
BREEDS

Sometimes, a character's identity can come not from what she does, but what she is. Breeds represent the different kinds of creatures that players can choose from for their character.

BREEDS: Breeds are a special kind of Character Option. Each one has a list of special Challenges, many of which are costuming choices. These Challenges will give Breed Points that can be spent on Breed-specific Advantages. No Challenge can be taken more than once, nor any Advantage. There is no limit to the number of Breed Points that can be earned from Challenges or spent on Breed Advantages. Note that there is no requirement that a character take any Challenges at all. A character might be an Eldani, but look entirely Human because she has not chosen any of the costuming Challenges. Especially if one were playing a Eldani, this might be the reason, or it might just be that her Elven appearance is very subtle.

CROSS-BREEDS: Characters can be any mix of Breeds they wish to be, and can choose Challenges from any list they wish. Their fangs may be Cambion fangs, but they might be a sign of the character's Feral heritage. The only limitation is that Breed Points can only be spent on the Breed the Challenge came from. So a character who chooses fangs from Cambion must spend those points on Cambion Breed Advantages. If the character has Feral fangs, those Breed Points must be spent on Feral Breed Advantages. A character cannot get Breed Points from multiple Breeds for the same feature. If a character has fangs, for example, she must choose which Breed she will take those points from, and then those points will only be spendable on the Breed from which the Challenge was taken.

PHYSICAL REPRESENTATION: For practical, aesthetic, and inclusivity purposes, players are not allowed to use all-over body paint of any color to portray their breed. Please feel free to do extensive accenting in colors and textures (such as fur or scales), heavy tattoos, sections of skin in accent colors, or blending of contrast-colored prosthetics. A character's entire face and body may not, however, be painted a different color than the portrayer's. The base shade should remain skin toned (whatever that tone might be).

If you have questions, or are not certain that your concept is in compliance with this rule, feel free to forward your questions or reference pictures to Dia, on discord or by email!

CAMBION

It is believed by many, including among the Cambion, that before the coming of the Land, before the First Lich and his People, there was only a place of cold fire and darkness. Some still refer to that land as Davnos, the cold place, and believe that it was a realm ruled by dark Ethereals called Demons. When the Land appeared, so the stories tell, it merged with Davnos, some parts being new, and some parts being old. The Demons fell upon the new meat with a vengeance, slaving especially for the tender flesh of the elvenkind. Whether it was an even more ancient enmity, or an irresistible carnal need for the taste of Eldani that caused this desperate hunt is still unknown. It is said that these Demons, not the Dark Powers, required the sacrifice of the First Lich for the safety and survival of his People. Others claim the existence of bright, opposing Ethereals who fought for their survival, and it is as payment for their aid that the Laws exist.



Whatever the truth, the Demons were forced not to feed on the meat of mortals. For a time, they tried to live together, and some mortals even dallied with these creatures. So were the first of the Cambion born. Those Demons who bore children had babies that were more demonic than not. The less obvious progeny brought forth by mortal women also bred demonically strong, and did not dilute even after three or four generations. Like their demonic parents, the Cambion were often frightful, with curved horns, or dark antlers, fangs (often numerous), and more. Many had talons, or blackened, hooked fingernails, while yet others had the telltale eyes of red - or on rare occasion, black. Pupils ranged from slitted to strange, goat-like bars and even more exotic. Horns that erupted through the skin elsewhere on their bodies were common, and some even had forked or lizard-like tails. Almost all bore obvious marks of their demonic heritage.

Few Cambion are affected by extreme hot and cold the way the other Breeds are, and although they usually dress appropriately for the weather, many are almost immune to the heat of normal fire, or the deadly cold of sub-zero winter nights. Many believe that this is a remnant of the old cold-fire of Davnos. These people also have an easier time contacting, binding, or commanding Ethereals, understanding their needs and feeling the rituals intuitively. Many are physically strong.

Contrary to common belief, these demonborn are not evil. Although it is common for them to have strong feelings on morality, they are as likely to be powerfully committed to truth and equality as they are to being blackly unsympathetic or to delight in the pain of others. Either way, Cambions feel these issues deeply, whether they express them or not. The myth, though, is that every Cambion has within them the seed of Davnos, the delight in torture and cruelty and, unfairly, many are judged on what is believed to be inevitable, rather than their actions in the now.

