

# ShadowFlux



## A Savage setting of Mystery and Horror in the Twenty-first Century

It was dark.

A cold draft seeped slowly down the alleyway, its damp fingers chilling through to the bone. The thumping sound of raindrops on empty boxes echoed down the narrow street. The only other sound was of Jack coughing up chunks of phlegm. Sally and Newt shuffled uncomfortably under their makeshift shelters. A cold wet November evening, sleeping rough in cardboard city.

Damian huddled under his box, carefully positioning the secret camera so that it caught the scene. He adjusted the light levels to compensate for the distant glow of Sodium streetlamps at the end of the alley. He carefully wiped the lens clear of raindrops, not wanting to reveal his undercover filming. This could be the biggest scoop of his career. He'd been with Jack and Sally for a couple of weeks now, hanging on to their crowd.

There was a killer stalking the homeless of the city - the police had mostly ignored it. Damian had got wind of the story and persuaded his boss to let him go undercover and catch a serial killer. At the very least, he had argued, he could get a decent piece on the plight of the cities rough sleepers. And so here he was, courting pneumonia in the dark.

But Jack had given him hope. Jack was the typical victim. He was young but sick. Weakened by his illness and situation, but in what should be the prime of his life. Reports suggested the killer was making an attack a night. Damian knew it would just be a matter of hanging around with Jack for long enough to catch a murder on film and jettison him self to a national station.

The sound of Sally screaming woke him. Two thugs were setting upon Newt; Jack lay motionless at his feet. Damian grabbed the camera bag - this was it! He moved down the alley to a safe distance and zoomed in. Newt was laying-to with his battered old umbrella. The thugs seemed to flinch from his blows.

No, he was cutting them, with his umbrella! What was going on!

At that point one of the thugs let out a bellow of rage: an unnatural bloodcurdling roar. His body twisted before Damian's very eyes, clothes ripping at the creature seemed to

gain bulk. The thug's fingers had splintered off, to be replaced by nine-inch blades of bone.

Damian took in a deep breath as the beast grabbed Newt by the throat and lifted him clear off the ground. Newt showed no fear and sliced the beast's face with his strange weapon. The monster released his grip as he collapsed from the blow. Damian zoomed in on his face as he fell; his face was contorted into some animalistic mask of rage - but his skull had been split in two!

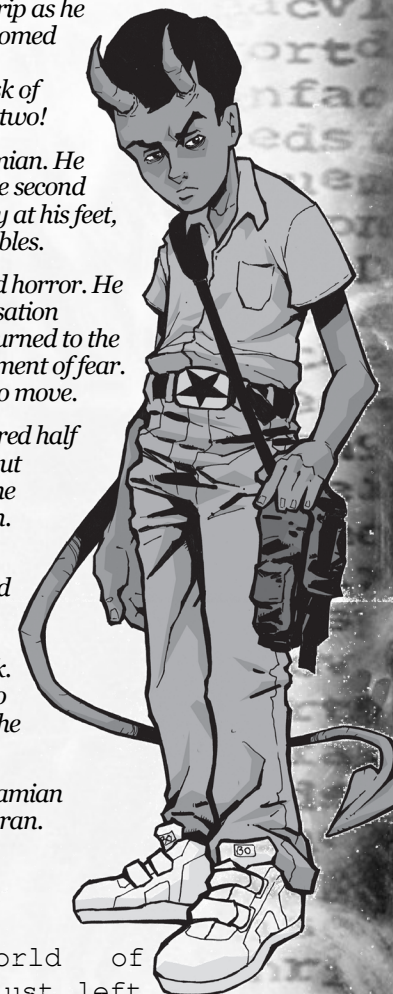
Panic started to overcome Damian. He looked up, making a start to run. The second thug had also transformed. Newt lay at his feet, his intestines spilled out onto the cobbles.

"Shit!" he cried out in shock and horror. He was pinned to the spot; a warm sensation trickled down his leg. The creature turned to the sound. Its face was the very embodiment of fear. Damian's brain tried to get his legs to move.

In one leap the creature covered half the distance between them. It gave out another roar. Damian could smell the rotting flesh of past kills on its breath.

His legs suddenly kicked into action and he ran out of the alley and into the road. Cars screeched to a halt to avoid hitting him. Motorists yelled obscenities at the stupid drunk. It all seemed like it was happening to someone else. Once more routed to the spot he turned slowly to the alley.

The creature didn't follow. Damian clutched his camera to his chest and ran.



## INTRODUCTION

Welcome to the world of **ShadowFlux**, you have just left everything you knew to be true behind.



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# ShadowFlux

A Savage Worlds Freebie Setting from The Black Orifice. Requires the use of the Savage Worlds Explorer's Edition Rulebook

Instead, intrigue, horror and heroism await you in the shadows of this new world, so like our own and yet so different. **ShadowFlux** focuses on intrepid individuals and their investigations into the dark reality that surrounds their everyday lives. Now you have the chance to become one of these individuals and face the dark secrets of the **ShadowFlux** universe. The world of **ShadowFlux** is a dangerous place to be at night. The creatures that hunt Damian are just one of the monsters you are likely to encounter as you peel back the secrets of the night.

## WHAT TO EXPECT!

**ShadowFlux** is a freebie setting from the Black Orifice, the RPG blog of RPG writers and designers Nigel McClelland and Ben Redmond. We intend to release a few such settings for Savage Worlds under the Fan License. The document presented is divided into three sections:

An introduction, which provides a brief summary of the setting and this description of the product;

A player's section which provides all the new character bits like edges and hindrances, some character archetypes to use, and all the special setting rules;

And finally the GM's section, which provides a bit more campaign detail (although the idea is that this is free, so the setting is simple and requires little explanation), a discussion of how to construct campaigns and adventures in the setting, and some sample villains to throw at your PCs.

## THE WORLD OF SHADOWFLUX

The world of **ShadowFlux** is one of dark horror. On first appearances it is a world much like our own. People listen

to the same music, do the same jobs, live in the same places and have the same variety of feelings and opinions as you or I. Behind this cosy outside appearance however, is another more sinister reality. In the **ShadowFlux** setting the supernatural is real and an active part of day-to-day life. It is a world that hides itself from the human eye. Many people who experience the supernatural find their memories blur and their brains work overtime trying to rationalise the strange phenomena. Forces are at work to keep the creatures of Shadow hidden in our subconscious. But your characters are different. Some times the experience is too overwhelming to rationalise and too real to deny. Your investigators have seen the truth and have fought through the fog that clouds their memories. They have gained an insight into the world of Shadow that cannot be denied or explained away.

Arm yourself with knowledge. The creatures you hunt are powerful beyond your imagination.

A vast assortment of supernatural creatures inhabit the **ShadowFlux** world, from primitive creatures of tooth, claw and terror to sophisticated and unimaginably powerful beings whose agendas touch the lives of every being on the planet. Further, magic, ESP and other paranormal phenomenon are real and can be quite deadly. These factors combine to make the world of **ShadowFlux** one of both danger and opportunity for adventure. As your characters investigate the world you will encounter strange creatures and magic powers that will threaten to unhinge your mind as you struggle to comprehend the dark reality.

The two realities of the **ShadowFlux** world are bound together by the cosmological truths that govern the very nature of existence: the primal forces of the Shadow. It is the source



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of magic, a dark blanket of power that enshrouds humanity. But it is a force that can be both conquered and controlled. Many creatures and magicians bend the Shadow to their whim using a power known as the Flux. There are others still who have a purity of soul that can push back the Shadow by their very presence. Yet even these basic forces manifest themselves in many ways and for many different reasons. There are many secrets to be discovered by those who are brave enough to try.

## THE VEIL OF SHADOW

According to the work of Professor Thomas Grey, the spirit forces that form the dark under-belly of the world go hand-in-hand with the human population. Never has a Creature of Shadow been discovered outside of close proximity to a human settlement of one description or another. These creatures are strongest in areas of human conflict: not just war zones, but troubled inner-city neighbourhoods or in the rural regions being invaded by tourists and stockbroker commuters. It seems, therefore, that such powers are not infernal of origin, but are, indeed, very human. The source of their power, called The Shadow, is fuelled by negative emotions and conflicts of ideas and lifestyles between the humans they live around. The spirits are parasites that feed on human conflict and other negative emotions. It is this that is the source of their power.

## The Shadow

The Shadow is a mysterious energy that both science and religion fail to explain. It is a blanket that enshrouds humanity: a fabric woven from our thoughts and petty struggles. But be warned, fighting the Shadow and its minions is not simply a matter of

fighting your negative thoughts and conquering your fear, like in some cheap science fiction television show. The power of the Shadow is drawn from the general rather than the specific. It feeds off the subconscious and underlying fears and hatreds of society in general, as opposed to any individual emotion. Be not mistaken as to the power of the Shadow, there have been reports of wonders that defy the laws of nature performed by creatures of the Shadow. These creatures have the power to control your mind and to tear apart your flesh without laying a finger on you. They can perform feats of strength and endurance far beyond the norms of human ability. Prof. Grey tells of an encounter where the forces of nature were at the beck and call of a powerful sorcerer and of creatures that can create flames from thin air, or to turn a man to ice in an instant.

## Creatures of the Shadow

There are hundreds of different creatures that feed of this Shadow. They range in power from those so small and insignificant you may not notice their presence, to those so powerful they could wipe out an entire city with a thought. Thomas Grey, however, believes that there are four basic forms of Shadow. He has been able to develop an understanding of the life cycle of a Shadow spirit.

The Shadow is less like a blanket than a sea. It has currents and flows within its nature. It is these 'fluxes' within the shadow that gives form and power to the creatures of the night. A Spirit is formed when the fluxes are strongest. The fluctuations in the shadow build up in areas of conflict, when ideals collide. Thomas Grey tells us of such a phenomenon in his journal:

*The first time I was witness to this phenomenon was when attending a foxhunt in North Yorkshire. There was a great deal of political pressure to ban the sport, and the*

protesters were out in force. At first the hunt part ignored the protesters, who were only making a peaceful demonstration. The hunt progressed and the animal-rights group followed the hunt, harrying the hunters wherever they went. But something unnerved me about the single-mindedness of the hunt part as they made chase. I used my spirit sight to peer into the shadow realm and was shocked by what I discovered. New spirits were forming around the hunt, whispering to the huntsmen, urging them onward, and sealing their minds from the chaos surrounding them.

It is this form that is the start of spirit life. These spirits are weak and short lived. They survive only as long as the passion of the chase remains. Relative to more powerful creatures, they have only limited power, but they are creatures of the shadow and can use it to twist reality as any other creature. Their powers usually manifest of a flavour related to their conception. The Huntsmen we filled with determination, and some reported an enhanced sense of smell following the hunt, being able to almost see the trail the dogs were following. The protesters were filled with fear. To them, the huntsmen seemed to take on an "unnatural aura" as they made chase and few had the will to keep up, some even fleeing in blind panic.

These spirits are the mainstay of shadow creatures. You are most likely to encounter their presence and effects than any other type of spirit, although you may not notice it when you do. Another example of their work is the voices you hear at your point of Awakening, the reasoning mind that is created out of your own fear of the unknown. The other creatures of the night are much more dangerous, and much less likely to be overlooked following an encounter. These more powerful spirits grow out of the temporary-flux creatures. It is at this point that there appears to be two paths that the temporary-flux creature can take to gain permanence: Manifestation and Symbiosis.

## MANIFESTATION

Professor Grey witnessed this process at the hunt. In his reports of the event, he noticed that as the spirits formed, some of them grew larger in size and power, at the head of the party. These spirits then began to take form and solidified into the form of a hound, joining in the chase. There are some Spirits that have been

present in the world since the beginning of humanity, such Spirits are known as Ancients. The Ancients are the most powerful beings of the Shadow, and their power is close to that of the Lord God Almighty. These creatures took shape eons ago, from the early passions of man. As they age, the manifest creature grows in power and intellect, taking on greater variety of passions and spheres of influence. Although it can be said that the Ancients are probably only manifests that have been around for millennia, their power is immense and they should not be trifled with at any cost. If you make yourself an enemy of one such as these you will die, however they are unlikely to pay a great deal of attention to a simple monster hunter.



## SYMBIOSIS

There are other creatures that are not formed of spirit, but are flesh and blood creatures with a human (if sometimes deformed and twisted) body. Many of these creatures have once been human and some even retain the lifestyles of their human past. The classic example of such a creature is the Vampire. Everyone knows that such a creature is created when another vampire drinks the blood of a mortal, and most educated people know that the mortal must then drink some of the blood of the vampire. This is ritual of creation forms a temporary-flux creature, probably formed from the fear and hopelessness of the dying victim. At the point of death, the subject's will is so low that the temporary-flux spirit can enter their body and form a strange symbiotic relationship with its host. The temporary flux creature is too weak to have much of its own will and intelligence, and to a large extent

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the new vampire relies on the wits of the host. The spirit becomes a seat of dark passions within the host, tempting them into evil and giving them bloody desires that they must sate. As the symbiotic creature grows in power the spirit starts to take hold of its mind, it has more and more intelligence of its own, and the host's personality is eventually consumed.

