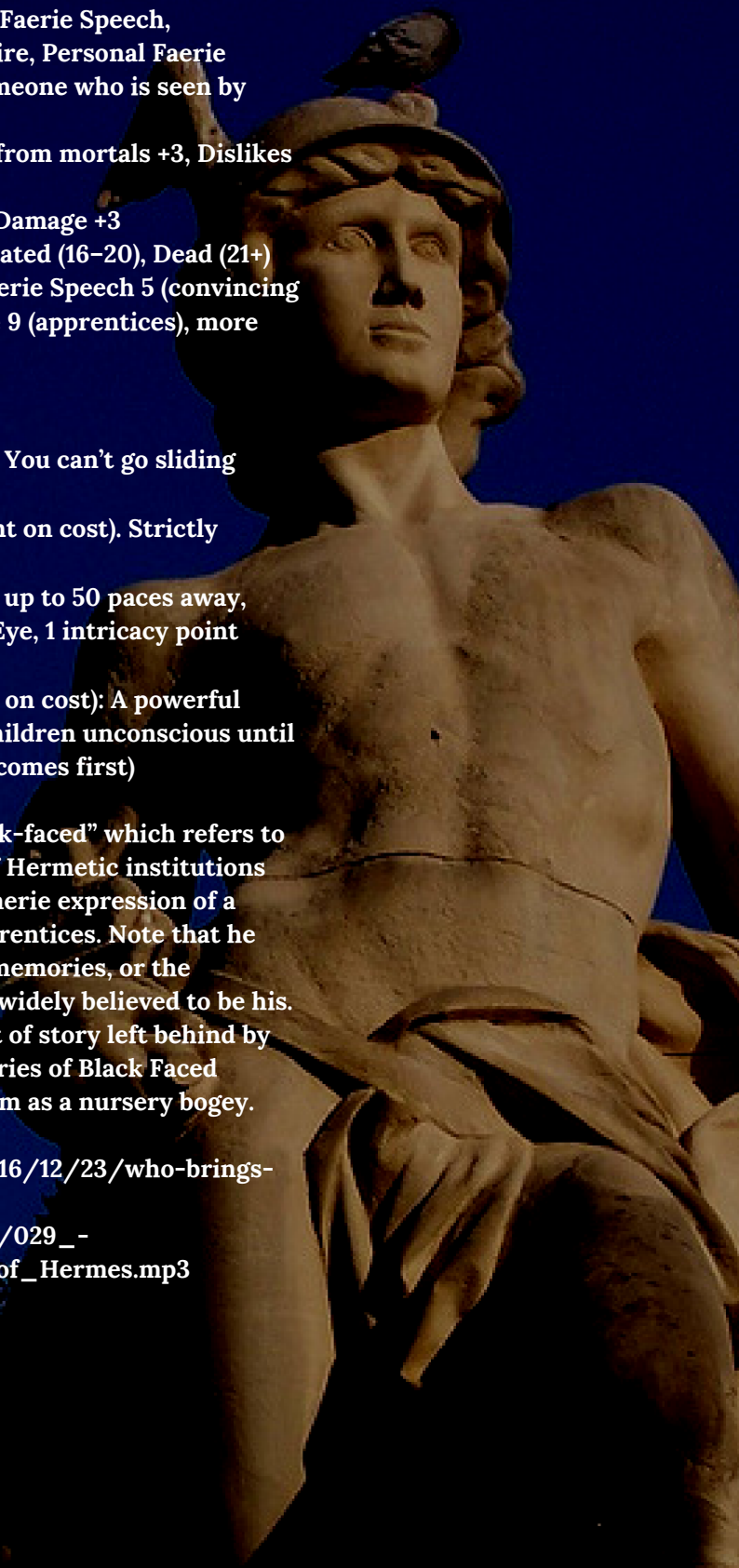
**Vis:** 3 Ignem, a lump of coal.

**Appearance:** Hermes Who Snatches Away is called "black-faced" which refers to the soot that covers his form. His detailed knowledge of Hermetic institutions suggests either contact with the Order, or that he is a faerie expression of a story sprung up from the activities of magi stealing apprentices. Note that he does not seem to have the power to remove the child's memories, or the memories of the parents of the child, both of which are widely believed to be his. This adds further weight to the idea that he is a figment of story left behind by the actions of magi. The main counter to this is that stories of Black Faced Hermes predate the Order - the ancient Greeks used him as a nursery bogey.

**Source:** Folklore

**Blog post:** <https://timothyferguson.wordpress.com/2016/12/23/who-brings-christmas-presents-to-the-order-of-hermes/>

**Podcast:** [http://traffic.libsyn.com/gamesfromfolktales/029\\_-\\_Who\\_brings\\_Christmas\\_presents\\_to\\_the\\_Order\\_of\\_Hermes.mp3](http://traffic.libsyn.com/gamesfromfolktales/029_-_Who_brings_Christmas_presents_to_the_Order_of_Hermes.mp3)





# HLO-HLO

The version of Hlo-hlo given here is designed to be suitable as a player character, swapped in for a magus: that being said he lacks depth, and is unsuited for many sagas.

**Faerie Might:** 25 (Animal)

**Characteristics:** Int 0, Per +2, Pre -3, Com -3, Str +3, Sta +3, Dex +2, Qik +2

**Size:** +4

**Virtues and Flaws:** Greater Powers, Huge, Ritual Powers, Faerie Beast, Faerie Speech, Faerie Sight, Feast of the Fae, Monstrous Form, Incognizant, Personal Powers, Slow Might Recovery. Note there is no Ward: this allows expansion in a player character.

**Personality Traits:** Mocking +3. Laughter is not magical, but can force Bravery checks.

**Combat:**

**Brawl (bite):** Init +2 Attack +13, Defense +11, Damage +7

**Brawl (pedipalps):** Init +4 Attack +13\*, Defense +12\*, Damage +5 (\*Includes +1 for pretense specialisation)

**Soak:** +3 (described as soft bodied: add +6 if you'd prefer chitin).

**Wound Penalties:** -1 (1-9), -3 (10-18), -5 (9-27), Incapacitated (28-35), Dead (36+)

**Pretenses:** Athletics 3 (spider acrobatics), Awareness 3 (prey), Brawl 7 (pedipalps), Cult Lore 4 (priests), Faerie Speech 5 (mockery), Stealth 3 (prey)

**Powers:**

**Grant visions,** 1 point, Init -8, Mentem. Used to teach priests astrology (4 intricacy points on cost).

**Hound,** 0 points, Init 0, Corpus. Allow Hlo-hlo to know the direction and distance of his prey. (2 intricacy points on cost)

**Silent Motion,** 1 point, constant, Imaginem

**Supernatural agility,** 0 points, constant, Animal. (3 intricacy points on cost).

**Optional,** as an NPC, you might want to add a Poison. Prefers not to use it: likes killing prey.

**Poison,** 4 points, constant, Animal. Fatal poison Ease 9 (see Ars Magica: Fifth edition page 180) 35 spell levels (base 20, +2 Sun, +1 constant) +15 penetration. Equipment: Hunting belt. Diamond the size of your head.

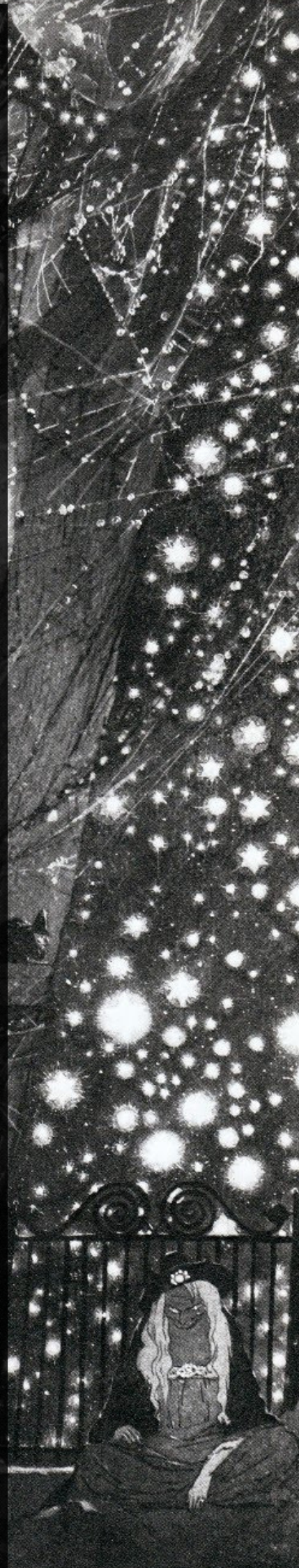
**Vis:** 5 pawns, Perdo (dead spider), possibly more in the halos of dead gods.

**Appearance:** A giant spider with a belt of haloes.

**Source:** The distressing tale of Thangobrind the jeweller by Lord Dunsany.

**Blog post:** <https://timothyferguson.wordpress.com/2017/06/01/dunsany-fragments-the-distressing-tale-of-thangobrind-the-jeweller/>

**Podcast:** [http://traffic.libsyn.com/gamesfromfolktales/052\\_-Dunsany\\_-\\_The\\_distressing\\_Tale\\_of\\_Thangobrind\\_the\\_Jeweller.mp3](http://traffic.libsyn.com/gamesfromfolktales/052_-Dunsany_-_The_distressing_Tale_of_Thangobrind_the_Jeweller.mp3)





# JACK'S GIANT

**Faerie Might:** 15

**Characteristics:** Int +2, Per 0, Pre +1, Com +2, Str +12, Sta 0, Dex 0, Qik -6

**Size:** +6

**Virtues and Flaws:** External Vis, 5 x Huge, Faerie Sight, Faerie Speech, Highly Cognizant, Humanoid Faerie, 2 x Increased Faerie Might, Observant, Personal Faerie Powers

**Personality Traits:** Plays to his audience +4

**Reputations:** Dead (anywhere he has already run the Jack story) 3

**Combat:**

**Fists:** Init -6, Attack +3, Defense -6, Damage +12

**Massive Club:** Init -5, Attack +5, Defense -5, Damage +15

**Soak:** +0

**Wound Penalties:** -1 (1-11), -3 (12-22), -5 (23-33), Incapacitated (34-44), Dead (45+)

**Pretenses:** Brawl 3 (other giants), Single Weapon 3 (club).

**Powers:**

*Extended Glamour*, 0 points, constant, Mentem:

*Precise Throw\**, 1 point, Init -6, Terram: This power allows the giant to fling a golden egg, made from his glamour, with extreme precision from his cloud to the ground.