Challenges:

Antlers (3pts): A rare few Cambion present tall, dark antlers, rather than the typically demonic horns.

Corrupted Soul (1pt): The character has the Corrupted Soul Challenge as a Breed Challenge from the Character Options Chapter.

Demonic Eyes (5pts): "True" Cambion eyes are generally red, or red and yellow. Some are black, although this is more rare. Most are slitted, but others have the strange, horizontal bars of goats or sheep.

Demon Blood (1pt): The character has the Demon Blood Challenge from the Character Options Chapter as a Breed Challenge.

Fangs (1pt): Cambion often have long, sharp canines.

Hooves (2pts): These creatures have split, goat-like hooves, rather than standard Human feet.

Nails (1pt): These people often have dark, sharp fingernails.

Pointed Ears (1pts): Many Cambion have subtly pointed ears, although some have larger ones.

Small Horns (1pt): Cambion very commonly have horns. Some have smaller ones, or even arrays of two or three smaller ones. These horns are generally less than three inches in length. Cannot be awarded in conjunction with Tall Horns or Antlers.

Tails (3pts): From their demonic parentage, some Cambion have tails, often barbed at the end.

Tall Horns (3pts): Some of these creatures have horns that are longer, curving up from the forehead, or twisting around like ram's horns. These horns are longer than three inches in length. Sometimes, Cambion will have both longer ones and shorter ones, but those configurations all fit under Tall Horns. Cannot be awarded with Small Horns or Antlers.

Talons (3pts): Others have longer, curved talons. Cannot be awarded with Nails.

Unguligrade Legs (5pts): The Cambion's legs appear to have a reversed knee, like those of goats.

Advantages:

Ancient Prey (2pts): The Cambion can still feel the pull of the Eldani. This is both a carnal draw as well as a hungry one. The Cambion can add +2 damage to any Spike by adding the "to Eldani" qualifier on to it.

Demonic Strength (8pts): The Cambion are known for having incredible physical power for their size. The character is inherently Strengthened.

Flame Resistant (12pts): Demons are also creatures of fire. Some few Cambion have Inherent *resistance* to Flame/Fire and will not be caused harm by natural fires or hot environments. They still feel the heat, however, and will often dress for comfort much as a human might.

Frost Resistant (9pts): Due to their heritage in the freezing emptiness of Davos, these characters have Inherent *resistance* to Cold/Ice, and, although they can feel uncomfortable in cold temperatures, do not suffer ill effects from cold environments.

Icefire (5pts): The character can use the Icefire Power.

Strange Bonds (3pts): The Cambion has the Strange Bonds Power (below). This can only be purchased if the Cambion already has Eldani Thirst.

Summoning Blood (4pts): When the Cambion is the primary ritualist on binding or summoning Rituals that require Resources, the Cambion may cut herself, draining two Life Points into the Ritual in place of one Resource. This can only be done once per Ritual.

Thirst (3pts): The Cambion also has the Eldani Thirst Power (below).

Icefire

Incant: "From ancient blood, I summon the Icefire"

Call: "1 [Fire or Ice]" or "Wounding 2 [Fire or Ice]"

Target: Individual **Duration:** Instantaneous

Delivery: Packet (Spell-Packet) **Refresh:** Immediate

Accent: Fire or Ice **Effect:** Wounding

This minor spell charges a Spell-Packet of materia with an explosive burst of demonic power which will do 1 point of damage to those it hits. The Cambion may choose, when the Power is used, whether it will do Fire or Ice damage. If the Cambion expends a Spike while casting this spell, it will do 2 points of Wounding damage.

Eldani Thirst

Incant: None

Call: “Piercing [X] to Eldani”

Target: Individual

Duration: Instantaneous

Delivery: Touch/RP

Refresh: Long Rest

Accent: Blood

Effect: Piercing, Heal

By draining blood from an Eldani who is helpless or willing, the Cambion can heal herself. She can do an amount of Piercing damage to the Eldani up to her level, and then immediately Heal herself for that amount minus one.