There are other rituals of creation for different symbiotic spirit creatures, but all seem to share one thing in common - the will of the host must be broken for the spirit to enter. Some take control at the point of death, as the vampires do, but others are with the host from birth, or some break the hosts will through temptation and suggestion. The end result is the same, a creature that can tap into the powers of the flux with ease, and has been created from weak forces. The manifest creatures must be party to a major disruption to be able to take form from the madness, and then are often to limited of intellect to last long before they are destroyed or absorbed by some creature of greater power.

## The Mortal Magicians

The power of the Shadow is not, however, exclusive to such monsters. Awakened men and women can also draw upon this power to their own ends. Investigations into the nature of the Shadow and the Creatures of the Night can also lead us to a greater understanding of the nature of the magic used by humankind. There are many forms of magic that can be used by humans, and in many cases they are similar to those used by Shadow creatures. All these powers seem to come down to two roots of power. These forces are known as Shadow and Flux. These magics are used respectively by the Scarred and Open-Minded Awakened

characters. There is a third type of 'Magic that can be used, Purity, however this magic seems to be seated in the repelling of the Shadow, and so can be considered in many ways 'Anti-Magic.'

## SHADOW AND FLUX

Probably the greatest difference between Shadow and Flux magic is the degree of discipline involved. Flux magic requires a great deal of ritual and self discipline to produce its effects. Shadow magicians are more intuitive in the use of their power. However, this does come with some side affects. It appears that channelling the forces of the Shadow fuels the magic of the Scarred, and hence it can help to unhinge the minds of the touched. Many of the Touched that I have interviewed make mention to 'the voices' when they are casting their powers. It is possible that the use of their powers can stimulate the formation of spirits, and these are what eventually turns the Scarred magician insane. The powers of the Flux are, in contrast, much weaker than those of the Shadow. They are more subtle and furtive in their manifestation. The Open-Minded, unlike the Scarred, do not channel the Shadow, but shape the forces externally. Often you will find that a Flux magician has used a power and you will not realise that the effect was magical. When a Shadow magician manifests a power it is very noticeable, usually in an eyebrow-singeing manner.

## PURITY

Purity, as the third type of magic, is much less well understood. Indeed, Professor Grey has not identified its presence, meaning that there are much less writings to be found on the subject than Flux and Shadow magic. The best theory for how Purity powers work is in understanding the nature of



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the Shadow. As a force formed from the darkest of human emotions, it can be calmed and repelled by strong positive emotions. Awakened characters with the Purity trait understand this fact and can manipulate the forces of Shadow in this way, pushing back the veil and dispelling the magic of Shadow and Flux alike. It can also be used to positive effect, forcing the Shadow to do its bidding as it is pushed back in pain (although this is perhaps personifying the force of Shadow too much, but it is the best explanation of such powers available).

## Flux magicians

The power of the flux requires great discipline to control. Most practitioners of Flux magic learn their craft over long periods of time, taking much training and practice to learn even the most basic techniques. There are a number of different types of Flux magician in the world of **ShadowFlux**, most of which will be considered in greater depth in further supplements. This book provides you with a few basic powers to give you a flavour of what is to come. Below are some descriptions of the types of magic the power of Flux can allow you to develop.

## ADEPTS

These magicians are rigorously disciplined warriors. They use the power of the Flux to maximise the potential of their bodies and bend the laws of reality just enough to give them an edge. As such they are fearsome warriors, combining incredible skill with superhuman speed and power. But do not think that adepts are all Honk Kong style martial artists. There are as many adepts who are masters of the gun or broadsword as there are the roundhouse or katana. The Chi-Arts power gives you a flavour of the types of powers available to

Adepts, but with much less variety and power than a true practitioner of the Adept powers.

## HEDGE MAGICIANS

These magicians are the most common types of Flux magician. They bury their noses in the ancient tomes of lore, studying hard and learning magical rituals. Their ritual magic is often as powerful in effect as many of the powers of Shadow Magicians such as Sorcerers. However, ritual magic is long-winded and painstakingly slow and difficult to perform. There are no Hedge Magician powers included in this book, although they, as with most Flux magicians, develop the basic techniques of Will Power and Self Control. If you fancy playing one you GM may allow you to pick some Shadow powers, but force you to spend a long amount of time preparing the ritual.

## TELEPATHS

The Telepath is a master of the powers of the mind. As they develop their mental discipline they begin to learn how to control the minds of others. These powers require great concentration and mental strength. These characters are closest to the powers you receive with the Mentalist background provided in this book. The Befuddlement power is one of theirs and they always have high levels of Will Power and Self Control.

## Shadow Magicians

The powers of Shadow, in contrast to those of the Flux, are dramatic and instinctive. Hence Shadow Mages tend to be boisterous and unpredictable. There are many Shadow magic practitioners at large in the world, and one never seems to be entirely the same as another. They have been loosely categorised into the following types.

## SORCERERS

Sorcerers are the wizards and magicians of legend. They command great powers at their fingertips. They can command the forces of nature and hurl fireballs and lightning bolts. They can bend the will of the weak to their bidding and reprogram a computer with a mere thought. Their powers are very flash and loud, often bringing on the scorn of the more subtle Flux magicians. The Pyromancy and Mentalis powers are Sorcerer powers.

## TAINTED

These characters do not really fit the term 'Magician.' Their powers do not manifest themselves as dramatically as those of sorcerers. However they are no less dangerous. The Tainted believe they have been touched by the same stuff as the Creatures of Shadow and have the ability to harness the same fearsome physical powers. They are invariably stronger, faster and tougher than even the most powerful athlete. Might and Resilience are Tainted powers.

## VISIONARIES

These magicians feel that they are cured by the Shadow. They rarely have any true control over their powers, even subconsciously. The Shadow touches all things, including the future. Visionaries have the power, or possibly the curse, to foresee the future through dreams and debilitating visions. There are no Visionary powers included in this book. They deserve much more time dedicated to them than can be provided in a core rulebook. If you wish to play a Visionary your GM may allow you and just have you some character points into thin air and then they will just give you visions throughout the story as they see fit.

## The Magic of Monsters

The creatures of Shadow are also powerful magicians. Often they have physical powers beyond the possibilities of humanity. Many also possess a superior intellect, able to handle the intricate schemes and plots that they develop. Monsters can, in theory, use all Flux and Shadow powers presented in this book. In addition they have a number of additional powers that can further augment their physical prowess and a large variety of magical powers. Some have the ability to turn invisible, whilst others can create impressive illusions. Amongst the powers of the Creatures of Shadow you will commonly find the use of mind-control magic. Many of these creatures favour manipulating humankind with their minds rather than beating them into submission. However, no two creatures are the same in how they achieve this. Some bludgeon their victims into submission with mentally induced pain. Others animate people's bodies like a puppet. There are yet more who can inspire courage and loyalty and others still who can invoke fear and other emotions with the power of their mind. These creatures are much more attuned to the Shadow than the Awakened and they have much greater ability to channel its power. As such their magical powers are much more impressive and powerful than anything the Awakened can muster. Be warned; when you fight these creatures you will be out gunned at every turn. Even the weakest Shadow creature is likely to have much greater power reserves than the strongest mortal wizard.

## PLAYER'S SECTION

In **ShadowFlux** world you take on the role of one of the brave few who seek or are drawn into the supernatural side of the world in which they live. What binds these individuals together is that they are ordinary human beings with none of the powers or abilities that the forces they face have access to. Instead, they must rely on skill, experience, technology, human ingenuity and each other as they delve into the unknown and face foes with fantastical abilities. For the brave few there is a chance to discover the secrets of the universe and defeat the horrors spawned from such revelations. Do you have the courage to be one of them?

## AWAKENING

You are one of the Awakened.

You have seen the truth and it has welcomed you into the true darkness of the night. The moment that the truth hits you can be a frightening experience. Dark forces are at work trying to fool your mind into denying the horrific revelations. You will be confused. Scientific theories will rush through your head to try and explain away the phenomenon. You will begin to question your senses, judgement and sanity. It is easy to understand that many who go through the experience lose their mind. Perhaps you are burdened with a strong soul and the voices are quietened by your presence. Perhaps you are open-minded enough to accept the truth before the fear of the unknown takes control. Maybe the experience of the revelation is just so horrific that it became impossible for you to deny, with the magic that tries to cover the secrets leaving you mentally scarred. The only other, frightening, explanation for becoming aware is that

your mind was too simple for the magic to convince. You were too stupid to be able to rationalise what was in plain sight. If this is you take this advice: find yourself a good group of companions who will look after you. Your only edge over the creatures of the night is your ability to think on your feet and use whatever means necessary to stay alive.

## Choose your Awakening

As part of character creation you need to choose the manner by which your mind was opened to the secrets of the Shadow. You can be Open-Minded,

### THE OPEN-MINDED

As with all the awakened people of the world, the Open-minded have witnessed some dark power or Creature of Shadow at work. The awakening event for the open-minded can sometimes be the most simple of occurrences. Unlike the other types of awakened characters, the Open-Minded character did not try to stifle the Voices. They embraced the mental challenge of trying to understand the dark forces they experienced. They trusted their senses and questioned the Voices, allowing their world-view to be changed by their experiences.

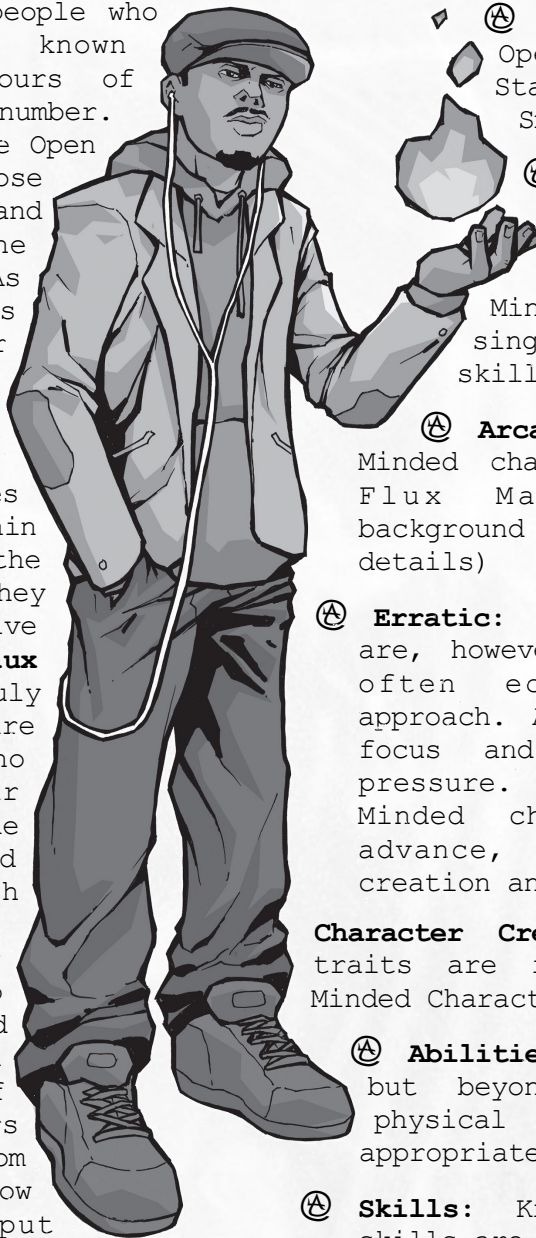
**Personality:** Open-minded characters are driven by the need to discover more. Their awakening has left them with a new world of endless possibilities to be explored. They can often appear scatterbrained and erratic in their behaviour. Others seek enlightenment and spirituality in this new world rather than indulging in a passionate quest for knowledge. There are many more different types of people who discover awakening in this manner: from the people who want to believe in the supernatural, to the enquiring-minded sceptic. The one trait that they all share in common is



their desire to learn more of this world they find themselves in.

**Beliefs:** The Open-Minded have the least similarity in their beliefs of all the different Awakened. They are intellectual individuals who will often subscribe to very different ideals. You will find people who subscribe to every known religion and all colours of politics amongst their number. Of all the Awakened, the Open-Minded are amongst those who search for laws and explanations for the powers of the Shadow. As varied as their beliefs are, it is their flexibility that is the trademark of the Open-Minded.

**Interaction:** The forces of Shadow hold a certain fascination for all of the Open-Minded Awakened. They are almost always active within the **ShadowFlux** world and never truly retreat from it. There are many Open-Minded who choose to spend their hours investigating the nature of the Shadow and its creatures. Such characters are likely to be occult researchers or detectives who try to defend the weak and ignorant, yet preyed upon by the Creatures of Shadow. Other characters seek enlightenment from the powers of the Shadow and will often put themselves into the service of a Creature of the Shadow in order to learn more of their ways. Such characters are loyal students of masters that they believe to be benevolent (and sometimes may even be so).