\* An effect of the External Vis virtue.

**Equipment:** Castle, tremendous amounts of treasure, large club.

**Vis:** 3 pawns, appears as a goose that lays golden eggs.

**Appearance:** Huge, smelly, and comedic, Jack's Giant gives the impression of coarseness and stupidity.

Source: Folklore. Left over from *Realms of Power : Faerie*

**Blog post:** mentioned in <https://timothyferguson.wordpress.com/ephemera/ars-magica-ephemera/cornwall-gazetter-contents-page/giants-2/>

**Podcast:** <http://gamesfromfolktales.libsyn.com/podcast/057-cornwall-the-graveyard-of-giants>



# JENNY GREENTEETH

Jenny is one of those sorts of faeries that adults do not believe in, but tell children about to caution them. She has been placed in this section because her caution is specific to water: if you lean too far over the well, or you go swimming on your own, Jenny Greenteeth might catch you and drag you under. Characters hunting Jenny may need to descend into the well: Jenny is not a formidable character in direct combat but uses her knowledge of the tunnels that underlie her well to best advantage. Jenny is not designed as a player character.

**Faerie Might:** 5

**Characteristics:** Int -1, Per 0, Pre -1, Com 0, Str +3, Sta +1, Dex -1, Qik +5

**Size:** 0

**Virtues and Flaws:** Faerie Sight, Faerie Speech, 2 x Great Characteristic, Human Form, 3 x Improved Characteristics. Restricted Might (cannot leave the water). There doesn't seem to be a traditional ward for Jenny, because adults don't believe she exists.

**Personality Traits:** Hungry +3

**Combat:** Claws: Init +4, Attack +6, Defense +13, Damage +5

**Soak:** +1

**Wound Penalties:** -1 (1-5), -3 (6-10), -5 (11-15), Incapacitated (16-20), Dead (21+)

**Pretenses:** Brawl 5 (claws), Faerie Speech 5

**Equipment:** Clothed in weeds and mud

**Vis:** 1 pawn Perdo, drowned spider

**Appearance:** A haggish woman with sharp claws and green teeth.

**Source:** Folklore. Left over from *Realms of Power* : Faerie

**Blog post:** Not used

**Podcast:** Not used





# KING OF THE KALLIKANTZAROI

**Faerie Might:** 25 (Corpus)

**Characteristics:** Int +2, Per +1, Pre +1, Com +1, Str +2, Sta +1, Dex +1, Qik +1

**Size:** -1

**Virtues and Flaws:** Faerie Sight, Faerie Speech, Feast of the Fae, Greater Faerie Powers, Hybrid Form, 2 x Personal Faerie Powers; Little, Sovereign Ward (Sunlight), Incognizant, Traditional Wards (fire, counting games, burning shoes in some places)  
**Personality Traits:** Spirit of the Season +6

**Combat - Brawl (talons):** Init+5, Attack +16, Defense +14, Damage +9

**Soak:** +3

**Wound Penalties:** -1 (1-4), -3 (5-8), -5 (9-12), Incapacitated (13-16), Dead (17+)

**Abilities:** Athletics 3 (climbing)\*, Awareness 5 (victims), Brawl 3 (each other), Faerie Speech 5.

\* Has virtue allowing supernatural athletics.

**Powers:**

**Oppression**, 1 point, Sun, Imaginem.

Can create a dream state (expressed as a cloud in which the person sees visions) that forces Personality Trait checks against Spirit of the Season 6. Using this power, over and over in the warped time of his cave, allows the King to grind down the vices of the people he kidnaps.

**Silent Motion**, 1 point, constant, Imaginem.

These faeries are capable of silent motion, but make noise by damaging things in the excitement of their revels.

**Spirit Away**, 2 points, weird and special, Corpus

Lets the Goblin King drag people into his cavern, where time travels at a different rate.

**Supernatural Agility**, 0 points, constant, Animal (3 intricacy points spent on cost).

**Vis:** 5 pawns (Rego)

**Appearance:** There's an image above.

**Source:** "The Goblins who stole a sexton" by Charles Dickens.

**Blog post:** <https://timothyferguson.wordpress.com/2019/12/07/if-dickens-wrote-kallikantzaro/>

**Podcast:** [http://traffic.libsyn.com/gamesfromfolktales/248\\_-\\_If\\_Dickens\\_Wrote\\_Kallikantzaro.mp3](http://traffic.libsyn.com/gamesfromfolktales/248_-_If_Dickens_Wrote_Kallikantzaro.mp3)



# MAGPIE QUEEN

Faerie Might: **40+10 (Animal)**

Characteristics: **Int +1, Per +4, Pre+2, Com +3, Str +2, Sta +2, Dex 0, Qik +3**

Size: **-1**

Virtues and Flaws: **2 x Focus Power, 3 x Greater Faerie Powers, Highly Cognizant, Faerie Sight, Faerie Speech, 2 x Great Characteristic, Human Form, 6 x Improved Characteristics, 7 x Increased Faerie Might, 2 x Personal Faerie Powers, Place of Power (kingdom); Traditional Ward (Salutations and rhymes)**

**Personality Traits:** Easily distracted by flashy things +3, Aware that she is easily distracted by flashy things +2. Really annoyed when distracted by people who know she likes flashy things +3.

**Combat:** Brawl (fist): Init +3, Attack +1, Defense +2, Damage +2

**She prefers to use magical effects rather than weapons.**

Soak: **+1**

Wound Penalties: **-1 (1-4), -3 (5-8), -5 (9-12), Incapacitated (13-17), Dead (18+)**

Pretenses: **(Area) Lore 6 (her domain), Artes Liberales 3 (songs), Animal Handling 6 (magpies), Athletics 9 (flight), Awareness 2 (humans), Bargain 7 (women), Brawl 1 (while flying), Carouse 6 (gossip), Charm 6 (gossip), Concentration 3 (while stealing hings), Craft (weaving) 6 (baskets), Etiquette 7 (gossip), Faerie Speech 6, Finesse 6 (Rego), Folk Ken 6 (gossip about surrounding area), Guile 3 (gossip), Leadership 6 (birds), Order of Hermes Lore 5 (Bjornaer), Penetration 6 (using Arcane Connections).**

Powers:

*Collects bright memories*, **4 points, Init -3, Mentem:** Transforms one of the character's thoughts, songs, or speeches in to a shiny object, which the queen can keep. Characters touching the mirror vividly recall the events surrounding a secret, or word-perfectly recall what was said or sung. The character cannot remember the secret, although they are aware they once knew it. If they touch the mirror they can recall it again after putting the mirror down, much as any other person can, but only feel emotional connection to the secret while they hold the mirror.

*Craw of feathers*, **3 points, Init -2, Animal:** Transforms a character's words into feathers. This fills their mouth, so that they cannot speak, and will suffocate them unless action is immediately taken. This is a reskinning of Rushing Torrent From the Lungs, but is slightly weaker in that qa character who knows its effect, and stays perfectly silent, can avoid suffering its effect.

*Extended Glamor*, **0 points, constant.**

*Focus Power (Speech within her realm)*, **up to 10 points, Init -9, Imaginem/Auram.**

*Transform into a flock of ravens*, **2 points, Init -4, Animal: (Until Duration) (3 intricacy points to reduce cost).** The queen becomes dozens of ravens. So long as they remain in her domain, all of them are, effectively, her. She can see through all of their eyes, and can unwind the glamour of all of the other birds, restoring herself to unity from any single bird.

*Transform Victim into Mouse*: **2 points, Init -3, Animal. (2 intricacy points to reduce cost)**

**Equipment:** A small kingdom of faerie servants, including an awful lot of ravens. She sends them on tasks in groups whose numbers reflect a common children's rhyme. Centuries of collected shiny treasure.

**Wears pied clothes.**

**Vis:** 8 pawns **Intelligo**, a piece of shiny glass, +2 if in kingdom

**Appearance:** A thin, intense woman who talks quickly and listens deeply. Easily distracted, easily bored, easily amused. Knows she's not as clever as magi, but knows she can learn more quickly than mortals do.