Strange Bonds

Incant: None

Call: “[Name or Description] Charm by Blood to Eldani until Long Rest”

Target: Individual

Duration: Long Rest or until Eldani Thirst is used.

Delivery: Verbal

Refresh: Long Rest

Accent: Blood

Effect: Charm

The Cambion can focus the intensity of his thirst onto one particular Eldani, overwhelming the Eldani’s natural instincts. The Eldani is Charmed (will treat the Cambion as a trusted friend and will not attempt to harm her. If at any time the Eldani’s player feels uncomfortable, this Effect will end immediately.). This will last until the Eldani completes a Long Rest, or until the Cambion uses Eldani Thirst on the Charmed character. Upon completion of that Power, the Cambion must call “Cure Charm” on the Eldani being fed upon. Charm, as usual, ends if the source attacks the Charmed character. There are some situations or relationships in which the Eldani does not consider a use of Eldani Thirst an attack, but the Charm will end anyway.

ELDANI

In some long-forgotten language, the name Eldani means “golden-eyed”, but they often refer to themselves as the Aesidhe (ays-SHE) which means something more like “faerie elves”. It is uncertain how many elves came through with the People, but it is sure that some few did. They mingled with the People and with the Fae, and are now a distinct group, treasured for their natural affinity with plants and natural magic. By and large, the Eldani get on well with the other species, especially Humans and the Morrigan. For reasons that have (in many places) passed into myth, many Eldani feel uncomfortable, even scared, of Cambions without any rational reason for it. At the same time, others report feeling a strange draw to those creatures. Perhaps from some ancient birthright, many Eldani are strong against mental control, and deadly with a bow in hand.



Among the People they are considered a beautiful Breed, with vivid eyes of violet, indigo, or more exotic bright shades. Strangely, although it is a trait identified with their species, gold eyes only appear in a single bloodline, believed to once have belonged to the royal line of the Aesidhe. Those with golden eyes can often see things that others cannot. Eldani hair also tends to have streaks, layers, or sections of vivid colors in it, which modern fashion suggests be braided, often in complex and beautiful patterns. Of course, the main distinguishing sign that someone has Eldani heritage is their tall, pointed ears. Among the Eldani, freckles are generally considered extremely attractive, and for this reason, it is not uncommon to find them cosmetically augmented, or entirely fabricated.

Being descended from the Faerie folk, the commonly held belief is that Eldani cannot lie, and there are indeed some who say that telling an untruth causes them almost physical pain. In addition, some report a skin allergy to iron which can cause blisters or a deep burning sensation. They do not, however, have the immortality of either their fae or Elven ancestors, and reach maturity at 25 or so, living only about 125-150 years. Eldani age, but rarely in expected ways, often looking 30 when they are 70 or appearing 60 when they are in their 30s.

Emotionally, Eldani seem prone to connecting with a few individuals deeply, and Eldani couples have been known to be able to heal each other and more; it is said that a good Eldani friend is better than gold. Culturally in the Land, the Eldani frequently have a love of beautiful music and of beauty in general, appreciating art, dance, nature, and song. Vivid imaginations and hearts that are capable of fierce love make for a great wonderment in the presence of true beauty.

As light as the Eldani can seem, it is a dark time when they die. Some stories claim that all the darkness builds inside them throughout their life, and is released in a great explosion upon their final death. An Eldani who is not strong enough to return from the Spirit Well sometimes becomes a *baen sidhe*, a dark elf, a spirit that is massively powerful, can kill with its scream, and has a burning hatred for all things living, good, or beautiful.

Challenges:

Braided Hair (3pts): In many Eldani cultures, long, intricately braided hair is a symbol of status or devotion to the Eldani ideal.

Violet Eyes (5pts): Eldani are known for their vibrant, colored eyes. These are most often a deep violet, but can range towards the indigo or lighter towards lilac.

Fae Blood (2pts): Some Eldani have strong Fae blood and get the Fae Blood Challenge.

Fae-marks (2pt): The more Fae-leaning of the Eldani, and especially those that take on careers of handling magic, develop intricate birthmarks on their skin in beautiful knot-patterns. These often sparkle or glow.