## CREATING AN OPEN-MINDED CHARACTER

Open-Minded characters have the following game rules:

- Ⓐ **Human:** Open-Minded characters are human and retain their bonus edge or skill points.
- Ⓐ **Intellectual Approach:** Open-Minded Characters Start play with d6 Smarts.
- Ⓐ **Hidden Knowledge:** Their investigative approach to the Shadow provides Open-Minded characters with a single related knowledge skill at a d6.
- Ⓐ **Arcane Background:** Open-Minded characters may take the Flux Manipulator arcane background (see below for more details)
- Ⓐ **Erratic:** Open-Minded characters are, however, scatterbrained and often eccentric in their approach. As a result they lack focus and determination under pressure. Spirit costs Open-Minded characters double to advance, both at character creation and with experience.

**Character Creation:** The following traits are recommended for Open-Minded Characters

- Ⓐ **Abilities:** Smarts is central, but beyond that any of the physical abilities are equally appropriate.
- Ⓐ **Skills:** Knowledges and Smarts skills are useful, as is Guts.
- Ⓐ **Hindrances:** Curious is a classic choice for an Open-Minded character, Quirks are also common.

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Ⓐ **Edges:** Scholar and power edges are common, as are combat edges that benefit from their high Smarts.

## THE PURE

The Pure are often the kindest and fairest people you are likely to meet. When they encountered the dark forces that led to their Awakening they were not overcome by the Voices. They had no forceful arguments for denying their eyes and senses running through their heads. Some may have heard the Voices, but found them easy to ignore, or too quiet to make out. Others knew that the voices were part of the dark power and did not listen. The revelation may have been shocking, particularly to such good-hearted people as one of the Pure. However, the Voices were unable to penetrate their natural resilience to the Shadow and they became awakened to the world of **ShadowFlux**.

**Personality:** More than any other Awakening, The Pure are most alike one another. The Pure work tirelessly and selflessly for the sake of others. They are kind and non-judgemental and can often be giving their time and money to ease others suffering. They value humility and kindness and putting the needs of other before your own. Others often see such people as

weak and naïve, but there is strength in their virtue. The pure are not always calm and quiet; there are crusading freedom fighters and passionate speakers amongst their number. They are usually hard to anger and never resort to violence to take out release their frustration. However that does not mean that they will not resort to violence at all. If they do, though it will be to thwart a great evil that has the potential to produce a great deal of suffering. The evil of Shadow Creatures is often reason enough.

**Beliefs:** The **ShadowFlux** world is not a world of the black and white of good and evil. It is a world of shades of grey, and mainly dark greys. However the Pure shine as a bright white light in the Shadow. Many believe in an essential goodness of humanity that is corrupted by the Shadow. Many of their number speak of how they can see the subtle ways in which the Shadow manipulates the fabric of society. The Pure do not believe that the Shadow is formed from the darkest human emotions, but that it twists and fuels those emotions in humans. They understand the evil of the Creatures of the Shadow, and many are active in destroying them wherever they find them. N o



matter how many such creatures they have destroyed, whenever one of The Pure kills, it is a great burden on their conscience.

**Interaction:** The Pure see the Shadow world as a source of evil and usually work to thwart its denizens. As their conscience often leaves them unwilling to kill, even if the creature is evil, they make good investigators. However, their natural resistance to the magic of the Shadow means that they can also make adequate hunters - providing they can justify killing their prey. You will not, however, ever meet one of the Pure who seeks to manipulate the **ShadowFlux** world to his or her own ends. Such thoughts are beyond the selfless minds of the Pure, and they often consider such people to be more evil than the Creatures of the Shadow themselves.

## CREATING A PURE CHARACTER

Pure characters have the following game rules:

- Ⓐ **Human:** Pure characters are human and retain their bonus edge or skill points.
- Ⓐ **Aura of Purity:** Pure characters have an in-built resistance to Shadow magics. They start play with the Arcane Resistance edge.
- Ⓐ **Resolute Hearts:** Their calm and courageous stance allows Pure characters to start with a d6 in Guts.
- Ⓐ **Arcane Background:** Pure characters may take the Pure Soul arcane background (see below for more details)
- Ⓐ **Pure of Heart:** Unfortunately the Pure are often dominated by their kind-hearted nature and moral code. Pure characters must select one of the following major hindrances in addition to those they take at character creation:

Code of Honour, Heroic, Pacifist, or Vow.

- Ⓐ **Repel the Shadow:** The Pure suffer a -4 Charisma penalty when dealing with creatures of the Shadow.

**Character Creation:** The following traits are recommended for Pure characters

- Ⓐ **Abilities:** Spirit is perhaps most important, but beyond that any of the other abilities are equally appropriate.
- Ⓐ **Skills:** Guts is an important skill, Healing is a common skill for Pure characters, as are interaction skills.
- Ⓐ **Hindrances:** Taking additional hindrances from their Pure of Heart list, especially at the lower level, is a good option as are Loyal and Poverty. Enemies are also common amongst the Pure.
- Ⓐ **Edges:** Social and Leadership edges are common, as is the Healer edge.

## SCARRED

The Scarred were awakened in one of the most horrible ways imaginable. They were hit by a truth so shocking and terrible that there was no way their mind could deny the horror before them. They heard the Voices. They heard them louder and stronger than other awakenings. They wanted to listen. To accept the nice safe comfortable idea of reality, but they could not. Such an experience undoubtedly affects the Awakening character. Their mind has become unhinged and can never again be restored. More than any of the other classes of Awakened, the Scarred are in touch with the Shadow and its minions. However horrific this may be there is a boon with the insanity. The Scarred can draw upon the powers of

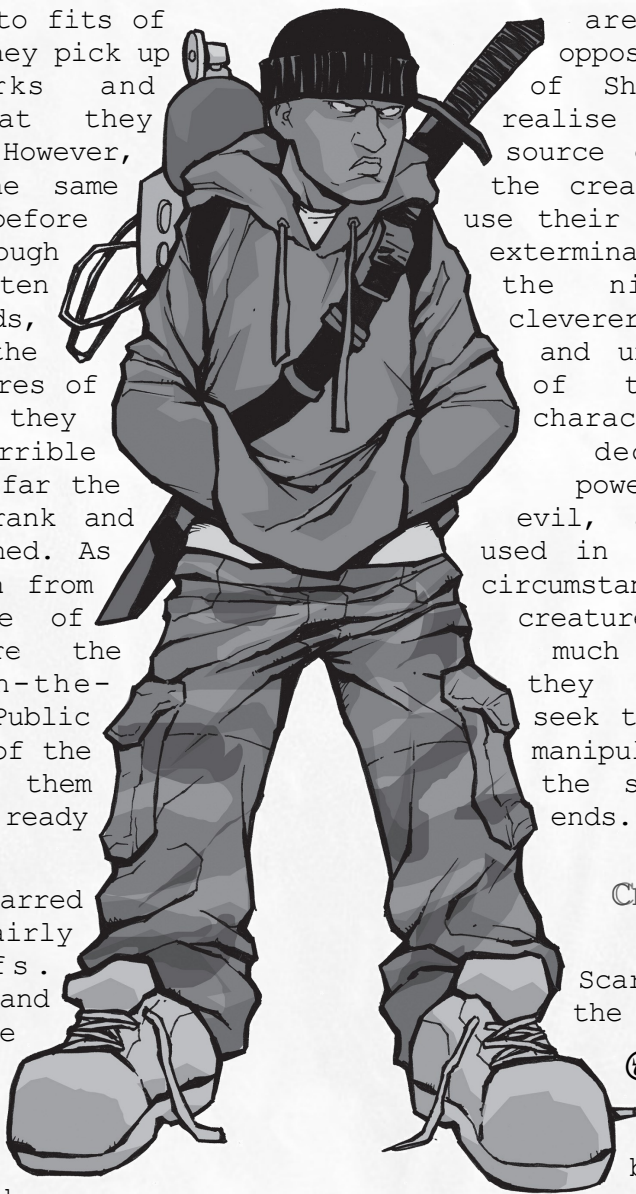
the shadow like no other of the Awakened. Their powers are mightier than those of the Pure or the Open-minded. They are touched by the madness of the Shadow but are blessed with its powers.

**Personality:** From the moment of their Awakening the personality of the Scarred changes. They become less rational and prone to fits of rage or hysteria. They pick up personality quirks and eccentricities that they never had before. However, they are still the same person they were before the Awakening. Though the madness can often cloud their minds, they still have the same goals and desires of the ordinary human they were before the terrible event. They are by far the most common, the rank and file, of the Awakened. As such they are drawn from the rank and file of society. They are the ordinary man-in-the-street, the Joe Public that has the world of the Shadow thrust upon them whether they are ready for it or not.

**Beliefs:** The Scarred usually have fairly simple beliefs. Monsters are evil and need to be destroyed. The innocents of the world need protecting from this evil and the Scarred are the only ones up to the task. They don't over-intellectualise the situation or feel the need to commune with or save the creatures of Shadow. Some of the Scarred understand that their power comes from the same

dark force as the creatures they loath. Such characters are cautious about using their powers, and only use them in the most extreme circumstances. However others believe that God, or some other greater power, grants their powers, enabling them to destroy the forces of darkness.

**Interaction:** The Scarred are often strongly opposed to the Creatures of Shadow. Many do not realise that they share the source of their power with the creatures they hunt and use their powers as a tool to exterminate the monsters of the night. Others are cleverer about their powers and understand the nature of their gift. Such characters will either decide that their powers are inherently evil, and should only be used in the very extreme of circumstances, or that the creatures themselves are as much a part of humanity as they are themselves and seek to use their gifts to manipulate the creatures of the shadow to their own ends.



## CREATING A SCARRED CHARACTER

Scarred characters have the following game rules:

- Ⓐ **Human:** Scarred characters are human and retain their bonus edge or skill points.
- Ⓐ **Hardened Spirit:** Their toughened outlook allows Scarred characters to start with a d6 in Spirit.
- Ⓐ **Arcane Background:** Scarred characters can take the

Channelled Shadow arcane background, representing their ability to tap directly into the corrupting power of the Shadow.

- Ⓐ **Scarred Soul:** The horror of their awakening has permanently scarred you. You must select one of the following minor hindrances in addition to those they take at character creation: Cautious, Death Wish, Delusional, Greedy, Habit, Heartless, Mean, Phobia, Quirk, Stubborn, or Vengeful.
- Ⓐ **Bad Attitude:** The Scarred suffer a -2 Charisma penalty.

**Character Creation:** The following traits are recommended for Scarred characters.

- Ⓐ **Abilities:** Vigour is perhaps most important, and Spirit is useful. Characters who want to develop Flux control over their powers might benefit from high Smarts.
- Ⓐ **Skills:** Guts is an important skill, as are combat skills.
- Ⓐ **Hindrances:** Taking additional hindrances from their Scarred Soul list, especially at the higher level, are good options. Enemies or Wanted might also be suitable for a Scarred character who has run too close to the edge.
- Ⓐ **Edges:** Combat and power edges are perhaps the most common amongst the scarred.

## SIMPLE

The phrase 'damp squib' comes to mind. For the simple there is no moment of enlightenment or horrific unravelling of the truth. They just don't get it. They hear the voices, probably louder than most, but they are just too stubborn-minded (or just plain stupid) to deny what they see. In truth, it is not a true awakening with the simple.

They do not truly break the spell, as the other Awakened do. Instead they set out on a lifelong path of ignoring the voices. They do not open themselves up to the world of the Shadow as readily as the other Awakened. They are often found cowering in dark corners, scared to fight against the 'evil monsters.' Others however are outwardly aggressive to the dark forces, tallying forth to smite the evil. However they respond to the call, they are called the Simple because they share a simplified worldview that can encompass the existence of creatures of darkness.

**Personality:** To say the Simple are just stupid would be a mistake. Their attitude to the world of **ShadowFLUX** comes more out of naivety than stupidity. They can also be very stubborn-minded, unused to having their worldview challenged. They can just as easily be very pleasant people to be with as they can be the aggressive thug that smiles at the thought of an excuse to cause pain. Often they will appear childlike, having limited moral development and their decision-making governed by a simple set of rules, rather than an understanding of human behaviour. More than any other type of Awakened character, the Simple have common personality traits. There are two basic types of Simple character: the naive child and the stubborn aggressive thug.

**Beliefs:** The Simple understand the world at a very simple and basic level. They don't feel they need to understand the complexities of physics or politics. They know what they need to know and don't hold with any fancy ideas. Such people are reluctant to having their basic ideas challenged. Their concepts of how and why are badly formed and rarely hold up in an argument. Hence they rely on denial of other ideas to prevent their world

collapsing in on the simple logic that holds it together. They are also limited in their learning, usually having struggled through school for a variety of reasons. They do not have the learning or reasoning power to accept the arguments of science and logic. However they behave, they have a strong tendency to see the world in simple shades of black and white - and the creatures of the Shadow fall very much into the black side of life.