**Source:** Original - a childhood being swooped.

**Blog post:** <https://timothyferguson.wordpress.com/2016/10/28/why-are-magpies-following-me-around/>

**Podcast:** [http://traffic.libsyn.com/gamesfromfolktales/020\\_-\\_Why\\_do\\_magpies\\_keep\\_following\\_me.mp3](http://traffic.libsyn.com/gamesfromfolktales/020_-_Why_do_magpies_keep_following_me.mp3)



# THE MINERS OF THE TIN ISLANDS

**Faerie Might:** 5 (Terram)

**Characteristics:** Int 0, Per +2, Pre -3, Com -2, Str -1, Sta +3, Dex +2, Qik +4

**Virtues and Flaws:** Immunity from Terram, 2 x Great Characteristic, Faerie Sight, Faerie Speech, Humanoid Faerie, 2 x Improved Characteristic, Observant; Little, Traditional Ward (water)

**Personality Traits:** homicidal +3

**Combat:**

**Brawl (fist):** Init +4, Attack +9, Defense +11, Damage +3

**Pick/Tool (two handed):** Init +7, Attack +8, Defense +11, Damage +11

**Soak:** +6, Immunity from Earth. Is that too cruel? Forces the players to improvise new weapons, which is good/

**Wound Penalties:** -1 (1-3), -3 (4-6), -5 (7-9), Incapacitated (10-12), Dead (13+)

**Pretenses:** Athletics 3, Awareness 3, Bargain 6, Brawl 7, Craft (smith) 6, Great Weapon 6

**Powers:** Many cause rock falls by touch. Allows them to damage walls to a supernatural degree with their weapons.

**Equipment:** Furs, weapons

**Vis:** 1 pawn, rat body.

**Appearance:** The faeries are short men, seeming like normal people who have been compressed downward and outward, so that they are short, but broad-shouldered, with massive feet, large noses and huge hands. They play music which causes an inattentive paralysis, but this can be drowned out by other loud noises. They cannot cross running water, and they are dispersed, although not destroyed, by jets of water.

**Source:** Original - written for Go Play Brisbane back in 2010 or so.

**Blog post:** <https://timothyferguson.wordpress.com/ephemera/ars-magica-ephemera/tin-islands-project/>

**Podcast:** Not recorded



# MISS GUBBIDGE'S DRAGON

**Faerie Might:** 30

**Characteristics:** Int\* 0, Per -2, Pre -6, Com -6, Str +1, Sta +6, Dex +2, Qik -2

**Size:** +4.

**Virtues and Flaws:** Huge, Faerie Beast; Faerie Sight, Faerie Speech, Greater Power (Spirit Away), Increased Characteristics, 6 x Increased Might, Personal Faerie Power (Constant Damaging Effect), Incognizant

**Personality Traits:** Inquisitive +3, Daring +2, Loves milk +1

**Combat:**

**Fangs:** Init -4, Attack +14, Defense +1), Damage +10 +poison as below.

**Constrict:** Init 0, Attack +9, Defense +5 (+11 against grappling attacks), Damage +8

**Claws:** Init -1, Attack +11, Defense +10, Damage +6

**Soak:** 10

**Wound Penalties:** Size +4: -1 (1-9), -3 (10-18), -5 (19-27), Incapacitated (28-36), Dead (37+)

**Powers**

**Constrict\***, When successfully struck with a constrict attack, the character is encoiled and unable to use mêlée weapons. The dragon automatically does damage in each subsequent round, without requiring an Attack roll, if it wishes. The victim may still Soak damage. At the end of each round, including the round in which the constriction attack succeeds, the character may attempt to break free by an opposed Strength roll. To do this, the character rolls Strength + a stress die, and compares it to the dragon's Strength + a stress die. Success indicates the character is free, and may attack normally in the following round. For each character assisting, the trapped character may add +1 to the Strength roll, but an assistant is unable to attack the dragon in that round. A character unable to break free for 30 seconds (6 combat rounds) needs to make deprivation rolls, as described on page 179 of ArM5.

**Spirit Away**, (see *Realms of Power: Faerie* – allows the dragon to lift willing or incapacitated humans into Arcadia).

**Flight**, 0 points, Init: Qik+1, Auram\*

**Venomous Bite\***, When the orm attacks, compare its Attack Advantage to the victim's armor Protection (not Soak). If the dragon's advantage is higher, the victim suffers the effects of soporific venom with an Ease Factor of 12, that does Fatigue damage. (See page 180 of ArM5 for poison mechanics). The poisoning occurs regardless of whether the bite inflicts an actual wound. The storyguide may adjust the required Attack Advantage for special circumstances.

\* These are natural abilities of the faerie's form, and do not require the Personal Faerie Powers Virtue.

**Pretenses:** Area Lore 6 (mortal world), Awareness 6 (beauty), Brawl 7 (crushing), Hunt 5 (beauty), Faerie Speech 5 (promises), Folk Ken 6 (the fae touched), Stealth 5 (people who never look up)

**Equipment:** None

**Vis:** Might 6 pawns, a piece of lost string

**Appearance:** A magnificent dragon

**Source:** "The Dragon of Romance" by Lord Dunsany

**Blog Post:** <https://timothyferguson.wordpress.com/2017/06/01/dunsany-fragments-miss-cubbridge-and-the-dragon-of-romance/>

**Podcast:** [http://traffic.libsyn.com/gamesfromfolktales/053\\_-\\_Dunsany\\_-\\_Miss\\_Cubbridge\\_and\\_the\\_Dragon\\_of\\_Romance.mp3](http://traffic.libsyn.com/gamesfromfolktales/053_-_Dunsany_-_Miss_Cubbridge_and_the_Dragon_of_Romance.mp3)



# THE NEW MOTHER

**Faerie Might:** 10 (Corpus)

**Characteristics:**

**Old:** Int 0, Per 0, Pre +2 Com +1, Str 0, Sta 0, Dex +2, Qik +2

**New:** Int 0, Per +3, Pre -2, Com 0, Str +1, Sta +2, Dex +1, Qik -3

**Size:** Old 0 / New +1

**Virtues and Flaws:** Faerie Sight, Faerie Speech, Huge, Humanoid Form, Increased Faerie Might, Personal Faerie Powers; Monstrous

**Appearance,** Incognizant, Traditional Ward (respectful children), Traditional Ward (disrespectful children)

**Personality Traits:** Wants Children +4.

**Reputations:** Nil.

**Combat:** The Old Mother is non-combatant. New: Tail: Init -2, Attack +10, Defense +4, Damage +3

**Soak:** +0

**Wound Penalties:**

Old -1 (1-5), -3 (6-10), -5 (11-15), Incapacitated (16-20), Dead (21+)

New-1 (1-6), -3 (7-12), -5 (13-19), Incapacitated (20-26), Dead (27+)

**Pretenses:** Brawl 5 (tail), Faerie Speech 5 (children),

**Powers:**

**Transform,** 0 points, Init. -1, Corpus: (2 intricacy points): Allows the Mother to change between forms. She does not appear to have volition over the change, but knows it is coming.

**Equipment:** Clothing, domestic tools, half-fae baby.

**Vis:** 2 Muto, a mirror-shard

**Appearance:** In this interpretation, the New and Old Mothers are the same creature, which is a lovely when her children demonstrate obedience but becomes a terror when they are naughty. In this version, the children could change the other back, if only they obeyed her in her ugly form.

The Pear Drum Girl is another faerie, or a person with Free Expression.

**Source:** *The Pear Drum* - a traditional story

**Blog post:** <https://timothyferguson.wordpress.com/2019/02/27/the-pear-drum-the-new-mother/>

**Podcast:** [http://traffic.libsyn.com/gamesfromfolktales/177\\_-\\_The\\_New\\_Mother.mp3](http://traffic.libsyn.com/gamesfromfolktales/177_-_The_New_Mother.mp3)



# OTZO THE BEAR

**Faerie Might:** 10 (Animal)

**Characteristics:** Cun +1, Per 0, Pre 0, Com -5, Str +6, Sta +4, Dex +2, Qik 0

**Size:** +3

**Virtues and Flaws:** Faerie Beast, Faerie Sight, Faerie Speech, External Vis, Cognizant within Role, Ferocity (when injured), Giant, Improved Characteristics (x2), Tough, Greedy (minor), Reclusive Qualities: Aggressive, Extra Natural Weapons (claws), Fast Runner, Grapple, Hardy, Imposing Appearance, Large Claws, Pursuit Predator, Tough Hide, Mute. Sovereign Ward (is suicidally lulled by songs)

**Personality Traits:** Brave +3, Slothful +3, Aggressive +2 Reputations: Ferocious (local) 2

**Combat:**

**Claws:** Init 0, Attack +13, Defense +9, Damage +10

**Teeth:** Init 0, Attack +11, Defense +7, Damage +7

**Grapple:** Init 0, Attack +7, Defense +5, Damage n/a

**Soak:** +15

**Wound Penalties:** -1 (1-8), -3 (9-16), -5 (17- 24), Incapacitated (25-33), Dead (34+)  
**Pretenses:** Athletics 3 (sprinting), Awareness 8 (humans), Brawl 6 (claws), Faerie Speech 5 (songs) Hunt 4 (for mystical auras), Survival 5 (foraging), Swim 3 (against the current)