Freckles (2pts): Freckles are considered quite a desirable trait, and often they are highlighted in bright colors. Even those born without can manufacture the bright dots themselves.

Full Hair Color (4pts): The vast majority of the Eldani's hair is vibrantly colored, not just in streaks or at the tips.

Glow (3pts): Eldani can develop a special glow that can be seen in the dark. This may be their birthmarks, their hair, or other marks. It has been claimed that this glow is what made them such attractive prey for the demons during the Strife.

Golden Eyes (5pts): Many Eldani believe that those with golden eyes can trace their lineage back to the Elven royal families of old. Their eyes are gold, rather than yellow or orange.

Partial Hair Color (2pts): Likely from their fey ancestry, Eldani hair often changes color at its tips, into bright colors. Cannot be taken with Full Hair Color.

Iron Allergy (2pts): Like most Fae, the Eldani character has a Mild Allergy to iron.

Pointed Ears (2pts): Most Eldani have tall, pointed ears.

Advantages:

Baen Sidhe (1pt): When the Eldani dies the final time, she can immediately take the *baen sidhe* Role under the guidance of Staff. She will be released for one final life to attempt to right the wrongs that caused her death, and can only be put to rest by fulfilling a specific requirement, which will be negotiated between the character and Staff at the time of her last death.

Elven Resistance (5pts): Elven blood has some built-in resistances. The Eldani gains one Protect against Sleep, Charm, and Dominate at the completion of each Short Rest. This Protect will last until the character completes a Short Rest.

Elven Touch (1pt): The Eldani has the Soothing Touch Advantage.

Elven Training (3pts): In most Elven cultures, Elves are trained in the use of the sword and bow. Some of these traditions have been passed down to the Eldani. Short Weapon Skill, Long Weapon Skill, and Projectile Weapon skill all cost 1 fewer point (to a minimum of 1).

Fae Sight (1pt): Eldani with Golden Eyes have the Sight Advantage, and can take the Sight Beyond Sight Advantage for only 2 points.

Grace (2pts): Many Elves are naturally graceful and get the Agile Advantage.

Music of the Forest (1pt): In some Elven and Fae families, music is extremely important, and magic is common. As such, the character gets the Fairy Orchestra Advantage.

Natural Affinity (5pts): Those Elves who trace their ancestry back to the Fae often have natural magic. If they take Roles with spell-casting requirements, the CP cost for those Roles is 1 lower. In addition, if the character gets Novice spell-slots from their class, the Eldani gets one bonus Novice spell-slot.

Old Fears (1pt): Eldani feel a natural rise in their adrenaline in the presence of Demons and Cambion; it spurs them on. The first time in a combat that the Eldani is struck by an enemy creature she believes to be a Demon or Cambion attempting to harm her, she can add one Spike. This Spike must be used before the completion of a Short Rest or it is wasted.

THE FERAL

The history of the Feral is not a happy one. A mad and powerful scientist named Imilce Lectr, founder of House Lectr, attempted to fuse animals and other Breeds into a perfect protector of the People. Her first attempts were unsuccessful, so in her ambition (some rumors say) she made a deal with the Dark Powers. Lightning struck, and an army of patchwork animal-people rose from their biers. Many were immediately driven mad by the pain of being one creature, fused together from dozens of different parts. Others simply lacked the necessary organs and internal structures to survive. A few were murdered by their creator when they refused to obey her. The rest fled into the night.



Feared, distrusted, and often confused for the bloodthirsty Weren, The Feral have suffered their fair share of torches and pitchforks. Although there have been only three or so generations of The Feral, the new generations are more like animal-people than stitched-together nightmares. Foxes, rabbits, and more unidentifiable types all live in the villages of the People, complete with fur and ears and tails. Although many are the underclass, they are naturally tough and often self-sufficient, and many possess far greater than human strength. Their senses, too, are very sharp, and many can hear or smell things that Humans simply can't. No one is sure if the The Feral die of old age; none yet have. The first generation still bear the scars and stitches that hold them together, but they have only ever fallen prey to violence.