**Interaction:** The Simple that choose to embrace the world of the Shadow are invariably hunters. They don't have the mental ability to make very good investigators or successful players. Simple hunters fall into the typical Zombie-wasting shotgun wielders of cheap horror films. They don't use particularly refined tactics and tend to have short life spans unless they can find a group who know about the occult and such and tell them which direction to point their gun.

## CREATING A SIMPLE CHARACTER

Scarred characters have the following game rules:

Ⓐ **Human:** Simple characters are human and retain their bonus edge or skill points.

Ⓐ **Simple Physicality:** Simple characters make up for their lack of mental prowess with a physical capability. They start with a d6 in either Vigour or Strength.

Ⓐ **Simple-Minded:** The Simple do lack mental facilities, at least up to their awakening. They must pay double to develop their Smarts at character creation.

Ⓐ **Arcane Backgrounds:** The simple don't truck with the occult. They fear that using magic could lead to them becoming as evil as the creatures they are trying to destroy. They are not truly Awakened to the world of Shadow and so cannot channel the magic even if they could or wanted to. Simple characters cannot gain any arcane backgrounds.

**Character Creation:** The following traits are recommended for Simple characters.

Ⓐ **Abilities:** Simple characters tend towards high Vigour and Strength rather than Agility, whilst Spirit is also useful.

Ⓐ **Skills:** Intimidate and Guts is an important skill, as are combat skills.



Ⓐ **Hindrances:** Simple characters are often Stubborn, and illiterate and clueless are also suitable. They are not without their enemies, also, some powerful enough to provide them with a Wanted hindrance.

Ⓐ **Edges:** Combat edges are perhaps the most common amongst the simple.

## CREATURES OF SHADOW

The Shadow is a force that pervades all of the world, ebbing and flowing according to the fears and emotions of the human masses. However, this powerful psychic force can take shape, form an consciousness of its own, animating corpses or taking on a ghostlike form of pure shadow. Such creatures are not human in any way, being a life created entirely from the Shadow. This is not an awakening of a human mind to the nature of the Shadow, but a part of the Shadow itself gaining consciousness and body.

**Personality:** As a consciousness constructed entirely from Shadow, a creature's personality is quite alien and, often, focused on a limited range of emotions or philosophies. They are invariably strong-willed and unshakeable from their beliefs and practices, seeming obsessive and inhuman in their devotion to their goals.

**Beliefs:** Creatures of shadow vary perhaps even more in their beliefs and attitudes to the Shadow than humans. Some see humans simply as cattle, whilst others seem them as children that need protecting. Others hardly seem to register their existence. Factions and racial hatreds are common between different species of creature, especially between the creatures of the streets and those of the wilds. Some jealously guard a deep understanding of the true nature of

## PLAYING CREATURES OF SHADOW

Rules are provided to enable you to play creatures of Shadow alongside awakened humans if you so wish. They are designed to be roughly balanced with the Awakened humans and to allow the player to create their own particular breed of supernatural creature.

However, the GM should think carefully as to how such a creature fits into their game, or indeed if they want to run a game where players are restricted entirely to creatures of Shadow. They might then create a choice of monster templates using the Shadow Form arcane background for the players to choose from.

As with Superhero games, a creature of Shadow that is built to balance with standard characters will be a weak example of their kind. In playing a "creatures campaign" the GM can simply adjust the power points and rank of powers available to the PCs to build their creatures from and hence allow more powerful creatures to be created.

the Shadow, whilst others barely register it as a factor, living instinctively on innate powers.

**Interaction:** Shadow creatures have little choice about their interaction with the world of Shadow. They are born into this world and cannot escape it. Whilst the Shadow is invariably a corrupting force, some creatures provide some evidence of moral and ethical forces at play within the fluctuations of the Shadow. Some look to protect humanity, or to hunt other creatures who are their enemies. They are most at home in the **ShadowFlux** world and are very capable at turning its means to their own ends.

## CREATING A SHADOW CREATURE CHARACTER

Scarred characters have the following game rules:

### Ⓐ **Body of Shadow:**

Shadow creatures are formed from shadow and so being play with the Shadow Form arcane background.

### Ⓐ **Monstrous Form:**

Shadow creatures are powerful, starting with a d6 in Strength and Vigour.

### Ⓐ **Territorial Weakness:**

All creatures of shadow are tied to a certain type of territory. Such territories are classed as rural, such as forests, agricultural land, or urban wastelands, or urban, such as business districts, slums or suburbs.

When outside of your territory you suffer a -2 penalty to all Shadow rolls, whilst if you enter any opposed class of territory (a rural creature entering an urban zone, for example) this penalty increases to -4 and you must make a Vigour roll every hour, losing a Shadow Form power point if you fail the roll.

Ⓐ **Arcane Backgrounds:** In addition to their Shadow Form arcane background, Shadow Creatures can also learn to channel and control the shadow through the Channelled Shadow arcane background.

**Character Creation:** The following traits are recommended for Simple characters.

Ⓐ **Abilities:** Shadow creatures more commonly have high physical

abilities than mental ones, although there are always exceptions to this rule.

Ⓐ **Skills:** Intimidate and Guts are key skills, as are combat skills. Some creatures have high social skills

Ⓐ **Hindrances:** Shadow creatures are often Bloodthirsty, Mean, or Stubborn, and Clueless and Cautious are also suitable. With so much race hate between different species, Enemies are also common.

Ⓐ **Edges:** Power edges are perhaps the most common amongst the simple, as are combat edges or social edges, depending upon the creature's focus.





## RESOLVE

Resolve is a new derived trait, calculated from your Guts skill in a similar manner to Parry (it is equal to 2+ half your Guts dice). It is used to help you resist fear tests.

## HINDRANCES

This section looks at alterations to the Hindrances available to **ShadowFlux** PCs.

### Unavailable Hindrances

None of the hindrances are generally unavailable, but given the nature of the Awakening, Doubting Thomas is wholly inappropriate for an awakened character, and as such is unavailable to PCs, although NPCs can, and often do, have this hindrance.

### Hindrances from Other Settings

There are likely a number of hindrances from other supplements that would suit a **ShadowFlux** game. Our **Extreme** freebie setting, for example, has a dependent hindrance that would work very nicely in this setting. Make sure you ask your GM's permission before using any other hindrances.

### New Hindrances

The following new hindrances are available to **ShadowFlux** PCs:

#### AMNESIAC (MINOR/MAJOR)

You have forgotten your past. This is inconvenient and can leave you in a situation where someone knows you, but you don't know them, or what you have done to make them so angry. As a minor hindrance you have no memory or limited memories of your past, but no particularly unpleasant skeletons in your closet. If you select this as a

major hindrance the GM can also select a suitable minor hindrance, such as a Wanted or Enemy, that you are unaware of, to represent your secret past.

#### FETTER BOUND (MAJOR)

**Requirements:** Shadow Creature

You are spirit bound to a particular object or structure. Damage caused to your fettered item is also dealt to you. If you have the invulnerability power destroying your fetter will kill you.

## EDGES

The following section looks at the availability of edges in a **ShadowFlux** game.

### Unavailable Edges

Very few edges are unavailable. The only affected edges are those professional edges available based on arcane background. As there is no weird science in the setting, *Gadgeteer* and *Mr Fix It* are not available. Additionally, because it doesn't particularly fit with the style of magic in the setting, the Wizard edge is unavailable.

### Modified Edges

Again, due to the arcane backgrounds in the setting, a number of edges have their requirements altered:

**Champion:** The Champion edge requires the Pure Soul arcane background and a d6 in the Purity skill in place of Faith. This edge affects creatures of Shadow (see below for details).

**Holy Warrior:** The Holy Warrior edge requires the Pure Soul arcane background and a d6 in the Purity skill in place of Faith. This edge affects creatures of Shadow (see below for details). Note there is no Unholy

Warrior background as all who qualify would be considered "good".

**Mentalist:** This edge no longer requires the Psionics arcane background, but is available to any arcane background that utilises the Flux skill, which also replaces the spellcasting skill requirement of the edge.

## New Edges

The following new edges are available in a **ShadowFlux** game:

### CALM AND COLLECTED

**Requirements:** Arcane Background (any that allow access to the Flux skill), Flux d8, Guts d6.

You are calm and collected, better able to steady yourself against the forces of the Shadow. You gain a +2 modifier to Flux rolls when meditating to regain power points and -2 to results of a failed Fear roll.

### BODY OF SHADOW

**Requirements:** Arcane Background (any that allow access to the Shadow skill), Shadow d6, Strength d6, Vigour d8.

You are highly skilled at channelling the Shadow through your body. When you use the Boost Trait power to augment your Agility, Strength or Vigour abilities, or your Climbing or Swimming skills you can improve them by an additional dice type beyond the usual effect of the spell.

### COMBAT FORM

**Requirements:** Arcane Background (shadow form)

Choose up to four at will powers that relate to a combat form. If you can activate these powers in the same action you can halve the multi-action penalty you should normally suffer.

### SHADOWMANCER

**Requirements:** Arcane Background (any that allow access to the Shadow skill), Shadow d6, Smarts d8, Knowledge (occult) d6.

You are highly skilled at manipulating the Shadow to your own ends, utilising your power more efficiently than others. Whenever you cast a spell using your Shadow skill and get a raise, reduce the cost of the spell by one power point (to a minimum of zero).

## MAGIC IN THE SHADOWFLUX WORLD

This section delves into the darker secrets of the **ShadowFlux** world, looking at the powers available to the Awakened and creatures of the Shadow alike.

## Arcane Backgrounds

In addition to the usual characteristics of an arcane background, in the **ShadowFlux** setting characters with arcane backgrounds do not regain power points in the usual manner. Each background has its own rules for generating, or regaining spent power points, as described below.

The following arcane backgrounds are used in **ShadowFlux** games:

### CHANNELED SHADOW

**Requirements:** Awakened (the Scarred), Shadow Creatures

**Arcane Skills:** Flux (Smarts) and Shadow (Vigour).

**Starting Power Points:** 5

**Starting Powers:** Special

**Spell List:** Can choose from any spells in the SWEX.

Characters with this arcane background channel Shadow through their very

being, but make use of the Flux skill to control its forces and forge it into the desired effect.

**Shadow's Corruption:** Human characters are susceptible to the corrupting influence of Shadow. For each dice type of Shadow you have beyond a d4 you must take a suitable minor hindrance (or upgrade a minor hindrance to a major one) from the following list:

*Cautious, Death Wish, Delusional, Greedy, Habit, Heartless (upgradeable to Blood-thirsty), Mean, Phobia, Quirk, Stubborn, or Vengeful.*

Shadow creatures do not suffer this flaw if they take this background.

### **Power Generation: Channel (Shadow)**

When you want to cast a spell and do not have the required Power Points available you must make a Shadow skill roll as a free action.

This provides you with the points that you can use to fuel your spells that round. Success in the roll generates 4pp, with each raise increasing this number by 2pp. If a human character channels the shadow in this way and by the end of their actions this round has power points in excess of their natural power points score they must make a self control roll (see sidebar). A roll of a 1 on your Shadow roll (regardless of the result of the

Wild Die) also forces a Self Control roll.

**Innate or Cast Spells:** Shadow Channellers do not use the New Power Edge, instead they invest their power points to gain the ability to use a spell. Whenever you choose a power you must choose whether to make the power Innate or Cast.

Innate powers are key to your being and do not require a roll to be made to cast them, whereas cast powers require a Flux roll (as an action) to manifest. As innate powers do not require a casting roll to be made they can only ever achieve the basic effect and will never manifest at the level of effect that they would if you achieve a raise on the casting roll.

A cast spell permanently costs its activation cost, whilst an innate power costs double. These costs reduce your maximum available power points and so can therefore make self control rolls more common.