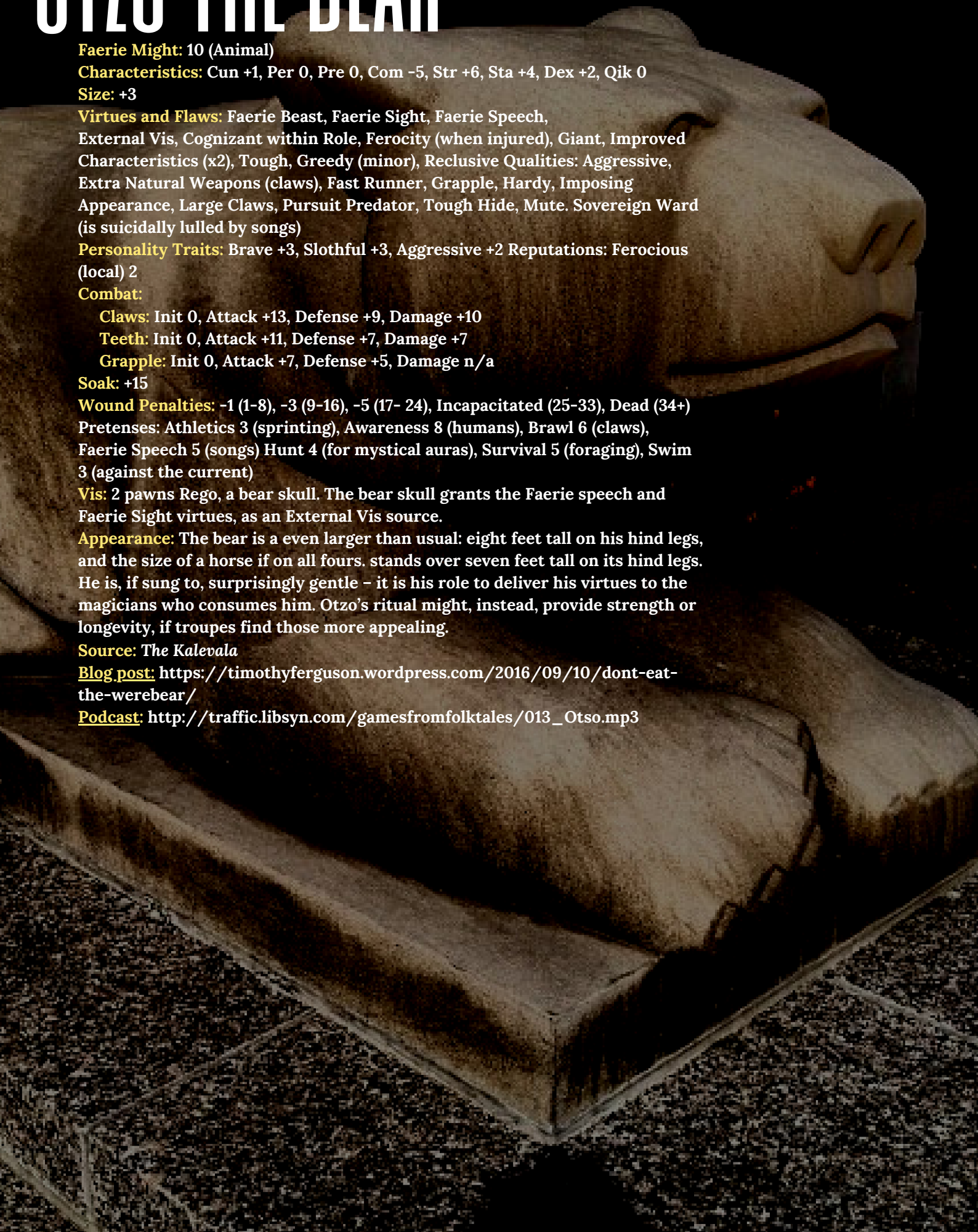
**Vis:** 2 pawns Rego, a bear skull. The bear skull grants the Faerie speech and Faerie Sight virtues, as an External Vis source.

**Appearance:** The bear is a even larger than usual: eight feet tall on his hind legs, and the size of a horse if on all fours. stands over seven feet tall on its hind legs. He is, if sung to, surprisingly gentle – it is his role to deliver his virtues to the magicians who consumes him. Otzo's ritual might, instead, provide strength or longevity, if troupes find those more appealing.

**Source:** The Kalevala

**Blog post:** <https://timothyferguson.wordpress.com/2016/09/10/dont-eat-the-werebear/>

**Podcast:** [http://traffic.libsyn.com/gamesfromfolktales/013\\_Otso.mp3](http://traffic.libsyn.com/gamesfromfolktales/013_Otso.mp3)





# OUTLANDISH KNIGHT

The Outlandish Knight is simpler version of the Glanconer (*Realms of Power : Faerie* p 74-75). He doesn't kill by draining life energy along an arcane connection: he just whisks girls away to murder them in a river. He might also be seen as a very complicated version of the kelpie.

**Faerie Might:** 10

**Characteristics:** Int +1, Per +1, Pre +3, Com +3, Str +1, Sta +1, Dex 0, Qik 0

**Size:** 0

**Virtues and Flaws:** Greater Faerie Powers; External Vis (minor), Faerie Sight, Faerie Speech, Human Form, 3x Improved Characteristic, Increased Faerie Might; Traditional Ward (laws of chivalry); Incognizant.

**Personality Traits:** Predatory +4

**Combat:** (Shortsword) Init +1, Atk +9, Dfn +7, Dmg +6

**Soak:** +3, although the creature is a knight, like most knights he doesn't ride about in full combat gear constantly. He has fine, durable clothes which provide some protection.

**Wound Penalties:** -1 (1-5), -3 (6-10), -5 (11-15), Incapacitated (16-20) Dead (21+)

**Pretenses:** Athletics 3 (climbing walls), Awareness 3 (at night), Carouse 2 (alone with young woman), Charm 3 (young women), Folk Ken 5 (courtship), Guile (women) 5, Faerie Speech 5 (flattery), Single Weapon 6 (women), Stealth 2 (stalking)

**Powers:**

**Allure**, 0 points, Init -1 Mentem (1 intricacy point on cost)

**Steal Judgement**, 0 points, Init -2, Mentem, (2 intricacy points on cost).

**Equipment:** Appears to be a prosperous knight, but does not have a faerie horse.

**Vis:** 2 pawns, his knife.

**Appearance:** A handsome man, of a culture nearby to, but not the same as, the victim.

**Source:** This comes from a traditional song, collected in the Child Ballads.

**Podcast:** [http://traffic.libsyn.com/gamesfromfolktales/205\\_-\\_The\\_outlandish\\_knight.mp3](http://traffic.libsyn.com/gamesfromfolktales/205_-_The_outlandish_knight.mp3)

**Blog post:** <https://timothyferguson.wordpress.com/2019/08/08/the-outlandish-knight-a-faerie-serial-killer/>





# PEOPLE OF PAST AGES

Many ancient faerie gods claimed that they could make humans. This was a lie: humanity requires a soul, which is a gift from the Divine. One ancient wizard, realising this, turned this lie against his gods. Hyingus told all of the learned people of his civilisation that not only could the gods make humans, but that in the past they had made wiser, nobler humans than those currently dwelling in the world. His story concluded that some few of these humans of past ages remained. Hyingus's plan did not work perfectly: he created a race of tutors, but also created two other races, that strive against magi, forcing them to learn or die.

The People of Past Ages, as these three races are called, are rare, and subtle in their manipulation of Hermetic society. Some ma i conjecture that they are drawn to wizards because they were fabricated that way by Hyingus. Other suggest that since only magi tell their stories, they seek magi out as their appropriate audience. Characters who make an Intelligence + Faerie Lore Roll of 12+ know the origin myth of the Races of Past Ages, but cannot recognize a Person of Gold or Silver unless he or she is bleeding. Each race has blood of a distinctive color, derived from the metal that it is named for. People of Bronze may be recognized for their green blood, or their distinctive armor and clothing. Seeing Person of Bronze in his or her armor or clothes, which are also made of metal, allows the character to make an Intelligence + Faerie Lore roll of 6+ to identify the creature.

The People are Incognizant faeries, and their history is a lie told to them in ancient times to stop the People of Gold abandoning their role. The People think that they are a special type of human that seems magical because they are truer representation of the Human form. That is, they believe they are magical spirits, and are incapable of believing otherwise. Any experience that makes them question their history is soon forgotten.

I originally wrote the People of Past Ages for Realms of Power: Magic, but couldn't make them fit the theme. Then there was no space for them in Realms of Power: Faerie. I was able to reuse the combat statistics, but not the racial history, from the People of Bronze in a future book, so I have removed them from this excerpt.

## False History

The People believe that the god Chronos made the People of Gold. It is believed they grew from the Earth itself, as aged men and women, and grew younger through an almost-eternal life. They lived in perfect contentment, without the need for food, warfare or law. They would not bow to the usurper, Zeus, or his allies. Zeus poisoned this race, by creating winter and the closing of the year. No more people grew from the Earth, and procreation became necessary, creating the People of Silver.

The children the People of the Golden Age bore sexually, contaminated by the poison, were a race with blue, silver-tainted blood. Each had a childhood that lasted one hundred years, but they lived only for a few decades as adults. The People of Silver needed mates, so they invented families. They needed food and developed agriculture. They needed houses, so they invented towns. The men of silver were arrogant, and schemed against each other. They would not serve the gods, so Zeus changed the nature of their children.

The People of Bronze were a terrible warrior race. Their blood was tainted green, with copper. They feasted solely on flesh: bread was too soft for their nature. Their houses, implements and armor were made of bronze. Their hearts were as hard as diamond. They loved all forms of violence, and were destroyed either by their feuding, or by the Great Flood of Deucalion. After their destruction, the People say, Prometheus crafted new men, with blood of iron and flesh of clay.

Source: Hyingus.

Blog post: Leftover from Realms of Power : Magic, then Realms of Power : Faerie. The statistics for the bronze people were reused in a later book, but I can't recall which one. Look for sociopaths in chariots who treat life as if it was a game of Civilisation.

Podcast: None



# PEOPLE OF PAST AGES – GOLD

The People of Gold act as preservers of magical secrets. Some serve mystery cults, while others nominate themselves as guardians of fallen magical sites, and subtly encourage humans to rise to the challenge of recovering lost lore. The People of Gold are dedicated to rebuilding a Golden Age that they are certain once existed, by guiding their — false — progeny to greater mystical accomplishments.

The People of Gold are not suited as player characters.

Faerie Might: **30 (Corpus)**

Characteristics: **Int +3, Per +3, Pre +3, Com +3, Str +3, Sta +3, Dex +3, Qik +3**

Characteristics are average for the race, but individuals may range from 8 to -2.