Among the younger generations, there is a faction who believe that what the Originator did, they may expand upon. They reason that, if he could marry the features and characteristics of man and animal, then so may they. Together they seek the creatures whose graces they most covet, and in wild rituals, do battle with and best them, harvesting components for their self-improvement. Surrounded by the howls and screeches of their compatriots, they stitch these new elements, features, or even limbs onto themselves. Adherents believe that in so doing, they refine their maker's work. Opponents believe these acts to be both futile and cruel, and to further blacken their species' reputation. Less extreme factions simply believe that to continue their maker's work is to breed with other species, choosing mates for the traits they possess.

Now, although they struggle to pull themselves up from the bottom of society, they are in many ways equal to the other Breeds. Many are valued as strong warriors, skilled casters, and even powerful Wisen. They should never be underestimated.

Challenges:

Animal Ears (2pt): The Feral have often added (or been born with) ears from one or more animals. These may be ears of a goat, a wolf, a mouse, a rabbit, or more exotic creatures.

Antlers (3pts): A few Feral have tall antlers or ram horns.

Fangs (1pts): Feral often have long, sharp canines.

Hide (3pt): Feral often have fur, or at least patches of fur. Some are fully furred, while others have irregular patches. Still others may instead have scales, feathers, or even the armored plating of turtles.

Paws (3pts): Although hands can be helpful for some things, paws have other distinct advantages. Feral who have padded paws, or even hooves, can often use them to combat advantage.

Stitches (2pts - 4pts): Although most Feral are born with animal features, the Feral can go beyond that, adding and bolstering what they are born with by grafting on new kinds of creatures. Visible stitches

(2pts) and different animal types (additional 2pts) can be seen as a Feral who is truly trying to be the best that she can be, or simply one of the older generations who survived to this day.

Tail (2pts): It is quite common to see Feral with tails, whether it is a fluffy wolf's tail or something longer like a giant rat's tail.

Underfangs (1pts): Feral often upward-jutting sharp teeth on their bottom jaw.

Wild Faces (4pts): Many Feral have faces that are obviously those of an animal. These can grant additional senses and benefits. (Note that this Advantage is given for masks or other coverings, but not for face-painted animal faces).

Advantages:

Blood Madness (1pt): The Feral have no CP cost to take the Baresark Role.

Fine Scent (6pts): The Feral has the Advanced Tracking Skill as a bonus skill.

Hide Armor (5pts): If the Feral took the Hide Challenge, she can have 3 points of Natural Armor (armor that can be Mended and Healed).

Scent (2pts): The Feral has the Tracking Skill as a bonus skill.

Weapons (4pts): A Feral who has the Paws Challenge can use natural weapons. These must be boffer-safe representations of claws, hooves, or other natural weaponry and must be approved by plot. These weapons cannot be dropped or removed, although they can be tucked away when not in combat in order to do other things with the hands. Sharp claws will count as Short Swords and the character will be automatically proficient. Blunt natural weapons will count as Hammers and the character will likewise be automatically proficient. Both kinds must be built to be under 36" long.

HUMAN

The vast majority of creatures that came over from the Old Land were Humans. They are the baseline. Their features are familiar and their background well-understood. Some might think that they are more variable than other Breeds, but that is only because all horns might look the same to the uneducated, and all animal ears might blur into one. Humans, more than any other Breed seem drawn to old concepts like good and evil, light and dark, and they also benefit from the privilege of ancient bloodlines reaching back to the nobility of the Old Land.



Challenges:

Traditions (1pt): Some Humans have difficulty accepting new ideas and concepts, and, with a longer history than other Breeds, can sometimes be less flexible, mentally. Changing Powers out between Events costs twice the normal number of Service Points as normal.

Spiritual Line (1pt): Humans have an in-born tendency towards religion. The character cannot easily shed faith, and should listen to religious viewpoints, sermons, or discussions when possible. Because faith is so strong in the Breed, the character cannot cast *The Breaking* unless this Challenge has been bought off for 3 Character Points and the approval of Staff.

Unmixed Blood (1pts): Unlike most of the Breeds found in *The Land*, Humans have been mostly Human for thousands of years or more. As such, many have difficulty resisting Powers that target their humanity. Any Power with the “to Human” qualifier is treated as Final. Humans who choose this Challenge may not gain Breed Points from any Breed other than Human.