### **FLUX MANIPULATOR**

**Requirements:** Awakened (the Open-Minded)

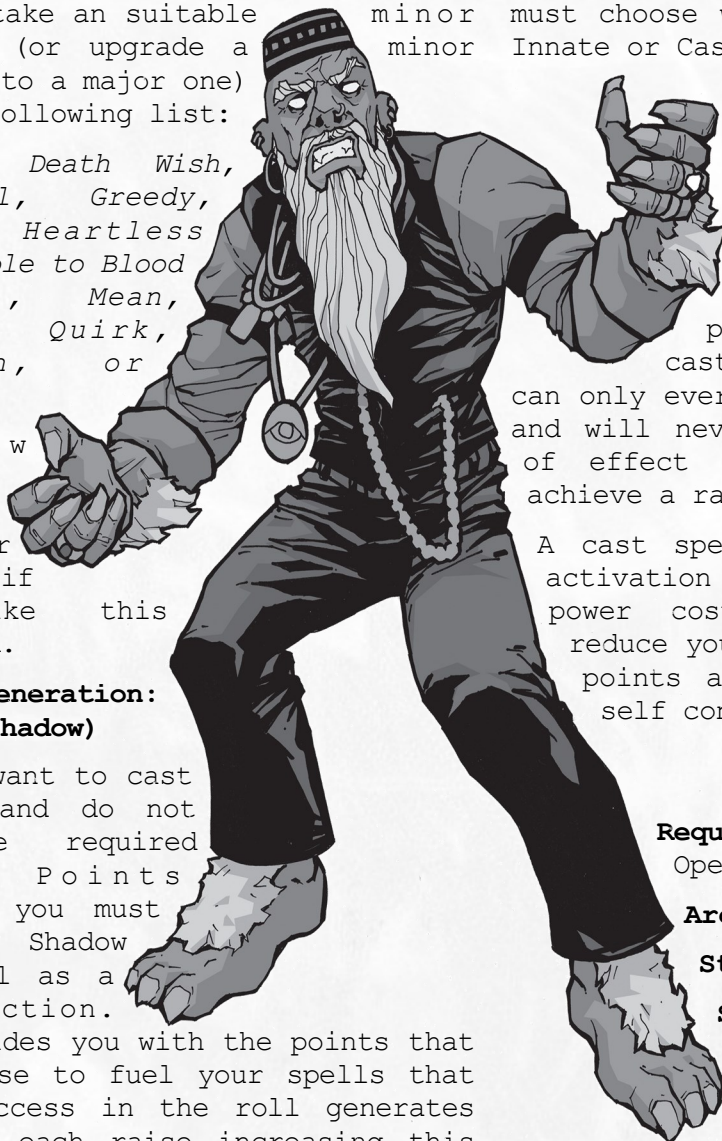
**Arcane Skill:** Flux (Smarts)

**Starting Power Points:** 10

**Starting Powers:** 3

**Spell List:** *Analyse Foe, Beast Friend, Blind, Boost/Lower Trait, Confusion, Deflection, Detect Arcana, Divination, Environmental Protection, Fear, Obscure, Puppet, Quickness, Slumber, Smite, Speed, Stun, Telepathy, Wall-Walker, Warrior's Gift.*

This arcane background represents your character's ability to reach out into the Shadow with your mind and stir its



## SELF CONTROLL ROLLS

Whenever you are required to make a Self Control roll you must roll your Flux skill. The following modifiers apply to this roll:

- Ⓐ Minus any unspent power points generated from channelling shadow this round.
- Ⓐ Minus 2 for any roll involving a critical failure.
- Ⓐ Add 2 if you are able to engage in silent meditation, removed from all stimuli.

If you fail this roll you become shaken.

If you critically fail you gain a minor hindrance from the list mentioned under the Shadow skill description (see below).

If you pass there is no further effect.

If you pass with a raise you get to keep any power points you had remaining from channelling shadow or gain power points from your meditation roll as if you had succeeded.

waters. This is the power used by many human Magicians to create their magical effects. Often this will not create a powerful effect, such as a fireball or creating a sword from thin air, however it can be used to gently twist the rules of physics and give your character an edge. Using Flux powers takes concentration and patience and the effects are subtle, but if used by an intelligent practitioner they can become incredibly useful tools.

The Flux Manipulator is capable only of stirring the currents of the Shadow, rather than channelling its full power. As such all its powers are subtle in their effect and unobvious

to the casual observer. They are the powers of the martial artist and the mesmerist as opposed to the truly powerful magics of the Shadow channellers.

**Meditation:** Flux Manipulators must meditate to regain their power points. Spending an hour meditating in a calm and quiet environment will regenerate five power points without requiring any roll. If there are distractions or you are trying to generate power points at a faster rate you must make a Flux roll. Rolling a 1 on this roll (regardless of the result of the Wild Die) forces a Self Control roll (see sidebar). You can try to gain 5 power points from ten minutes of meditation with a Flux roll at -2, or from five minutes of meditation at -4 to the roll. You can even attempt to generate two power points as an action in combat at -6 to the Flux roll, although merely failing this roll will force a Self Control roll. With any of these rolls, each raise increases the power points regained by 1. You cannot go above your power points capacity.

## PURE SOUL

**Requirements:** Awakened (the Pure)

**Arcane Skill:** Purity (Spirit)

**Starting Power Points:** 10

**Starting Powers:** 2

**Spell List:** *Armour, Barrier, Bless/Curse, Boost/Lower Trait, Deflection, Detect Arcana, Dispel, Drain Power Points, Draining Touch, Entangle, Fear, Greater Healing, Healing, Smite, Stun, Succour.*

The Shadow is a medium for the darkest emotions of humanity. Those people who are kind and pure of thought will push back these emotions. Pure souls calm the swirling currents of the shadow and thus interfere with the powers of the Shadow Creatures. Characters with this skill must be kind, forgiving and

generous of nature. Characters with this arcane background actively push back the force of the Shadow and disrupt its corrupting influence over the world.

**Shadow Disruption:** Any of the more showy capabilities of Purity magic works through pushing back the power of the Shadow. As such offensive spells can only affect creatures of the Shadow. Such effects are invisible to normal people but obvious to the creatures of Shadow they affect.

## SHADOW FORM

**Requirements:** Creature of Shadow

**Arcane Skill:** Shadow (Vigour)

**Starting Power Points:** 20

**Starting Powers:** Special

**Spell List:** *Armour, Barrier, Bless/Curse, Boost/Lower Trait, Deflection, Detect Arcana, Dispel, Drain Power Points, Draining Touch, Entangle, Fear, Greater Healing, Healing, Smite, Stun, Succour.*

Characters with this arcane background are forged from the Shadow itself and are capable of tapping much greater levels of power than even those who channel the Shadow. Yet it is a power that comes with a much greater price as creatures become one with the shadow.

This arcane background is used to create the power structures for creatures of Shadow. It is given here for GMs who want to a structure to help them design their own monsters or if they want to use **ShadowFlux** to create their own campaigns where the PCs take on the roles of the creatures themselves.

The Shadow creature beings with 20 power points which are invested in powers to create the creature's supernatural makeup. These points are invested in a similar manner to the

Shadow Channeller's innate powers, but with greater power and greater drawbacks. Each power gained reduces the creature's power points pool by four times the activation cost of the spell.

When a shadow creature chooses a power they can choose to either make the power permanent or activated at will. If it is permanent it is always on, but cannot be turned off, is always activated at its basic effect (never at its raised effect) and comes with an obvious physical mutation, such as horns or decaying flesh. If they chose to have the power activated at will it requires a Shadow roll to activate, but doesn't require the use of power points to fuel it. Creatures can maintain a number of such powers equal to their Shadow dice simultaneously, but will lose all such powers if they become incapacitated.

Every ten power points your Shadow Form is built from (whether invested or remaining in your points pool) also allows you to take an additional minor hindrance to generate an extra 5 power points. You might want to make use of hindrances from Superhero games, such as *Necessary Evil*, to choose your hindrances. You use these hindrances to characterise the limitations of your shadow form, such as a vampire's aversion to sunlight, garlic or crosses. Rather than taking a minor hindrance for every ten power points, you can take a major hindrance to cover twenty points, gaining ten extra power points as a result.

**Power Degeneration:** Despite their ability to use their powers without requiring the use of power points, power points are nonetheless crucial to the Shadow creature's survival. A shadow creature must maintain a pool of shadow points greater than their wounds or suffer an equivalent penalty for being on their last three power points (3pp remaining=-1, 2pp

remaining=-2, 1pp remaining=-3). They become incapacitated when their pool drops to zero. Being creatures of Shadow their essence will drift off into the Flux if they do not replenish their power points. At the start of each day they lose one of their power points. Shadow Form power points are a separate pool to the power points you might also have from a Channelled Shadow arcane background and you cannot use channelling to replenish these points.

**Feeding:** To replenish their power points for this arcane background a creature of the Shadow must feed in some form. The trappings of the feeding are determined by the character and can include anything from vampiric blood-drinking to draining life force, to feeding off fear. Feeding requires a Shadow roll in appropriate circumstances, applying the following modifiers:

- Ⓐ +2 if the target must be grappled for the feeding to take place
- Ⓐ +2 if the feeding requires a power use to work (power must have same range as the feeding ability).
- Ⓐ +2 if the feeding power requires another to perform a particular action, such as attacking the character.
- Ⓐ If the feeding action takes an hour or more.
- Ⓐ -2 if the power requires only a touch attack to work
- Ⓐ -4 if the target can be feeding can be done at range

These modifiers apply to all feeding rolls even if the circumstances determine lesser penalties than your feeding ability is constructed to.

You should make sure your feeding requirements are checked by your GM.

## EXAMPLE SHADOW FORM: VAMPIRE

This following example shadow form is used to create a fairly low-powered vampire that is playable alongside a standard campaign.

**Power Points:** With maximum hindrance choices (see below) the vampire has 30 power points to invest.

**Hindrances:** The vampire shadow form has a minor sunlight allergy and a minor weakness to wooden weapons (such as stakes).

**Powers:** The vampire has the following powers:

- Ⓐ **Healing:** vampires rapidly heal their wounds. The trappings of this power mean that it can affect the vampire themselves or those they have bitten. [*At will, 12pp invested*].
- Ⓐ **Armour:** vampires are tough and resistant to damage. [Permanent, 8pp invested, deathly pallor]
- Ⓐ **Immunity (suffocation):** vampires do not need to breathe and as such are immune to attacks or circumstances that involve them breathing. [Permanent, 4pp invested, visible fangs].

Vampires have 6pp remaining in their pool.

**Feeding-Drink Blood:** Vampires feed by drinking another's blood, which requires a grapple to enable the vampire to feed.

## New Spells

The following new spells are available in **ShadowFlux** games.

### ETHEREAL FORM

**Rank:** Heroic

**Power Points:** 7

**Range:** Self

**Duration:** 3 rounds (1/round)

**Trappings:** Dust devil, ghostly form, living shadow, will o' the wisp

You transform into ethereal form, becoming noticeably translucent or even transparent and immune to physical attacks. However, you can interact physically with the world as normal. This spell does not, however, provide invisibility, which you must achieve with the separate spell.

### GROW//SHRINK

**Rank:** Novice

**Power Points:** 3+

**Range:** Self

**Duration:** 3 rounds (1/round)

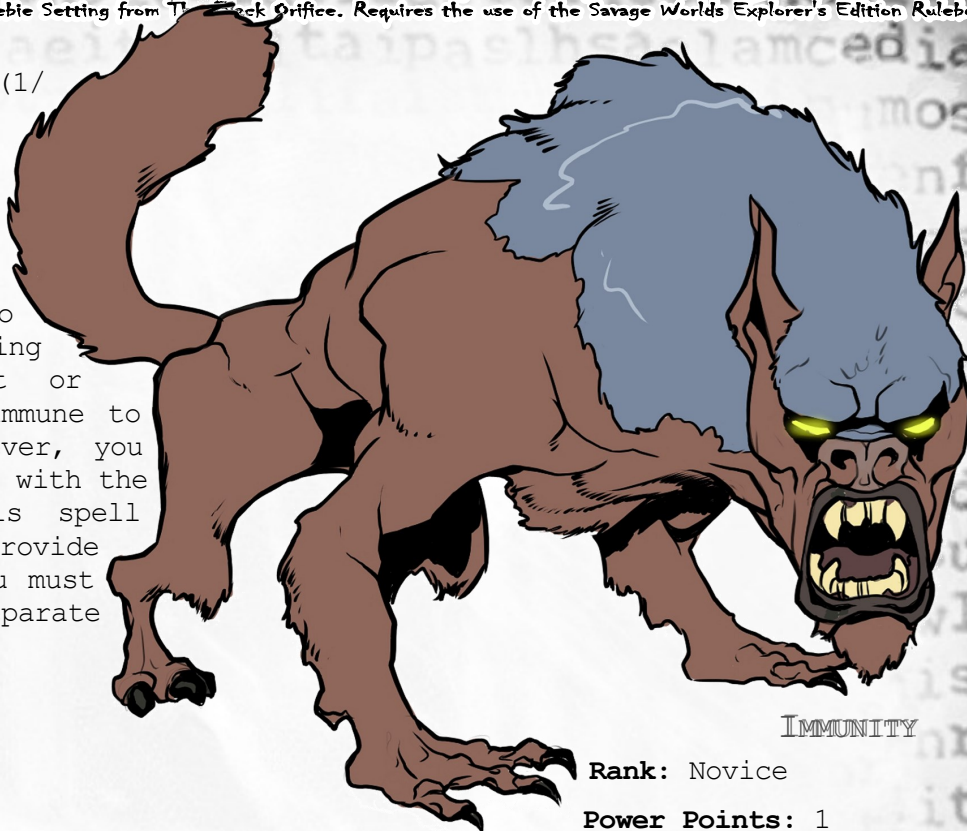
**Trappings:** Giant body, imp, animal form.

You increase or reduce in size, increasing your size category (and hence toughness) +1, and Strength dice by one dice type (or by a +1 for values above d12) for every three power points spent.

Your size bonus also generates a bonus or penalty for characters trying to hit you equal to half your size bonus or penalty.