Size: **0**

Virtues and Flaws: **Greater Faerie Power, Faerie Sight, Faerie Speech, 5 x Increased Faerie Might, Humanoid Faerie, 14x Improved Characteristics, Observant, Personal Faerie Powers; Incognizant, Traditional Ward (sacred images of Zeus)**

Personality Traits: **Honorable +3, Just +3, Peaceful +1**

Soak: **+3**

Fatigue Levels: **OK, 0, -1, -3, -5, Unconscious**

Wound Penalties: **-1 (1-5), -2 (6-10), -3 (11-15), Incapacitated (16+)**

Pretenses: **All Lores 9, others by life history**

Powers:

*Friend of Three Elements*, **0 points, Init 0, Rego:** People of Gold are never troubled by inclement weather or environmental conditions. They do not need to breathe, although they enjoy it when they think to do it. Dirt does not stick to them, unless they wish it to, and rain will not fall on them unless they desire it. People of Gold are never too warm or cool because of the weather, unless they wish to be, but have no innate resistance to fire, because it had not been discovered in their time.

*Sovereign of the Earth*, **1 point, Init 0, Creo:** People of Gold may create any generic, non-magical tools they require by magic. Each tool appears to rise from the earth, or be formed from a similar material, a few seconds after willed into existence by the Person. Unlimited use of this power costs one point per month, not one per item.

People of Gold believe these items are gifts from the universe, unaware that they control the generative force. The tool last only as long as it retains the attention of the Golden One, fading away if they ignore it. If the Golden One's attention returns to the object, it recreates itself. Most People of Gold are unaware that their items disappear when ignored.

The Golden One cannot create tools larger than a horse. This power can create food, which has no nutritional value, but the Golden Ones do not require sustenance, only to ease pangs of hunger. Many believe, as a religious obligation, that they should not share gifts made for them by the universe. They do not usually understand that humans who partake of their food starve.

Equipment: People of Gold that visit Mythic Europe can adapt to the comparatively hostile environment, but in their natural state, they wear no clothes, and carry no equipment. Most of the People of Gold are technically dead, killed by the Olympians, but create bodies with subconscious use of their powers.

Vis: **6 pawns of Intellego, a gold nugget**

Appearance: Mature People of Gold appear to be extremely healthy people in late adolescence. Young people of Gold look like very old mortals. They generally do not wear clothing; although those that have lived in Mythic Europe long enough to discover that their gifts vanish when they are distracted adopt the dress of local people.

Source: **Left over from Realms of Power : Faerie and Realms of Power : Magic.**

Blog post: **None**

Podcast: **None**



# PEOPLE OF PAST AGES – SILVER

The People of Silver are convinced of their own cleverness. They are unable to form large conspiracies because each feels that he or she should rule. People of Silver found in Mythic Europe often pretend to be nobles or merchants. They act as foils for magi with extensive contacts in the mundane world, or influence based on social and financial power.

People of silver are sociopaths, and so are not suited as player characters.

Magic Might: 20 (Corpus)

Characteristics: Int +2\*, Per +2, Pre +2\*, Com +2\*, Str +2, Sta +2, Dex +2, Qik +2

\*Characteristics are average for the race, but may have Characteristics, particularly those marked of up to 7.

Size: 0

Virtues and Flaws: 2 x Greater Faerie Power, Faerie Sight, Faerie Speech, Humanoid Faerie, 6x Improved Characteristics, 3 x Increased Faerie Might, Observant; Incognizant, Traditional Ward (sacred images of Zeus)

Personality Traits: Arrogant +3, Self-centered +3, Deceitful +2

Combat:

Axe\*: Init 3, Attack 9, Defense 7, Damage 8

Axe and Buckler\*: Init 3, Attack 9, Defense 8, Damage 8

Assumes a Single Weapon Ability of 4 (axe), but skilled warriors of this race may have far higher scores.

Soak: +2 plus any armor.

Fatigue Levels: OK, 0, -1, -1 -3, -5, -5, Unconscious

Wound Penalties: -1 (1-7), -3 (8-14), -5 (15-22), Incapacitated (23+)

Pretenses: All Pretenses that may be used to manipulate others 9 in adults, but 4 in children pretending to be adult modern humans. This includes Bargain, Carouse, Charm, Etiquette, Folk Ken, Guile, Intrigue, and Leadership. Other Ability scores as suit the person's history.

Powers:

*Cunning Devices*, 2 points, Init 0, Muto: People of Silver are extremely inventive when forced to be, and can make new devices to suit their needs out of a surprising variety of everyday items. These devices always suit their purpose, but some, if examined closely only work because magic makes some of their components behave in impossible ways. For example, an apple core might be used as a spring, or a piece of rope used to slice things. People of Silver feel that this is "cheating" and pride themselves on making each item's workings as realistic as is practical to the demand of their vanity. Each device falls back into its component parts at the next new Moon, unless a Person of Silver is present and prevents the failure. (Special)  
*Galling Ego*, 0 points, Init 0, Muto: Natural objects so dislike People of Silver that they avoid drawing attention to themselves. Mud will slide away from their feet. Streams will part as they walk across. Trees will bend their branches to avoid touching People of Silver. People of Silver either do not notice this effect, or expect it as their due, homage from the Universe. (Special)

Equipment: They wear the finest garments and have the nicest toys available, preferably stolen.

Vis: 4 Pawns Rego, in blue blood.

Appearance:

Adult People of Silver are very tall. Their children, who are large and well-educated compared to normal children, often pretend to be adult humans (Size 0, Base score of 0 on physical Attributes) Despite their single-minded self-aggrandizement, People of Silver can be charming, and effective, intriguers. The People of Silver are unfettered by civilized modes of behavior, so crime comes easily to them. Most People of Silver lack physical courage, having only a brief adult lifespan that they do not intend to truncate, so they have servants who engage in combat for them.

Source: Left over from *Realms of Power : Faerie* and *Realms of Power : Magic*.

Blog post: None

Podcast: None



# PEOPLE OF PAST AGES – BRONZE

People of Bronze active in Mythic Europe attach themselves to either side in a major conflict, and attempt to exterminate the other side as efficiently as possible. They feel no compassion, so they consider utter elimination of enemy settlements a particularly valuable tactic. This includes the slaughter of children, as a way of preventing a community seeking intergenerational revenge. People of Bronze conquer for the vitality that human death brings them, and the respect they earn from others of their kind: they care nothing for power or riches, except insofar as they allow a Person of Bronze to increase the scale of his or her campaigns.

Some People of Bronze train people of Iron in the arts of war. They do this in the hope that the people of Iron will develop into suitably challenging opponents. People of Bronze have been known to declare war on individual magi. This war may take many years to come to fruition, as the Person of Bronze uses its infinite lifespan to lay up materiel for the campaign before engaging its foe. People of Bronze always select magi who are renowned as warriors as their victims.

The combat statistics for People of Bronze have been removed, since I used them in a published book. I've forgotten which one it was: if you see a charioteer who treats cities like pieces in a game, it's them.



# A PRINCESS OF SERPENTS

The original story has a tribe of dragons, and technically they could be written up as Magical, but when I first read this, I misinterpreted it as the shepherd saving what appeared to be a normal snake. I've written her up as a faerie princess.

**Faerie Might:** 10 (Animal)

**Characteristics:** Int\* 0, Per -2, Pre -6, Com -6, Str +1\*\*, Sta -6, Dex +2, Qik +4

**Size:** -4

**Virtues and Flaws:** 2 x Little, Faerie Ally (father), Faerie Beast; Faerie Sight, Faerie Speech\*, Highly Cognizant\*, Increased

Characteristics, Personal Faerie Power (Constant Damaging Effect)

**Personality Traits:** Regal +3, Tired all the time +2

**Combat:**

Fangs: Init +4, Attack +15, Defense +10\*, Damage -6\*\*\*

Constriction\*\*: Init 0, Attack +9, Defense +5\*, Damage +8

\* +6 to Defense against grapple attacks

\*\* May grapple -4 Size enemies.

\*\*\* Does not include the Constant Damaging Effect power, which adds +5 when appropriate.

**Soak:** +2

**Wound Penalties:** -1 (1), -3 (2), -5 (3), Incapacitated (4), Dead (5+)

**Powers:**

*Constrict:*\* When successfully struck with a constrict attack, the character is encased and unable to use mêlée weapons. The orm automatically does damage in each subsequent round, without requiring an Attack roll. The victim may still Soak damage. At the end of each round, including the round in which the constriction attack succeeds, the character may attempt to break free by an opposed Strength roll. To do this, he rolls **Strength** + a stress die, and compares it to the orm's Strength + a stress die. Success indicates he is free, and may attack normally in the following round. For each character assisting him to break free, he may add +1 to the Strength roll, but an assistant is unable to attack the orm in that round. A character unable to break free for 30 seconds (6 combat rounds) needs to make deprivation rolls, as described on page 179 of ArM5.

*Constant Damaging Effect*, 3 points, constant, Auram: Many orms emit a noxious slime or have toxic breath, and poison their surroundings, but many other damaging effects are known. This effect does +5 Damage, but is always active. 25 spell levels (Base 5 +1 Part, +2 Sun, +1 Constant)

*Venomous Bite:*\* When the orm attacks, compare its Attack Advantage to the victim's armor Protection (not his Soak). If the orm's advantage is higher, the victim suffers the effects of adder venom as listed in the Poison Table on page 180 of ArM5, regardless of whether the bite inflicts an actual wound. The storyguide may adjust the required Attack Advantage for special circumstances.

\* These are natural abilities of the faerie's form, and do not require the Personal Faerie Powers Virtue.