Advantages:

Family (2pts): The Human gets the Minor Nobility Advantage as a Breed Advantage.

Inheritance (2pts): The Human gets the Inheritance Advantage as a Breed Advantage.

MORRIGAN

Some call them barbarians, while others may call them monsters; however, all respect their bravery, their strength, and their dedication to the skills of death.

When the People first arrived, a great Faerie Queen sent her Crows to end them. The Queen, whose name is now long forgotten, had a great hatred for Humans and for the people of Gwynn'leith, who she considered a blight and an enemy to her people. In their own land, the Light had always protected them from the armies of the Green, but no more. However, when her Crows arrived, they were immediately beset by the dark denizens of this place; although some few escaped, the Queen was forced to close off the ways, leaving her Crows stranded. These became the Morrigan, and they soon realized that they would have to take mates or die in but a few years. The Morrigan, unlike many of their Fae siblings, burn hard and burn fast. For their extra strength, their aggression and power, they must set fire to their own candle, and live only a few short decades. It is the greatest dishonor to die of old age, but some time before the age of 30, that is exactly what happens. Every true Morrigan hopes to find their "hunting blade", the weapon that is fated to kill them, before they can die awfully in their beds.



The Morrigan Clans each have a Queen, a nod of honor to the True Queen they once lost, and whom they hope to rejoin some day if they stay strong and skilled enough to be taken back into her service. Only in the last two or three generations have they begun letting the menfolk fight. Traditionally, it has been believed that men simply do not have the raw speed or talent to be a true Morrigan warrior. Even now, male warriors of the Morrigan are commonly looked upon with suspicion, and are expected to prove themselves to be as good as a "real" Morrigan Crow. Most men follow the magical path, as it is physically less demanding and thus more suited to their natures.

The Morrigan are not as common in the towns and villages of the Land as other Breeds; they tend to like the open plains, or the safe forests, tents and camps. Often they come in to trade or find killing work, and many Morrigan are trained as Fighters and Slayers. There are some common traditions that are natural for these proud people, traditions that often do not sit well with others. In many Morrigan Clans, when one of their own has fallen gloriously for the last time, her flesh is consumed in a great ceremony, shared by all her loved ones. Each Clan generally has additional taboos, set by their Queen to keep them pure and strong. Although they do not talk much of honor, their culture is rife with things that will bring shame, such as lying, fear, or showing weakness to others.

In appearance, the Morrigan are Fae-folk through and through. They have pointed ears, often adorned with bones or gold. Their hair is often styled short, or in long braids, and they like to weave bones and feathers in when they can. Ritual scarring, especially on the arms and face, is common, sometimes used as a tally sheet of kills or acts of bravery. Morrigan eyes are often extremely light: ice blue, white, or other pale colors. Eyes with white irises are spoken of colloquially among these people as "eyes that see the wind". Pale green is considered by many to be a color blessed by the True Queen.

Unsurprisingly, Morrigan rarely feel comfortable unarmed or unarmored.

Challenges:

Adornments of Honor (2pts): Many Morrigan weave bones, beads, or feathers into their hair, or significant sets of earrings and chains.

Honorable (2pts): Many Morrigan are bound to an oath of honor and can take the Binding Oath of Honor Challenge as a Breed Challenge.

Male (1pt): The Morrigan have little use for men, and they will have a long road ahead full of disdain and lack of confidence.

Pale Eyes (5pts): Lucky Morrigan have white or pale-colored eyes.

Pointed Ears (1pt): Many Morrigan have subtly pointed ears, a last vestige of their Fae heredity.

Ritual Scars (3pts): As a sign of strength and commitment, Morrigan warriors often scar their faces and bare arms.

Ritual Tattoos (2pts): Those who do not choose scars mark their faces and limbs with tattoos, proving their commitment to tribe, Queen, and death.

Soldier's Hair (1 or 4pts): The Morrigan has shorn her hair short so that it does not get in her eyes. This Challenge gives one point if it is cut hair and four if it is done with a wig.