The maximum size bonus (or penalty) you can gain from this power is determined by your rank:

Novice	+/-1
Seasoned	+/-2
Veteran	+/-4
Heroic	+/-7
Legendary	+/-10



### IMMUNITY

**Rank:** Novice

**Power Points:** 1

**Range:** Touch

**Duration:** 3 rounds (1/round)

**Trappings:** Energy field, body formed from unusual substance, does not breath.

You gain an immunity to a certain substance of your choosing. You take no damage from attacks or circumstances relating to your immunity.

Immunities should be narrow, especially where the substance is a likely source of damage. An immunity to metal, for example, is not a good idea, as this would provide immunity to most weapon damage, whereas an immunity to lead might be acceptable as it would only provide immunity to pure lead bullets, any armour piercing or jacketed bullets would cause damage as normal.

### INVULNERABILITY

**Rank:** Heroic

**Power Points:** 6

**Range:** Touch

**Duration:** 3 rounds (1/round)

**Trappings:** trappings are not usually obvious, but can dictate what their weaknesses are.

You become invulnerable to all but a small number of substances, for which you have a weakness. When cast as normal you must choose 2-3 suitable weaknesses, with a raise you only have to choose one weakness.

## NATURAL WEAPONS

**Rank:** Novice

**Power Points:** 1

**Range:** Self

**Duration:** 3 rounds (1/round)

**Trappings:** Claws, teeth, flaming fists, spiked tail.

You grow natural weapons to fight with. You count as armed and can choose to have a single attack that does Str+d8 damage, two attacks at Str+d6 damage or four attacks at Str+d4 damage. With a raise the dice type is raised by one.

## UNDEAD FORM

**Rank:** Seasoned

**Power Points:** 4

**Range:** Touch

**Duration:** 3 rounds (1/round)

**Trappings:** decaying corpse, deathly pallor, spectral form.

You transform into some undead creature, taking on a deathly form. You gain all the benefits of being undead: +2 Toughness, +2 to rolls to recover from being shaken, ignore wound modifiers and extra damage from called shots, and are immune to poison and disease.

## SETTING RULES

The **ShadowFlux** setting does not have many rules specific to its setting beyond those already introduced in the character creation and arcane backgrounds section. However, as a horror game, fear and terror rolls are common and there are new rules showing how such affects are resolved in the world, as described below.

## Shadow Horror

Any creature or effect that embodies the full force of the Shadow is by its very nature disturbing to those who witness it.

## HORROR TRAIT

All creatures of the Shadow have a Horror trait. A creature's Horror dice is used to determine their fear rating, and is rolled in the same manner as any other trait whenever a character first comes into contact with the creature. The result of a Horror roll becomes a fear score (see below).

## FEAR SCORE

The result of a Horror roll, of the number of power points spent on a spell that uses the Shadow power (either from the Channelled Shadow or the Shadow Form arcane backgrounds) is a fear score. You compare the fear score with the Resolve of the characters who witnessed the effect or creature. If the fear score beats the character's Resolve they must make a fear roll. Every raise above their Resolve applies a -2 penalty to their Guts and, if necessary, Vigour rolls, and a +1 bonus to any rolls on the fright table. In addition, rolls are not made on the Fright Table on a roll of a natural 1. Instead they are rolled if the modified result of the roll is 1 or less (taking the Wild Die



into account). As a result Terror is not used in **ShadowFlux** games, simply applying a higher Horror trait for terrifying creatures.

## Whispers of the Shadow

As described in the character section, the Shadow whispers to people who have witnessed evidence of supernatural horror to get them to forget it or rationalise it away.

Unawakened characters will forget or have rationalised what they saw within 5 minutes of seeing the effect. The effects of fear and fright table rolls will still take effect, but the character will not accept that anything supernatural occurred.

There is no game system to represent this, it is something that the GM simply rules on according to the needs of the adventure you are playing. It is possible for a character to become awakened as part of a story, but these circumstances are rare and should not be the regular focus of your games.

## GAMES MASTER'S SECTION

This section looks at the setting in more detail and provides some sample creatures for your party to face.

### THE CREATURES OF SHADOW

We call them the Creatures of Shadow, for they are a part of the Shadow that lurks beneath. They are created from it and draw their power from it. The creatures that haunt the night are created from and by the Shadow to serve its own purposes. They can be possessing spirits, using the body of an innocent human to retain their physical presence, or they can be a powerful manifestation that can create its own solid form.

It can often seem as if the Shadow is powerful being that is controlling the

world, but that is not the case. The Shadow is merely another force of nature. It is as random in its benevolence and destruction as the wind or sun. It is a chaotic force with many of the creatures of Shadow sworn enemies and waging secret wars against each other, often using humans as pawns.

It is much akin to the sea or wind, with different currents and strengths in different regions. However, it is not physical features such as a reef or a mountain range that determine its flow, but the darkest emotions and thoughts of humankind. There are different types of creatures in different countries and in different suburbs of the same city. The creatures of the city are vastly different to those of the rural areas. The powers of these creatures are weakened when they are found outside of their natural home, and they are almost never seen in outside their domains.

Following is an insight into the many different Creatures of Shadow. It will show you their strengths and weaknesses and how to go about destroying them.

### Streets of Blood

The towns and cities of the world are teeming with Creatures of the Shadow. In comparison to the countryside, urban regions have a greater quantity of weaker creatures. Many of the creatures will be familiar to you. There are the vampires of myth and creatures that appear to have much in common with the demons of Biblical legend. And then there are those that are not so familiar. There are Spirits that embody the very essence of the city and its different subcultures, and the sinister Patricians who govern the night with their fingers creeping into every sector of society as they seek to control the world. The

# ShadowFLUX

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creatures of the city are both frantic and controlling. They embody the control-freak road-rage attitude that is rotting the sense of community in our many cities.

to see into the darkest reaches of the human soul and corrupt us from the inside. They are possessed of a silver tongue that demand attention and it is often difficult to deny their logic.

## Demons

Demons come in many varieties. There are Demons that corrupt and those that destroy. There are those that seek horrific vengeance and those who burn with an inner anger that consumes their being. There are those who walk the world unnoticed as an ordinary human and those who must lurk in the alley to avoid people's shock and horror at their appearance. These creatures are the embodiment of all the destructive evil in the cities. From the poverty driven anger of the slums to the high-stakes greed of Wall Street, all have their own flavour of demon that lurks beneath.

### CORRUPTOR DEMONS

Corruptor demons are the most similar to the demons of biblical legend. They seek individuals who are driven by desire or vice,

and become their friends. They tempt these people into performing many depraved acts, leaving them broken and insane, and their victims in a much worse state. Corruptor Demons appear as a normal human in form, ranging in appearance from the easily forgettable to the impossibly desirable. The Corruptor Demon's most powerful magic lies in their ability

### ◆ TYPICAL CORRUPTOR DEMON

**Horror:** d6

**Abilities:** Agility d6, Smarts d10, Spirit d12, Strength d8, Vigour d8

**Skills:** Fighting d10, Flux d10, Gambling d12, Guts d8, Intimidation d10, Notice d12, Persuasion d12+3, Shadow d8, Stealth d8, Streetwise d12+2, Taunt d12

**Edges:** Arcane Background (channelled shadow), Charismatic, Command, Connections (any suitable), Fervour, Power Points x2, Very Attractive.

**Hindrances:** Major Allergy (leather), Cautious, Minor Vulnerability (cold), Territorial Weakness (upper class districts)

**Charisma** +6, **Pace** 6, **Parry** 7, **Toughness** 8 (2)

**Channelled Shadow:** Power Points 10; They will have a range of mental and telepathic powers, such as Puppet.

**Shadow Form:** Power Points 35 (remaining pool 7); Armour (8pp, at Will), Fly (12pp, at will), Fear (8pp, at will).



**Feeding-Corruption:** Regain power points when someone you have corrupted willingly submits to their temptation.

Natural Weapons (8pp, at will, 1x Str+d10).

**Feeding-Death:** Regain power points when the demon kills something (+0).

## CRAWLER DEMONS

These creatures normally appear as a huge maggot or worm, most are about the size of a Double-Decker bus, although there have been reports of some that are even larger. They are unthinking monsters that just live to destroy. Their attacks are often associated with earthquakes, but this is more an indication of the damage they can cause as opposed to the rituals involved in their summoning. No one is entirely sure how or why they are created. Professor Thomas Grey has speculated that they are the product of a large amount of death in one time. He says there are reports of these creatures in the death camps of Nazi Germany at the end of the Second World War. The latest report, although unconfirmed, was that there was huge Crawler Demon that was thrashing around in the basement of the World Trade Centre on that fateful day.

### ◆ TYPICAL CRAWLER DEMON

**Horror:** d12+2

**Abilities:** Agility d4, Smarts d4, Spirit d4, Strength d12+9, Vigour d12+2

**Skills:** Fighting d6, Guts d12, Shadow d12, Notice d6

**Edges:** Improved Tough as Nails, Expert (Vigour), Combat Reflexes

**Hindrances:** Bloodthirsty, Major Vulnerability (bone, teeth & claws), Obese, Territorial Weakness (sites of mass killings), Ugly

**Charisma** -2, **Pace** 5 (+d4), **Parry** 5, **Toughness** 24 (4)

**Shadow Form:** Power Points 130 (remaining pool 6); Armour (16pp, permanent), Growth (108pp, permanent, size +9, opponents get +4 to hit),

## RAGE DEMONS

Rage demons are the most prolific of the demons creatures. They thrive on the anger and bigotry that are rife in the projects and housing estates of the poorer inhabitants of the city. A significant portion of the violent crime in cities is committed by such demons. They have two forms: a combat form that is normally a large humanoid figure, and a powered-down form that enables them to pass for a normal human. These demons are generally amongst the weakest of the demons and tend towards the monstrous in appearance, even when powered-down. Unusually for a destructive shadow creature, they reproduce sexually to retain their numbers. Probably due to their spirit origins in race-hate, most Rage demon species are racial purists and hunt down any half breeds.

### TYPICAL RAGE DEMON

**Horror:** d4

**Abilities:** Agility d6, Smarts d4, Spirit d6, Strength d8 (d10), Vigour d8

**Skills:** Fighting d8, Flux d4, Gambling d6, Guts d6, Intimidation d8, Notice d4, Shadow d6, Streetwise d6

**Edges:** Berserk, Brawny

**Hindrances:** Mean, Territorial Weakness (lower class districts), Ugly, Vengeful

**Charisma** -4, **Pace** 6, **Parry** 6, **Toughness** 10 (2)

**Channelled Shadow:** Power Points 10; They will have a range of mental and telepathic powers, such as Puppet.

**Shadow Form:** Power Points 30 (remaining pool 6); Armour (8pp, at

Will), Growth (12pp, at will, size +1), Natural Weapons (4pp, at will, 2x Str+d6).

**Feeding-Damage Absorption:** Regain power points when damaged in combat (+2).

## STALKER DEMONS

Stalker Demons are largely responsible for the increase in serial killers and other murders in the modern world. These demons feed on fear and mass hysteria that can build up over such criminals. They are in many ways the traditional possessing spirit of myth, transferring their spirit from host to host. Unlike other possessing spirits, the Stalker has no need to prepare a host, and the host does not die from the Demon leaving his body. The Stalker demon has the ability to transfer his memories to the host when he leaves its body. This often leads to the Host perceiving that they are guilty of the crimes committed by the Stalker spirit. Fortunately the Stalker demon appears not to have any ability to create new stalkers, and their numbers are small.

### ◆ TYPICAL STALKER DEMON

**Horror:** d8

**Abilities:** Agility d6, Smarts d8, Spirit d8, Strength d6, Vigour d8

**Skills:** Fighting d12, Flux d10, Gambling d6, Guts d8, Intimidation d10, Knowledge (anatomy), Notice d8, Shadow d8, Stealth d10, Taunt d8

**Edges:** Arcane Background (Channelled Shadow), Mentalist, Strength of Will

**Hindrances:** Arrogant, Cautious, Minor Phobia (a rare natural item of beauty, such as a specific flower)

**Charisma** 0, **Pace** 6, **Parry** 8, **Toughness** 6.

**Channelled Shadow:** Power Points 10; They will have a range of mental and telepathic powers.

**Shadow Form:** Power Points 20 (remaining pool 8); Puppet (12pp).

**Feeding-Fear:** Regain power points when force another to fail a fear test (+0).

## VENGEANCE DEMONS

Vengeance Demons are the upper-class cousins of the Rage demons. Another possessing demon they are able to enter a host when that person's passion for revenge reaches extreme heights and they petition dark forces to aid them in their quest for revenge. Once the host has enacted their vengeance in some horrid way the spirit can take control. The creature then becomes a diving force for revenge, pushing the host to enact similar vengeances against other people who have wronged them in the past. Eventually, when all the host's revenges have been completed the demon searches out others with a desire for revenge and traps them with their persuasive powers and enacts their vengeances, but framing the new victims for their crimes.