**Pretenses:** Area Lore 3 (home territory), Awareness 3 (prey), Brawl 7 (bite), Hunt 4 (rodents), Faerie Speech 5 (threats), Folk Ken 1 (humans in her home territory), Intrigue 5 (faerie dragons), Stealth 3 (stalking prey)

**Equipment:** Has treasure, but does not carry it with her.

**Vis:** 2 pawns, Rego, in a snakeskin or a piece of lost string

**Appearance:** Appears to be a normal snake, if a little apathetic.

**Source:** Simon, the friend of snakes by A. G. Seklemian

**Blog post:** <https://wordpress.com/block-editor/post/timothyferguson.wordpress.com/12781>

**Podcast:** [http://traffic.libsyn.com/gamesfromfolktales/236\\_-\\_Simon\\_the\\_friend\\_of\\_snakes.mp3](http://traffic.libsyn.com/gamesfromfolktales/236_-_Simon_the_friend_of_snakes.mp3)



# PUSS

To make Puss a player character, she needs a Social Status Flaw, or Virtue. She then needs her virtues and flaws balanced.

If a cat has successfully crept up on its prey, it automatically wins Initiative for the first round of combat and gains a +3 bonus to its Attack roll for the first round only. Cats are excellent climbers and jumpers, gaining a +3 bonus to appropriate rolls.

**Faerie Might:** 5

**Characteristics:** Int +3, Per 0, Pre +1, Com +2, Str +1, Sta 0, Dex +3, Qik +3

**Size:** -2

**Virtues and Flaws:** Faerie Sight, Faerie Speech, Highly Cognizant, Hybrid Form, Observant, 4 x Improved Characteristics, Perfect Balance, Sharp Ears; Little.

**Personality Traits:** Vain +2

**Combat:**

**Claws:** Init +2, Attack +11, Defense +12, Damage +3

**Teeth:** Init +3, Attack +11, Defense +9, Damage +2

**Soak:** +1\* Higher if the cat makes armor from glamour.

**Wound Penalties:** -1 (1-3), -3 (4-6), -5 (7-9), Incapacitated (10-12), Dead (13+)

**Pretenses:** Athletics 3 (jumping), Awareness 3 (at night), Bargain 2, Brawl 5 (claws), Charm 3 (rich people), Folk Ken 2 (dangerous areas), Guile 5 (rich people), Faerie Speech 5, Stealth 2 (stalking)

**Equipment:** The garments and tools suitable to his role are formed from the glamour of the cat.

**Vis:** 1 pawn Animal, a dead cat

**Appearance:** The cat appears to be large for its species, and is able to handle objects and wear clothes.

**Source:** Straparola, originally, by way of Angela Carter.

**Blog post:** Leftover from *Realms of Power* : Faerie

**Podcast:** None



# THE QUEEN OF SABLE RIVERS

A beautiful woman clad in dark, impeccably-clean furs. She wears genuinely antique jewellery. She is served by a priestesshood of nympholepts and swarms of vermin.

**Faerie Might:** 45 (Creo)

**Characteristics:** Int +3, Per +3, Pre +6, Com +3, Str 0, Sta n/a, Dex +1, Qik -1

**Size:** 0

**Virtues and Flaws:** Highly Cognizant, Humanoid faerie, External vis (minor) – the sewers, Focus Power – Mother of Vermin, 2 x Greater Faerie Powers, Highly cognizant, Immune to drowning, cold, piercing, 5 x Increased Might (major). Positive folktales, Wards forgotten – dislikes the Host, Faerie sight, Faerie speech, Lesser Faerie Powers.

**Pretenses:** She's been watching humans forever and knows them intimately.

**Reputations:** Mythic Europe 1 (classicists)

**Combat:** She doesn't see the point. If she wants every rat and bat in the sewer to eat you, they will. Swarms are terrible in Ars Magica, and she has more of them than anyone can count.

**Soak:** +3, but her body has a sort of watery quality that makes it immune to piercing weapons.

**Wound Penalties:** OK, 0, -1, -3, -5, Unconscious.

**Abilities:** Craft (weaving) 12, Faerie Speech 6

**Powers:**

**Blessing (Virtue)**, 5/10 points, Init 0, as per target (Grants virtues to favoured servants, up to, and including, the Drowned Man Initiation in Realms of Power: Magic)

**Curse (Flaw)**, 5/10 points, Init 0, as per target: Her curses tend to clean away filth, or skin, or muscles. Never by rot, though – she's incredibly tidy.

**Mother of Vermin**, Duplicates any non-Ritual Creo, Intelligeo, Muto or Rego spell that affects the creatures of the sewer, for a cost of 1 Might point per magnitude.

**Sight Beyond Sight**, 3 points, Init -3, Aquam. Knows everything that happens in the sewers, and almost everything that happens to her servants.

**Spirit Away**, Variable points, n/a, Vim. She has a realm behind the world – she's a Cthonic Queen and a variant of Venus. What's going on in there is unclear, but some of her servants think they go there, and that it's dark, pleasant and rather sybaritic.

**Torrent From the Lungs**, 3 points, Init -3, Aquam. 25. Literally drowns her enemies into ordure.

**Equipment:** All the festering stuff that falls into the sewers is hers.

**Vis:** 9, a lump of coal.

**Appearance:** Imagine Persephone, Goddess of Death, but assume she likes you. She is the most approachable of the Cthonic deities, and the most forbearing.

**Source:** Lord Byron and Terry Pratchett

**Blog post:** <https://timothyferguson.wordpress.com/2016/05/10/sacrificing-horace-to-cloacina/>

**Podcast:** <http://traffic.libsyn.com/gamesfromfolktales/2.mp3>



# SABRINA OF THE SEVERIN

The easiest way to design Sabrina is as a White Lady, which is a sort of Breton water faerie. The most powerful are the Ladies of the Lake, in the Lancelot Cycle.

**Faerie Might:** 40+10 (Aquam)

**Characteristics:** Int +4, Per 0, Pre+4, Com+3, Str +2, Sta +2, Dex 0, Qik +1

**Size:** 0

**Virtues and Flaws:** 2 x Focus Power, 3 x Greater Faerie Powers, Highly Cognizant, Faerie Sight, Faerie Speech, 2 x Great Characteristic, Human Form, 6 x Improved Characteristics, 7 x Increased Faerie Might, 2 x Personal Faerie Powers, Place of Power (river and banks); Traditional Ward (The Dominion)

Personality Traits: Favours children and women suffering oppression +2

**Combat:** Brawl (fist): Init +1, Attack +1, Defense +2, Damage +2

Uses magical effects rather than weapons.

**Soak:** +2

**Wound Penalties:** -1 (1-5), -3 (6-10), -5 (11-15), Incapacitated (16-20), Dead (21+)

**Pretenses:** (Area) Lore 6 (sites of historic significance or power), Artes Liberales 3 (history), Animal Handling 2 (seabirds), Athletics 6 (dance), Awareness 2 (humans), Bargain 7 (magi), Brawl 1 (escaping), Carouse 6 (dancing), Charm 6 (children), Concentration 3 (humans), Craft: (weaver) 6 (repair), Etiquette 7 (courtly), Faerie Speech 6, Finesse 6 (Rego), Folk Ken 3 (customs of surrounding area), Guile 2 (men), Intrigue 4 (against abusers), Leadership 6 (in warfare), Order of Hermes Lore 5 (conflicts), Penetration 6 (using Arcane Connections), Swim 9 (home waters).

**Powers:**

*Break Curses:* 5 points, Init -4, Vim: (R: Eye / T: Ind / D: Mom.)

Destroys minor charms. (Perdo Vim 20, +5 Eye.)

*Extended Glamor:* 0 points, constant,

*Focus Power (Water within her realm):* up to 10 points, Init -9, Aquam.

Can kill with versions of Ice of Drowning, Mighty Torrent of Water, Pull of the Watery Grave, and Tower of Whirling Water using this power. Note that in character creation, the same focus power has been selected twice to gain this higher level.

*Touch of the Mermaid:* 3 points, Init -2, Aquam: *Kiss of the Mermaid*, for characters too regal to kiss a magus for ease of transport.

*Torrent from the Lungs:* 3 points, Init -2, Aquam.

*Transform into Current:* 2 points, Init -4, Aquam: (Until Duration) (3 intricacy points to reduce cost)

*Transform Victim into Seagull:* 2 points, Init -3, Animal. (2 intricacy points to reduce cost)

**Equipment:** A small kingdom of faerie servants. Mystical artifacts which include a scrying pool (see ArM5 page 122 for a spell that simulates this device). Centuries of lost treasure, including a chariot. Clothed in white wool, with flowers in her long hair.

**Vis:** 8 pawns Rego, a hair comb, +2 if in kingdom

**Appearance:** A beautiful woman with long hair eyes, in a robe of the finest wool. Oddly, her feet do not quite touch the ground - they do not bend plants as she walks the shore.

**Source:** Based on *Comus* by Milton.

**Blog posts:** [\(one\)](#) [\(two\)](#)

<https://timothyferguson.wordpress.com/ephemera/ars-magica-ephemera/basic-design-notes-for-the-covenant-of-sabrinas-rest/>

<https://timothyferguson.wordpress.com/2020/01/09/comus-by-milton-a-return-to-sabrina-of-the-severin/>

**Podcasts:** [http://traffic.libsyn.com/gamesfromfolktales/234\\_-\\_Sabrina\\_of\\_the\\_Severin.mp3](http://traffic.libsyn.com/gamesfromfolktales/234_-_Sabrina_of_the_Severin.mp3)



# SCRMUPING SPRITES

The sprites given in *Realms of Power - Faerie* (p.85) were designed for adaption as beginning player characters, and were tied to a faerie court. These have slightly stronger pretenses and are more interested in risky behaviour than service.