Practical Braids (2pts): If the Morrigan's hair is long, it is kept braided into practical styles that will keep it out of the way in combat.

Warrior's Oath (3pts): The Morrigan cannot retreat and leave another Morrigan behind. If she does, she will be stricken with remorse and will be unable to take Short Rests until the next Long Rest.

Advantages:

Beloved of the Queen (5pts): If the Morrigan has the Pale Eyes Challenge and chooses pale green as the color, she can add +1 to her Spike damage.

Cold Dead Hands (1pt): The character gains the Cold Dead Hands Advantage as a Breed Advantage.

Eyes That See The Wind (2pts): If the Morrigan has the Pale Eyes Challenge and chooses white or silver as the color, she gains the Sight Advantage.

Tribe (2pts): The Morrigan gets the Boon Bonds Advantage from the Character Options Chapter as a Breed Advantage. She may only name Morrigan characters as her boon companions for this Advantage, however.

True Killer (12pts): The Morrigan gets the Warborn Advantage as a Breed Advantage.

Warrior's Training (5pts): The Morrigan are warriors, trained from birth. The following skills all cost 1 Character Point less than normal: Short Weapon, Long Weapon, Great Weapon, Axes, Maces, Projectile Weapons, Thrown Weapons, Basic Shield Skill and Advanced Shield Skill.

Warrior Tradition (7pts): The Morrigan can add +1 to her Spike damage when making an attack with a weapon. This Advantage cannot be chosen if the character has the Male Breed Challenge.

TALTOI

Not all Fae walk in bodies of flesh. Some are the wind, the slightest hint of something overripe, something decaying in the nostrils. They are the whisperers who - because they are not trapped in meat - can travel between the Land and the Green at will, carried on dark breezes. Some call them Crimson Wisps because, the stories say, they can surround a mortal and draw blood from their very skin. For this reason, the Wisen suggest leaving out bowls of milk or cream, their favorite sweet, so that the Wisps drink there instead.



Eventually though, as many creatures do, they feel a need to breed. Or in their case, to be born. The Fae-spirit finds a mother that it likes, one of full heart, of beautiful face, or pleasingly weak will. It joins her, enters her and becomes her child, filling it with faerie power, imbuing it with the weird magics, the wild magics that make the Hunt and call the seasons. The baby grows quickly, and is born mere months later, and the mother finds herself incapable of anything but devotion, infused as she is with the faerie's glamour. Often the mother can barely see the thing that she has made, but sees instead her beautiful child, perfect and ethereal; surprisingly often, the unnatural child also feels the same devotion to their parent. However they may feel, the child is Taltai, a *fae-thing*.

The wrongness of a Taltai is obvious to everyone but their mother. Eyes that are too *different* to be mortal eyes, sometimes with strange pupils, sometimes different colors, often rimmed in red. Skin through which their black blood pumps visibly. Black fingernails, often sharp. A sharpness and sunkenness to their features that marks them as something *other*. Often, they have short points on their ears as a mark of their Fae heritage. Strangeness comes from every pore; there are none who do not feel their unnaturalness, but it is especially obvious in the unease of animals and the frightened stares of children. Even so, many are called fascinating or beautiful to look upon, especially as they reach the blush of young adulthood at four or five, and full physical maturity by ten.

The Taltai do not, it seems, remember much of their lives before their mortal births. As they grow they become more dangerous, coming into the natural magical power of their fae ancestry. The Taltai often show an innocent wonderment at the world, and have a deep appreciation for beauty; at the same time, most seem entirely incapable of adopting any sort of morality. They can eat and drink, but it does little to nourish them; they must sip milk and blood to truly survive and thrive, though they have no taste for hot blood or torn skin. Many show a thirst for new sensations, experiences, and pleasures, although their lack of moral compass can often turn this thirst in horrifying ways. Highly resistant to mortal magics, and with the ability to enchant the hearts and minds of those around them, Taltai can be formidable foes, or invaluable allies, especially when well-fed.

It is said that when a Taltai dies for the last time, a dark red mist rises from the body, and the Crimson Wisp is re-born.

Challenges:

Black Pits (5pts): Taltai most commonly have eyes that are pure black. Sometimes this is just the iris, but often it is the entire eye (scleral contacts will add 1pt for a total of 6).