### ◆ TYPICAL VENGEANCE DEMON

**Horror:** d6

**Abilities:** Agility d10, Smarts d8, Spirit d10, Strength d8, Vigour d8

**Skills:** Fighting d12, Flux d6, Guts d8, Knowledge (etiquette) d8, Intimidation d10, Notice d8, Persuasion d6, Shadow d8, Shooting d10, Stealth d8, Taunt d12

**Edges:** Acrobat, Arcane Background (channelled shadow), Charismatic, Command, Connections (any suitable), Improved Frenzy, Power Points x2.

**Hindrances:** Major Vulnerability (cold), Major Vengeful, Territorial Weakness (upper class districts), Vow

(potentially multiple vows of specific vengeance)

**Charisma** +2, **Pace** 6, **Parry** 7, **Toughness** 6 (0)

**Channelled Shadow:** Power Points 10; Armour, Bolt, Damage Field, Elemental Manipulation, Smite; Trappings: hell-fire manipulation.

**Shadow Form:** Power Points 35 (remaining pool 7); Quickness (16pp, at Will), Puppet (12pp, at will).

**Feeding-Vengeance:** Regain power points when they burn someone they have sworn vengeance against with their hell fire (+2).

## Vampires

Vampires are a popular creation of modern myth. However, the reality of the nature of these creatures is much more horrific. They are malevolent creatures that murder and torture the innocent for their own pleasure. They are strange in that they have a large number of weaknesses for a Shadow Creature, but in turn they have more powers than most Shadow creatures of a similar power level. Most of the myths about them are true. They drink blood, as this replenishes their powers. They avoid direct sunlight as it can kill them. They are weak against fire and decapitation will kill any symbiotic creature. The myth about stakes through the heart perhaps needs a little more explanation. Vampires, like many urban spirits, have a weakness to wooden weapons. If you shoot a Vampire with a crossbow but miss the heart you've probably done more damage than you could have managed with a bullet. Unlike Demons, Vampires usually come from a broad cross section of society. Interestingly for a symbiotic creature, Vampires have a number of fetter sites that they must return to, to rest, and usually feel uncomfortable while away from these

places. This behaviour is more common amongst disembodied spirits.

## ◆ TYPICAL VAMPIRE

**Horror:** d8

**Abilities:** Agility d10, Smarts d8, Spirit d10, Strength d12, Vigour d10

**Skills:** Fighting d8, Flux d6, Guts d8, Intimidation d8, Notice d6, Persuasion d6, Shadow d10, Shooting d6, Stealth d6.

**Edges:** Arcane Background (Channelled Shadow), Frenzy, Level-Headed, new Power, Power Points x3.

**Hindrances:** Major Allergy (sunlight), Minor Vulnerability (fire), Minor Vulnerability (wood), Territorial Weakness (fettered sites)

**Charisma** +0, **Pace** 6, **Parry** 6, **Toughness** 6 (0)

**Channelled Shadow:** Power Points 5; Armour, Boost Trait, Quickness, Puppet; Trappings: Vampiric powers.

**Shadow Form:** Power Points 50 (remaining pool 6); Invulnerability (24pp, permanent), Natural Weapons (4pp, at will, 2xStr+d6), Undead Form (16pp, permanent).

**Feeding-Blood Drinking:** Regain power points through drinking blood (requires grapple, +2).

## Patricians

The Patricians are a group of shadow creatures that concern themselves with the acquisition of power and control. Their origins date back to the Roman times, and they have had their finger in a number of pies ever since. They are very well organised, but split into factions and sects. It is these sects that vie for overall control of their society. They live as the secret masters of our world, organising their spheres of influence on a global scale. Any conspiracy theory you are

likely to hear is probably linked to these creatures. They are formed when a Patrician spirit inhabits a human host at the point of death, and often choose the human leaders of their interests when creating their progeny. Their powers are vast and strange. They can manipulate the mind better than any other creature. They have great abilities to plan and construct grand conspiracies, using their controlled pawns to carry out their dark goals. They have strange formal rules within their society and quite often cover their faces with golden masks.

## ◆ TYPICAL PATRICIAN

**Horror:** d4

**Abilities:** Agility d4, Smarts d12+3, Spirit d10, Strength d10, Vigour d10

**Skills:** Fighting d6, Flux d12, Guts d12, Intimidation d12+2, Knowledges (various) d8, Notice d10, Persuasion d12+2, Shadow d10, Shooting d6, Stealth d8, Streetwise d10.

**Edges:** Arcane Background (Channelled Shadow), Charismatic, Command, Fervour, Inspire, Level-Headed, Natural Leader, Strong Willed.

**Hindrances:** Minor Allergy (moonlight), Minor Vulnerability (tarnished metals), Quirk (mask wearing), Territorial Weakness (sites of political influence)

**Charisma** +0, **Pace** 6, **Parry** 5, **Toughness** 7 (0)

**Channelled Shadow:** Power Points 5; a range of mental powers, such as Puppet; Trappings: mind control.

**Shadow Form:** Power Points 70 (remaining pool 6); Drain Power Points (12pp, at will), Invulnerability (24pp, permanent), Conceal Arcana (8pp, at will), Summon Ally (20pp, at will).



**Feeding-Drain the Shadow:** Regain power points through draining other's power points (requires use of Drain Power Points spell, can be done at range, -2).

## City Spirits

These spirits come in two essentially different varieties. There are the vastly powerful ancient city spirits, where one spirit lies in complete control over their city and the younger Aspect spirits that vie for

control of the city and try to grow, knowing that by defeating their rivals they can become as powerful as the ancients of other cities.

## ANCIENT CITY SPIRITS

The Ancient city spirit is one of the most powerful and least overtly threatening of the creatures of the Shadow. Most cities welcome outsiders and want to impress them with their magnificence. Within their boundaries they are gods; omniscient, able to manifest in multiple locations at will, indestructible. They seem to be able to manipulate anything within the city at will. Theoretically larger older city spirits will be more powerful, but I have yet to see a noticeable difference in powers between such spirits.

A stat block is not provided as such creatures are unkillable by anything short of a plot device and capable of doing whatever they desire to the PCs within their domain.

## CITY ASPECT SPIRITS

These spirits are the aides and young versions of the ancient city spirits. They are normally associated with one, or possibly more, aspects of influence within the city. In young cities they grow from the emerging powers in the city and as they grow in power they rise and assume the positions of the leaders of those spheres of influence, altering the memories of those around them so that they appear to have always occupied that position. In a young city the different city aspect spirits war against each other until one rises to the fore and destroys the others, assuming their aspects into their own make up. Very powerful ancient city spirits, such as Jerusalem, London or Rome will often have servant city aspect spirits that they have created to take over the running of the city. Such spirits do

not vie for power in such an open way as their junior counterparts, but the conflicts are still there, bubbling under the surface.

## TYPICAL CITY ASPECT SPIRIT

As with ancient city spirits, no stat block is provided for city aspect spirits. Such spirits are so varied it would be difficult to create a single stat block to embody their capabilities. Unlike the Ancient city spirits, these spirits have very limited powers and capabilities, but like their masters, they are completely invulnerable outside of their domain. Their main power is their ability to alter people's memories, which is can be used as a plot device should the PCs start to do anything an wanted to your city aspect spirits.

## Ghosts

Ghosts are not the souls of the dead, returned to the world. They are, in fact, spirits that have formed from the conflicts and emotions that are stirred up by a particularly violent death. It is easy to see how this small difference could be misconstrued, but the difference is critical. As the ghost represents the events surrounding the death rather than the person who dies, they will often be as much a part of the killer as the killed (as most Ghosts tend to be formed from murders). Ghosts tend to start life as a possessing spirit but rather than living within a human form, they live within an object, known as a fetter. As the ghost grows in power they begin to become a manifesting creature, being able to throw their spirit from the fetter and manifest as any other such spirit. When the manifest form is destroyed the spirit simply returns to fetter. The fetter must be destroyed to completely exorcise the ghost, but

this is not as simple as breaking a vase. Fetter objects are normally resilient to attempts to destroy them, particularly when the ghost is inside. Sometimes the fetter can be an entire building. There are exorcism rights that can force the spirit out of the fetter and weaken the bonds between them, so that the fetter can be destroyed (in game terms, the *Banish* spell).

## TYPICAL GHOST

**Horror:** d10

**Abilities:** Agility d6, Smarts d6, Spirit d10, Strength d6, Vigour d6

**Skills:** Fighting d6, Guts d12, Intimidation d12+2, Knowledges (various) d8, Notice d12, Shadow d6, Stealth d12+4, Taunt d10, Throwing d12.

**Hindrances:** Fetter-Bound, Major Vengeful, Minor Vulnerability (salt), Territorial Weakness (fettered site)

**Charisma** +0, **Pace** 6, **Parry** 5, **Toughness** 5 (0)

**Shadow Form:** Power Points 45 (remaining pool 5); Draining Touch (12pp, at will), Ethereal Form (28 pp, permanent).

**Feeding-Possess Fetter:** Regain power points by doing nothing except occupy their fetter for an hour (+2).

## Other Rumours

There are numerous other creatures that supposedly stalk the night of our cities. The reports of such creatures are many and varied. Often there is much exaggeration in the reports and it is difficult to get a true picture of exactly what is out there. Collected below are a number of descriptions of creatures that probably are true. There have been a number of reports about these creatures that we believe are related

to the same creatures and we have consolidated the information here.

## SYSTEM AGENTS

The agents of the system are your typical 'Men in Black' of urban legend. Their hosts are usually recruited from law-enforcement and espionage organisations, such as the FBI or MI5. Unfortunately I have no knowledge on the processes involved in creating the creature. In my experience the Agents are amongst the weakest of shadow creatures, but they are by far the most intelligent and have complete control over any passions that may arise due to their spirit/host nature.

## TYPICAL SYSTEM AGENT

**Horror:** d6

**Abilities:** Agility d8, Smarts d12, Spirit d12, Strength d10, Vigour d10

**Skills:** Fighting d12, Guts d12, Intimidation d10, Knowledge (law) d12, Notice d12, Shadow d6, Shooting d12, Taunt d6.

**Edges:** Improved Block, Improved Frenzy

**Hindrances:** Heartless, Major Vow (protect the system), Territorial Weakness (urban policed areas)

**Charisma** +0, **Pace** 6, **Parry** 10, **Toughness** 7 (0)

**Shadow Form:** Power Points 40 (remaining pool 8); Puppet (12pp, at will), Quickness (16pp, at will), Immunity (4pp, permanent, power points drain).

**Feeding-unknown:** The feeding requirements of the System agent are unknown, although given their immunity to power drain it is rarely an issue.

## REVENANTS

A Revenant is a walking dead creature. They appear to be like the zombies



from B Movies, but this is in appearance alone. They are quick, deadly assassins that take contracts from anyone. They are not just killers. Many enjoy high art, but are secluded from society by their appearance. They appear to have a hidden agenda behind their action, but what it is I have not been able to discover. It is rumoured that Prof. Grey met his untimely end whilst investigating the hidden agenda of the revenants.

## TYPICAL REVENANT

**Horror:** d10

**Abilities:** Agility d12, Smarts d8, Spirit d6, Strength d8, Vigour d12

**Skills:** Climbing d6, Fighting d12, Guts d6, Intimidation d10, Notice d8, Shadow d6, Shooting d12, Stealth d12+2.

**Edges:** Improved Block, Improved Frenzy

**Hindrances:** Arrogant, Minor Allergy (sunlight), Minor vulnerability (salt), Territorial ③ Weakness (subways and urban underground areas)

**Charisma** +0, **Pace** 6, **Parry** 10, **Toughness** 10 (0)

**Shadow Form:** Power Points 60 (remaining pool 8); Invisibility (20pp, at will), Quickness (16pp, at will), Undead Form (16pp, permanent).

**Feeding-Decayed Flesh:** To recover power points the revenant must eat decayed flesh (+0).

there were any cities there was countryside. Before early humans turned to the first primitive technology and developed agriculture, the creatures of the Wild plagued them. As with the creatures of the city the rural spirits seem to embody the darker human mentalities of the locality. The creatures of the Wild are close-minded and self-righteous, treating all 'outsiders' with equal scorn. They live on fears and ignorance, plaguing the local population with their dark magic and preying on the innocent.



## Lycanthropes

Were-creatures have the ability to assume the form of both human and beast. Most also have the ability to transform into a giant half-beast monster. This form is the Were-creature's combat form, and they are powerful fighters. They heal their wounds faster than most similar Shadow Creatures, and are on the whole stronger than Vampires and Demons. There are many different were-animals, but mainly they are found to associate with the 'higher' animals, such as Mammals and Birds. The legendary weakness to silver bullets is true, and they also appear to be susceptible to electrocution.

## THE WILD COUNTRY

The countryside, whilst not as populated as the cities, has a greater sense of history and tradition. Before

## ◆ SAMPLE WEREWOLF

**Horror:** d10

**Abilities:** Agility d8 (d10), Smarts d4, Spirit d6, Strength d10 (d12+3), Vigour d8 (d12)

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**Skills:** Fighting d10, Guts d6, Intimidation d10, Notice d8, Shadow d8, Stealth d8, Survival d10.