**Faerie Might:** 5 (Corpus)

**Characteristics:** Int, Per 0, Pre 0, Com 0, Str -20, Sta +1, Dex +3, Qik +10

**Size:** -10

**Virtues and Flaws:** Greater Faerie Power; Faerie Sight, Faerie Speech, Humanoid Faerie, Faerie Ally or Personal Power (Flight); Narrowly Cognizant; 2 x Little, Personality Flaw (theft), Traditional Ward (varies by location, but often some sort of bribe)

**Personality Traits:** Love risk +3

**Combat:** Bow: Init +8, Attack +13, Defense +15, Damage -11\*

\* Often used in conjunction with Grant Flaw, some other power, or poison.

**Soak:** +6 (tiny jerkin)

**Wound Penalties:** Dead (1+)

**Pretenses:** Area Lore (vis sources) Awareness 5 (humans), Athletics 4 (flight), Awareness 5 (intruders), Bow 6 (intruders), Carouse 3 (feasts), Charm 2 (marks), Etiquette 2 (people they have stolen from) Faerie Speech 5, Hunt 1 (humans).

**Powers:**

*Cause Sickness:* 0 points, Init +9, Corpus. (3 intricacy points spent on cost, 2 on initiative):

This power usually causes strokes. The strike of a messenger's arrow can cause this effect. Strokes have an Ease Factor of 6, and cause a Heavy wound.

*Flight:* 0 points, constant, 2 intricacy points reducing Might cost.

*Optional powers:* A faerie that wishes to use magical arrows often, for combat, might trade its Greater Power for the following selections.

Improved Damage Virtue (+5 Damage)

Improved Soak Virtue (+2 Soak)

Damaging Effect Lesser Power: 1 point, Init +4: (2 intricacy points on cost), Provides a mystical effect based on the court's motif, that increases the damage of the messenger's arrows by +5 for 2 minutes.

**Equipment:** Bow, jerkin with clan mark. Some faeries of this type fly using mounts, purchased as the Faerie Ally Virtue, in lieu of the Fly power. They have Pretenses of 2 in Ride and 1 in Animal Handling, and lower their Athletics to 3.

**Vis:** 1 pawn Herbam, dead bug.

**Appearance:** These faeries are tiny humanoid figures that can fly, a power they use to perform interesting feasts of gymnastics for their lords. They are armed with tiny bows, and prefer to attack in confusing swarms. Note that winged faeries are not known in much of Mythic Europe. If your saga proceeds as history did, they do not enter English literature until the 18th century. Most faeries fly either simply by wishing to, or by riding mounts that fly.

**Source:** Based on *Song of faeries robbing an orchard* by Leigh Hunt.

**Blog post:** <https://timothyferguson.wordpress.com/2020/02/22/song-of-faeries-robbing-an-orchard/>

**Podcast:** [http://traffic.libsyn.com/gamesfromfolktales/238\\_-\\_Song\\_of\\_Faeries\\_Robbng\\_and\\_Orchard.mp3](http://traffic.libsyn.com/gamesfromfolktales/238_-_Song_of_Faeries_Robbng_and_Orchard.mp3)



# SIREN OF THE PIER

**Faerie Might:** 15

**Characteristics:**

(human form) Int +1, Per +1, Pre +0, Com +1, Str 0\*, Sta 0\*, Dex 0\*, Qik 0\*.

\*These scores are provided by the host body.

**Size:** 0\* (\*as host)

**Virtues and Flaws:** Focus Faerie Powers (possession, as below), 2 x Increased Might, Loosely material\*, Incognizant. \* modified to a Minor Virtue: may only have form via possession power.

**Personality Traits:** Cruel +5.

**Combat - knife\*:** Initiative 0\*, Attack +8\*, Defense +6\*, Damage +1\*\*

\* Modified by host statistics.

**Soak:** 0 (as host)

**Wound Penalties:** -1 (1-5), -3 (6-10), -5 (11-15), Incapacitated (16-20), Dead (21+) (\*as host)

**Pretenses:** May use the abilities of the host. Guile (victim) +5.

**Powers:**

**Pine Away**, 3 points, Init -3\*, Corpus. \*adjusted by host's characteristics.

Causes the victim to lose the will to live, so that they eventually commit suicide. Treated as a Major disease with ease Factor 9 that causes a light wound, but Faerie Lore or Medicine can be used to treat the effect. The Siren's melancholy seems to be stronger than other forms of this power, but it may be that she just chooses particularly vulnerable victims (who already have negative Personality traits or long term Fatigue levels due to their journeys.) (as RoP:F p59.)

**Possession**, : 1 or more points, Init. +2, Mentem: If this power penetrates, the victim is under the direct control of the Siren, becoming her host. If the Siren forces the host to act against her true nature, she must spend 1 might point and win a contested roll (Cruel vs whatever trait the host has which opposes the action). The Siren does not have the Mormo to trigger supernatural powers. Like the Mormo it can, however, pass through magical wards while possessing a human, so long as this is not forced by the possession power.

**Equipment:** As host.

**Vis:** 3 pawns, fingernails of host.

**Appearance:** As host: to second sight the creature looks like a scaly or barnacled growth on the host's skin.

**Source:** Original, but based on the Faithless poems by Thomas Hood.

**Blog post:** <https://timothyferguson.wordpress.com/2019/10/20/the-siren-of-the-pier-a-monster-from-the-comedic-poetry-of-thomas-hood/>

**Podcast:** [http://traffic.libsyn.com/gamesfromfolktales/249\\_-\\_The\\_Siren\\_of\\_the\\_Pier.mp3](http://traffic.libsyn.com/gamesfromfolktales/249_-_The_Siren_of_the_Pier.mp3)



# SPIRIT WYRM OF THE TIN ISLANDS

The many dead miners of the island have created ghost which, by their mutual suffering, have been fused into a single huge spirit. This genius takes the form of a vast wyrm, scaled with the skulls of the dead, and with teeth like the picks of the fallen miners. It slides through the night to the sound of low lamentations and prayers for divine succor, emanating from its scales. The player characters can, theoretically, ignore the spirit wyrm, but over time it will begin to wander, damaging their outer settlements, and killing others to gain greater strength.

The player characters may mistake the bones in its lair for victims, but the skeletons found there do not have skulls, and if the wyrm kills a grog, then it will bite off the grog's head and it bubbles up to the surface of the wyrm's skin, calling its living colleagues for aid.

**Faerie Might:** 30 (Corpus). This creature should be aligned to the Magic Realm, but I was short on time when writing this, and I've always found faeries easier to create.

**Characteristics:** Int +3, Per -2, Pre -6, Com -6, Str +5, Sta +2, Dex +2, Qik -2

**Size:** Stats redesigned as +2 in some places, because the players are beginners, but I'm going to describe it as being somewhere around Size +4, and its wound penalties are based on Size +4.

**Virtues and Flaws:** Huge, Faerie Beast, Faerie Sight, Faerie Speech\*, Feast of the Dead (increases Might pool by eating heads), Increased Characteristics, 5 x Increased Might Personal Faerie Power (Constant Damaging Effect)

**Personality Traits:** Inquisitive +3, Hungry +2

**Combat:**

**Fangs:** Init -2, Attack +14, Defense +3, Damage +7\*

**Constriction:** Init 0, Attack +9, Defense +5\*\*, Damage +15\*\*\*

\* I want them really big, OK? They are like pick-blades!

\* +6 to Defense against grapple attacks

\*\* Chewing skulls on its skin. A powerful Constant Damaging Effect

\*\*An orm may grapple its own Size in Size 0 enemies.

**Soak:** 8

**Wound Penalties:** -1 (1-9), -3 (10-18), -5 (19-27), Incapacitated (28-35), Dead (36+)

**Powers:**

**Constrict\***, When successfully struck with a constrict attack the character is encased and unable to use mêlée weapons. The orm automatically does damage in each subsequent round, without requiring an Attack roll. The victim may still Soak damage. At the end of each round, including the round in which the constriction attack succeeds, the character may attempt to break free by an opposed Strength roll. To do this, they roll Strength + a stress die, and compare it to the orm's Strength + a stress die. Success indicates they are free, and may attack normally in the following round. For each character assisting them to break free, they may add +1 to the Strength roll, but an assistant is unable to attack the orm in that round. A character unable to break free for 30 seconds (6 combat rounds) needs to make deprivation rolls, as described on page 179 of the core rulebook.

**Constant Damaging Effect**, 3 points, constant, Corpus: This effect does +5 Damage, but is always active. 25 spell levels ((Base 5 +1 Part +2 Sun +1 Constant)

**Venomous Bite\***, When the orm attacks, compare its Attack Advantage to the victim's armor Protection (not her Soak). If the orm's advantage is higher, the victim suffers the effects of adder venom as listed in the Poison Table on p. 180 of ArM5, regardless of whether the bite inflicts an actual wound. The storyguide may adjust the required Attack Advantage for special circumstances.

\*These are natural abilities of the faerie's form, and do not require the Personal Faerie Powers Virtue.

**Pretenses:** Area Lore 4, Awareness 4, Brawl 8, Hunt 5), Faerie Speech 6, Folk Ken 2, Stealth 4

**Equipment:** None

**Vis:** 12 pawns, skulls or picks...decide on the day depending on how beaten up the PCs are.

**Source:** Original - written for Go Play Brisbane back in 2010 or so.

**Blog post:** <https://timothyferguson.wordpress.com/ephemera/ars-magica-ephemera/tin-islands-project/>

**Podcast:** Not recorded



# SPRING HEELED JACK

This faerie is within the range of power that suits player characters replacing magi. It could be granted an extra couple of Virtue points to balance it out in some sagas. Alternatively, it could have its sunlight restriction removed and its Traditional Ward swapped for a less restrictive one. It also works best alone, which causes in-play issues.