Blood of the Creature (2pts): The veins of a Taltai, especially on the inside of the forearms and around the face, can show up contrasting to the character's skin. Darker skin can have light colored tracings or paler skin might show up with dark black lines.

Dark Talons (1pts): These people often have long, dark (usually black) fingernails that come to a sharp point.

Disquieting Aura (2pts): Animals and children feel ill at-ease around the character. She has the Disquieting Aura Challenge.

Divine Vulnerability (2pts): The creature has the Divine Vulnerability Challenge.

Haunted Eyes (1pt): Taltoi often have deep-set, dark- or blood red-rimmed eyes.

Otherness (1-3pts): Looking at a Taltoi, it is hard to feel at ease. They simply appear wrong in some way. This otherness can vary in intensity and will need to be adjudicated by Staff.

Pointed Ears (1pt): A few Taltoi have subtly pointed ears, likely due to their Fae blood.

Sharp Mouth (1pts): Taltoi sometimes express small fangs, or even generally pointy teeth.

Taltoi Features (5pts): In more extreme cases, Taltoi appear to have flattened or non-existent noses or just nostril slits.

Torn Soul (4pts): The creature is not quite whole and has the Torn Soul Challenge.

Advantages:

Blood Scent (5pt): The Taltoi can smell the sweet, thick blood of the living. She can use the Blood Scent Power (below).

Hungry for Life (var): Taltoi are extremely hard to kill in general, and can take any of the following Advantages as Taltoi Breed Advantages: Will to Live (1pt), Holding On (1pt), Hard to Kill (1pt), Unkillable (4pts), Quick Healing (2pts), Regenerating Flesh (5pts).

Influence (4pts): The Taltoi can stretch out the strange otherworldly aura she has to overwhelm the instincts of others. She has the Taltoi Charm Power listed below.

Magic Resistant (4pts): The character has the Magic Resistant Advantage.

Milk and Blood (0pts): Taltoi are strangely affected by drinking milk or blood. Milk acts like a liqueur on them, causing them to be intoxicated until the player wants to be done with the effect. Blood has a much milder, more soporific effect, making a Taltoi feel warm and sleepy. Some Taltoi are more or less affected by one or the other.

Mother's Milk (2pts): Many of these demifae are extremely close to their mothers, and get the Heartbond Advantage, linked to their mother.

Scion of the Fae (3pts): Taltoi adventurers are often sought-after by powerful Fae and offered patronage. The Taltoi has the Patron Advantage and her Patron will be a powerful Lord or Lady of the Green. The Taltoi who takes the Patron can also take the Gift of Rebirth Advantage for 2pts.

Otherness (4pts): The Taltoi can concentrate the hateful parts of her aura into repelling others. Once per Long Rest she can let out a scream or other loud, upsetting cry, and use a "By My Voice, Repel by Fear until Short Rest" to keep others at bay.

Blood Scent

Incantation: None

Call: “[Name or Description] Discern by Scent: Do you have living blood?”

Target: Individual

Duration: Instantaneous

Delivery: Verbal

Refresh: Immediate

Accent: Scent

Effect: Discern, Grant + Spike damage

The Taltoi can Discern whether a creature has sweet, hot blood inside them. If she uses the Discern and gets a “yes” answer, she will feel the groaning hunger inside her, thirsting for that living nectar. She can do +1 Spike damage against any creature she has heard answer positively to this question (including from other Taltoi).

Taltoi Charm

Incantation: None

Call: “[Name or Description] [Charm or Dominate] by Will until Long Rest”

Target: Individual

Duration: Long Rest

Delivery: RP

Refresh: Long Rest

Accent: Will

Effect: Charm, Dominate

After talking intimately with a person for a few minutes, the Taltoi can extend her aura to cause the other to see her as a trusted friend. The conversation may have more people but must be intimate, talking about personal matters, trust, right and wrong, etc. If the Taltoi has at least 8 character levels, she may cause a Dominate Effect instead. As usual, the parameters of the Charm and the Dominate should be agreeable to both parties involved and the Charm can be ended at any time if the player feels uncomfortable.