**Edges:** Berserk, Combat Form (boosts & growth), Fleet Footed, Quick

**Hindrances:** Bloodthirsty, Major Vulnerability (silver), Minor vulnerability (electricity), Territorial Weakness (wild moorland, mountains and forests)

**Charisma** +0, **Pace** 8 (+d10), **Parry** 7, **Toughness** 6/9 (0)

**Shadow Form:** Power Points 160 (remaining pool 8); Boost Agility (8pp, at will), Boost Strength (16pp, at will), Boost Vigour (16pp, at will), Greater Healing (80pp, at will, self only), Growth (24pp, at will, size +2), Natural weapons (8pp, at will, 2x Str+d8).

**Feeding-Fresh Flesh:** To recover power points the revenant must eat fresh flesh (+0).

## Sidhe

The Fey, or Lords and Ladies, of British folklore are very real in the **ShadowFlux** world. They are powerful malevolent spirits live for chaos and pain. They appear on the fringes of small rural villages and tempt the inhabitants out of the village with their glamour powers. They seem to be powered by the fears and dreams of the insane, and often spread out from psychiatric institutions in the countryside. They are quick and wicked in combat, but are easy to kill, provided you have weapons made from iron or steel. Otherwise they are invulnerable to most forms of damage; weapons merely pass through their form as if they are incorporeal. In times of old they ruled over large areas, standing as the ruling families of the region. As farming technology developed, the use of iron on the soil reduced their ability to walk freely

within human settlements, and pushed them back to the fringes of the world. Now they appear only sporadically, mainly acting only in small groups or as individuals and murdering those who come close enough.

## TYPICAL SIDHE

**Horror:** d6

**Abilities:** Agility d10, Smarts d6, Spirit d12, Strength d6, Vigour d6

**Skills:** Climbing d6, Fighting d8, Flux d8, Guts d6, Intimidation d10, Notice d8, Shadow d8, Shooting d8, Stealth d8, Survival d4, Taunt d10, Throwing d6.

**Edges:** Acrobat, Arcane Background (channelled shadow), Florentine, Improved Block, Improved Frenzy, Quick, Very Attractive

**Hindrances:** Arrogant, Major vulnerability (cold iron), Minor vulnerability (steel), Small, Territorial Weakness (temperate woodland)

**Charisma** +4, **Pace** 6, **Parry** 9, **Toughness** 6 (2)

**Channelled Shadow:** Power Points 15; Fear, Invisibility, Illusion, Slumber, Telepathy; Trappings: faerie glamour.

**Shadow Form:** Power Points 30 (remaining pool 6); Armour (8pp, at will), Quickness (16pp, at will).

**Feeding-Nightmares:** To recover power points the sidhe must read the mind of someone suffering from nightmares (+6, requires power use, takes an hour).

## Ravagers

Ravagers are twisted creatures that live for torture and murder. They tend to come in two different types, classified by Professor Grey as Greater and Lesser Ravagers. Whatever the class of spirit, they appear to be formed from the direct clashes between

town and country attitudes, and are often sent to destroy the cities.

## GREATER RAVAGERS

They make their homes in the green areas within the city bounds. They are known as 'The Enemy' by most urban shadow creatures, and are greatly feared. Although not organised, they act on mass and can cause great devastation to a city. They favour slowly building up their numbers by preying on the weak and invisible members of society, such as children in homes and rough sleepers. Once they have large enough forces, they sweep through a city. Normally masked as a riot, their attacks cause many deaths and greater damage to the fabric of the urban spirits' world. They often seek out and target areas populated by Vampires, Demons or Patricians, and kill as many as they can as they sweep through. They look largely human, but the destructive spirits twist their features and bones beyond normal human realms.

### TYPICAL GREATER RAVAGER

**Horror:** d8

**Abilities:** Agility d6, Smarts d4, Spirit d6, Strength d10, Vigour d10

**Skills:** Fighting d8, Guts d6, Intimidation d8, Notice d4, Shadow d6, Shooting d6, Survival d4, Taunt d10, Throwing d6.

**Edges:** Berserk, Combat Form (all powers)

**Hindrances:** Bloodthirsty, Mean, Minor vulnerability (steel), Territorial Weakness (uncultivated wasteland at the fringes of urban regions), Ugly

**Charisma** -4, **Pace** 6, **Parry** 6, **Toughness** 9 (2)

**Shadow Form:** Power Points 30 (remaining pool 6); Armour (8pp, at will), Boost Strength (8pp, at will),

Natural Weapons (8pp, at will, 2x Str+d8).

**Feeding-The Wild Hunt:** To recover power points Ravagers must hunt and kill city-dwellers. They must give chase and spend at least an hour hunting them down (+2, takes an hour).

## LESSER RAVAGERS

These lesser creatures appear only to be created by a temporary flux in the Shadow. They normally form when strong urban spirits are found in the rural domains. These spirits possess the bodies of animals. However they do not form any permanent symbiosis as with Demons. Instead they harness the beast for attack only - once the attack is over they will disperse, and the animal will normally die. The animals' forms twist into monstrosities as the spirits power rushes through them. They then hunt and kill as many urban spirits as they can find.

### TYPICAL LESSER RAVAGERS

Apply the following additions to any suitable animal:

**Hindrances:** Bloodthirsty, Territorial Weakness (uncultivated wasteland at the fringes of urban regions), Ugly

**Edges:** Acrobat, Berserk, Brawny, Natural Warrior

**Shadow Form:** Power Points 60 (remaining pool 8); Armour (8pp, permanent), Boost Agility, Fighting, Strength & Vigour (32pp, permanent), Growth (12pp, permanent, +1 size, Strength & toughness).

This will effect your creature's traits in the following ways:

**Abilities:** Agility +1 dice type, Strength +2 dice types, Vigour +1 dice type.

**Skills:** Fighting +1 dice type

**Charisma:** -2, **Parry:** +2, **Toughness** +3

## Nature "demons"

There are a number of Creatures of the Wild that seem to have many similar attributes to the demons of the cities, in addition to many similarities amongst themselves. These creatures are classified as here as Nature Demons. There are a number different types of these creatures, but they all seem to focus their powers around the habitat from which they originate. There are the Woodland Dryads and the Dervishes of the desert to name but two. Wherever you find a large area of land dedicated to one specific environment you are likely to find a type of Nature Demon that watches over the territory. Below are a few of the most common creatures.

### DRYADS

The Dryad is a tempter creature that seduces its victims with the wonder and beauty of their forest homes. These spirits have the ability to inhabit trees and in such form can meld the wood of the tree to almost any form. Their typical form of attack is to pull a perspective host's body into the heart of the tree, suffocating the host. At the point of death the Dryad spirit inhabits the host. In Human form the Dryad becomes a hunter in the woodlands, mainly operating as a hermit survivalist, but occasionally interacting with other humans to gain supplies and weapons. They take great delight in hunting humans, particularly city-dwellers in the forest on a vacation. This is especially true of those who bring their assault rifles to hunt deer. Dryads are largely cannibals and hunt these city dwellers for their meat.

### TYPICAL DRYAD

**Horror:** d6  
**Abilities:** Agility d6, Smarts d6, Spirit d8, Strength d8, Vigour d10

**Skills:** Fighting d10, Guts d6, Notice d12, Persuasion d10, Shadow d8, Shooting d12, Survival d12, Throwing d10.

**Edges:** Improved Tough as Nails, Marksman, Very Attractive, Woodsman

**Hindrances:** Bloodthirsty, Major vulnerability (fire), Territorial Weakness (heavily forested areas)

**Charisma** +4, **Pace** 6, **Parry** 6, **Toughness** 13 (4)

**Shadow Form:** Power Points 40 (remaining pool 6); Armour (16pp, permanent), Bolt (12pp, at will, 3x 2d6, wooden splinters), Natural Weapons (8pp, at will, 2x Str+d8).

**Feeding-Human Flesh:** To recover power points the dryad must feast on human flesh (+2, takes an hour).

### DERVISHES

Dervishes, or dust devils, are evil nature spirits, often associated with desert regions. Their natural state is of a small whirlwind of dust and sand, usually no more than two metres in height. As such it is virtually invulnerable to physical attacks of any kind. Purity wards, such as those that hold off vampires, appear to repel the creatures, and have even been known to disrupt their form. They have the ability to create almost any solid form, and often use this tactic to get close to travellers coming through their territory and prey on their fear. They often stage grand deceptions, making their victims lose all faith and trust in each other. The Dervish appears to feed off these emotions, and seems to be able to such the life force from their victims when they feed in this manner.

### TYPICAL DERVISH

**Horror:** d6  
**Abilities:** Agility d12, Smarts d6, Spirit d10, Strength d8, Vigour d6

**Skills:** Fighting d6, Guts d6, Intimidate d10, Notice d8, Persuasion d10, Shadow d10, Survival d6, Taunt d12, Throwing d10.

**Edges:** Quick, Fleet-Footed, Improved Frenzy, Strength of Will

**Hindrances:** Major Allergy (crude oil), Major Weakness (cold), Territorial Weakness (deserts)

**Charisma** +0, **Pace** 6, **Parry** 5, **Toughness** 5 (0)

**Shadow Form:** Power Points 95 (remaining pool 7); Burst (8pp, at will, sand storm), Disguise (20pp, at will), Ethereal Form (28pp, at will), Natural Weapons (8pp, permanent, 4x Str+d6), Obscure (8pp, at will), Quickness (16pp, permanent).

**Feeding-Betrayal:** To recover power points dervishes must absorb human emotions when they suffer betrayal (-4, ranged).

## RIVER NYMPHS

The River Nymph is fortunately a rare creature. The creation of one of these creatures is horrific. For some reason the Shadow-properties of the river attract that most frightening of human deviant, the Paedophile. When a child is raped and murdered such a person, the spirits are fuelled by the act. At the point of death, river spirits possesses the child's body, and the creature spawned is driven by rage and vengeance. But they are not of murderous intent. Instead they haunt their assailant and anyone else that they find who harbours desires against children, eventually driving them to insanity or suicide. However, River Nymphs are an evil natured creature and use seductive powers to spark the desire in otherwise well adjusted individuals. The current increase in the number of Paedophiles being reported in the press seems to suggest a worrying growth in the numbers of River Nymphs.

## TYPICAL RIVER NYMPH

**Horror:** d6

**Abilities:** Agility d8, Smarts d6, Spirit d8, Strength d4, Vigour d8

**Skills:** Fighting d8, Guts d10, Notice d8, Persuasion d12+1, Shadow d8, Survival d8, Throwing d6, Taunt d12+2.

**Edges:** Acrobat, Improved Dodge, Strength of Will, Very Attractive

**Hindrances:** Bloodthirsty, Major vulnerability (electricity), Territorial Weakness (rural rivers and streams)

**Charisma** +4, **Pace** 6, **Parry** 7, **Toughness** 6 (0)

**Shadow Form:** Power Points 95 (remaining pool 7); Burst (8pp, at will, water blast), Ethereal Form (28pp, at will, body of water), Obscure (8pp, at will).

**Feeding-Sexual Intercourse:** To recover power points the dryad must have sexual intercourse with a human male (+4, requires grapple, takes an hour).

## Other rumours

As with the city, there are numerous reports of creatures of the night. These reports are as likely to be true as not, particularly considering the lack of occult researchers outside of the cities to investigate these reports. Below are a couple of creatures that seem to crop up multiple times in these reports.

## ASSIMILATOR

This strange creature is often encountered on the fringes of rural communities. As there are no reports of the formation of one of these creatures, it is difficult to be certain as to what the creature's goals are. It seems to simply roam around the countryside slaying hikers and other travellers and absorbing

their bodies into one large whole creature. Although it uses the hosts' bodies, there is no symbiosis involved: the spirits are merely animating the corpses and melding them together into one large mass. The creature seems to have limited goals and intelligence. They often ooze a strange kind of slime from their skin, which makes them easy to track. It is unknown as to what causes this slime.

## TYPICAL ASSIMILATOR

**Horror:** d12

### Abilities:

Agility d4, Smarts d4, Spirit d4, Strength d8\*, Vigour d8\*

**Skills:** Fighting d8, Guts d12, Notice d4, Shadow d10

**Edges:** Combat Form (Boost Vigour, Growth, Natural Attacks)

**Hindrances:** Bloodthirsty, Major vulnerability (electricity), Territorial Weakness (rural rivers and streams)

**Charisma** +4, **Pace** 6, **Parry** 7, **Toughness** 6 (0)

**Shadow Form:** Power Points Special (remaining pool 4); Boost Vigour (8pp, permanent), Growth (12pp, permanent, size +1), Natural Weapons (4pp, permanent, 1x Str+d8), Undead Form (20pp, permanent).

**Feeding-Absorption:** The Assimilator uses its feeding power to absorb dead

bodies and hence increase their size and power.

**Special Rule:** Each time the assimilator feeds it gains an additional bonus to its powers linked through the combat form. Each time this happens the assimilator gains a new attack at Str+d8, increases its Strength and Vigour by 1 dice and increases its toughness by 1.

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