**Faerie Might:** 20 (Corpus)

**Characteristics:** Int +0, Per +0, Pre +0, Com +0, Str +1, Sta +0, Dex +2, Qik +2

**Size:** 0

**Virtues and Flaws:** Greater Powers, Increased Faerie Might (major), Faerie Sight, Faerie Speech, Humanoid Form, Improved Initiative, Narrowly Cognizant, Passes for Human, 2 Personal Powers, Restricted Might (major – sunlight), Traditional ward (cannot enter homes)

**Personality Traits:** Enjoys shocking people +3

**Combat:**

**Clawed hands or gauntlets:** Init +3, Attack +14, Defense +12, Damage +5\*

\*Often chooses to less damage, by attacking clothes.

**Soak:** +2, some versions wear leather clothes or bronze armour (for a total of +3 or +5 Soak)

**Wound Penalties:** -1 (1-5), -3 (6-10), -5 (11-15), Incapacitated (16-20), Dead (21+)

**Pretenses:** Area Lore 6 (rooftops), Athletics 5 (leaps), Brawl 6 (claws), Faerie Speech 5 (potential victims).

**Powers:**

**Fearful Flaming Eyes\***, 2 points, Init 0, Corpus: Completely paralyses a human that makes eye contact with the faerie. Costs 15 spell levels (Base 5, +1 Eye, +1 Conc)

**Hound**, 2 points, Init 0, Corpus: Allows the faerie to know the direction and distance to its human quarry. Costs 20 spell levels (InCo Base 3, +4 Arc, +1 Conc)

**Silent Motion**, 0 points, constant, Imaginem: allows the character to move without making a noise. Costs 10 spell levels (Base 3 +2 Sun +1 constant, +1 intricacy point for cost)

**Supernatural Agility**, 5 points, constant: This power allows the character to perform minor supernatural feats when using its Athletics Pretense. These include swiftly scaling walls, leaping from the ground onto the back of a galloping horse, and dropping great distances to the ground without harm. Costs 25 spell levels (Base 10 +2 Sun +1 constant).

**Transform Into Animal**, 3 points, Init -1, Animal: transforms the character into a specified land animal of human size or smaller. Faeries retain the power of speech in animal form. Costs 25 spell levels (Base 10 +2 Sun, +1 size) to turn into a larger animal, like a horse. This costs 3 Might per use.

\* The faerie's flaming breath is only ever used to scare people into immobility through shock, so it's considered a visual effect of the Fearful Flaming Eyes power.

**Equipment:** Often said to wear armour.

**Vis:** 4, a dead frog.

**Appearance:** Varies as per story. from a cloaked man to he bestial figure. Sometimes takes animal form.

**Source:** The Folklore Podcast did an episode about playing the ghost.

**Blog post:** <https://timothyferguson.wordpress.com/2017/02/16/playing-at-ghosts/>

**Podcast:** [http://traffic.libsyn.com/gamesfromfolktales/037\\_-\\_Playing\\_at\\_ghosts.mp3](http://traffic.libsyn.com/gamesfromfolktales/037_-_Playing_at_ghosts.mp3)



# THE WALKER OF THE SNOW

**Faerie Might:** 10 (Ignem)

**Characteristics:** Int +2, Per +1, Pre +1, Com -5, Str +2, Sta Tireless, Dex +3, Qik +3

**Size:** 0

**Virtues and Flaws:** Greater Faerie Powers; External Vis (minor), Faerie Sight, Faerie Speech, Human Form, 3x Improved Characteristic, Increased Faerie Might; Traditional Ward (laws of chivalry); Incognizant. : Sovereign Ward (daylight)

**Combat - (touch):** Init +1, Attack +14, Defense +11, Damage +5\*

\* The creature's touch is its least favoured weapon. It is, however, so cold that it requires a Fatigue roll. (Exposure rules).

**Soak:** +3

**Wound Penalties:** -1 (1-5), -2 (6-10), -3 (11-15), Inc (16-20), Dead (21+)

**Pretenses:** Many, including Area Lore 10 (snowy valley) and Brawl 7 (humans)

**Powers:**

*Allure*, 0 points, Init +2 Mentem (1 intricacy point on cost)

*Snow blight*, 3 points, Init +1, Mentem. Causes the character to have snow blight which is modelled as ageing the target 5 years

(Modelled as Bane of the Decrepit Body. as per ArM5 p.133)

**Equipment:** Grey hood, snow shoes are not known in Mythic Europe.

**Vis:** 1 pawn, hat

**Appearance:** A grey and distant figure, leading you deeper into the snows.

**Source:** The "Walker of the Snow" by Charles Dawson Shanly

**Blog post:** <https://timothyferguson.wordpress.com/2019/12/07/the-shadow-hunter/>

**Podcast:** [http://traffic.libsyn.com/gamesfromfolktales/241\\_-\\_The\\_Shadow\\_Hunter.mp3](http://traffic.libsyn.com/gamesfromfolktales/241_-_The_Shadow_Hunter.mp3)



# Zoolvisia

**Faerie Might:** 15 (Mentem)

Characteristics: Int +1, Per +1, Pre +3\*, Com +1, Str 0\*, Sta 0\*, Dex 0\*, Qik 0\*.

\* These statistics are provided by Mormo's host.

**Size:** 0 (as host)

**Virtues and Flaws:** Focus Faerie Powers (Possession, see below), 2 x Increased Might, Loosely Material\*; Incognizant.

\* Modified to a minor Virtue: may only take forms using possession power.

**Personality Traits:** Stern +3, Challenging +2

**Combat:**

**Sword\*:** Init +0, Attack +7, Defense +7, Damage +6

Modified by the body's statistics. Uses poison and ambush to boost damage. Has armed servants.

**Soak:** 0, but often wears white armor that has +6 Soak.

**Wound Penalties:** -1 (1-5), -3 (6-10), -5 (11-15), Incapacitated (16-20), Dead (21+)

**Pretenses:** Carouse 6, Intrigue 6, Ride 6, Single Weapon 6 (sword), but may use the abilities of the host.

**Powers:**

Possession, 1 or more points, Init +2, Mentem:

If this power penetrates, the victim is possessed by Zoolvisia and is under her direct control. Any attempt to force the victim to act contrary to her nature, or to use any of the host's own magical powers requires that Zoolvisia spends Might. A supernatural power (including spell-casting) requires 1 Might point per magnitude to produce. A questionable action that is contrary to the nature of the host requires Zoolvisia to exceed the possessed being's Personality Trait roll on a stress die + Might points spent. The storyguide may give a modifier to the Personality Trait roll based on the nature of the command (see the Entrancement power, ArM5 page 65, for suggestions). Both Might costs must be met if the use of a supernatural power is also contrary to the victim's nature. If Zoolvisia is in direct control of its host's actions, the host acquires its Magic Resistance, but is also affected by wards that would normally exclude her. If the host is acting under her own free will, then she does not benefit from Magic Resistance, but may also walk through wards with impunity. This power's costs are not based on the Hermetic system of magic. It is instead based on material in Realms of Power: Magic.

*Killing scream:* Zoolvisia doesn't seem to be able to control the timing of her scream, so it has no cost: it's just a thing that happens. It's a Sight-based PeCo40 effect. In a covenant setting, it might be an Evil Custom Flaw.

**Equipment:** Someone else's body, all of their material goods. In this case, Zoolvisia took control of the host in childhood, so she has little personal will, and even calls herself after the monster.

**Vis:** 3 Mentem, in the saliva of the possessed victim.

**Appearance:** Zoolvisia does not have a material body, but if seen with Faerie Sight, or Second Sight outside a body, it looks like the a suit of white armor.

**Source:** An Armenian folktale collected by A. G. Seklemian.

**Blog post:** <https://timothyferguson.wordpress.com/2020/02/10/zoolvisia-by-a-g-seklemian/>

**Podcast:** [http://traffic.libsyn.com/gamesfromfolktales/242\\_-\\_Zoolvisia.mp3](http://traffic.libsyn.com/gamesfromfolktales/242_-_Zoolvisia.mp3)





# ANIMALS



# THE MARVELLOUS FISH

**Characteristics:** Cun -3, Per -2, Pre -6, Com -6, Str +8, Sta +3, Dex +6, Qik 0

**Size:** +4

**Qualities:** Aquatic, Grapple, Slippery.

**Virtues:** Gigantic Size, Puissant Brawl

**Combat:**

**Grapple** Init +2, Atk +10, Dfn +15, Dam 0\*

**Bite:** Init 0, Atk +10, Dfn +15, Dam +12\*\*

\* Once a grappled victim is immobile, the creature chews with the hundred tiny mouths on each tentacle, for +10 Damage.

\*\* Once a grappled victim is immobile, the creature need not make an Attack roll to damage one creature per turn, with its bite.

**Soak:** +4, +8 against crushing weapons, as it has rubbery organs.

**Fatigue Levels:** OK, 0/0, -1/-1, -3/-3, -5/-5, Unconscious

**Wound Penalties:** -1 (1-9), -3 (10-18), -5 (19-26), Incapacitated (27-36), Dead (37)

**Abilities:** Awareness 2 (food), Brawl 6 (grapple), Survival 3 (sea), Swim 5 (sea)

**Appearance:** Almost a colossal squid.

**Source:** An anonymous pamphlet called "A Full and True Account of the Strange Monster: or, Wonderful Fish Lately taken in Ireland" published in 1674.

**Blog post:** <https://timothyferguson.wordpress.com/2019/02/14/an-early-description-of-a-giant-squid-reimagined-as-a-monster/>

**Podcast:** [http://traffic.libsyn.com/gamesfromfolktales/182\\_-\\_The\\_monster\\_or\\_marvellous\\_fish.mp3](http://traffic.libsyn.com/gamesfromfolktales/182_-_The_monster_or_marvellous_fish.mp3)