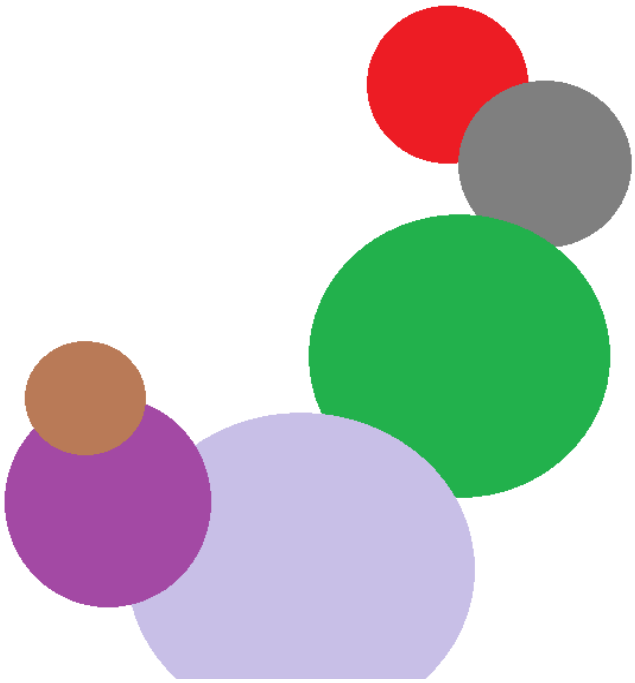
Unseen Borders

A 24 hour RPG 2014 entry

By Joseph W. Hellar



Unseen Borders.

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Intro:

You don't belong here.

Something about you is foreign to this universe and it wants you to leave.

There is a constant pressure on you that pushes you against the Brane, the barrier between universes.

Because of this you can sense the Brane, and the presence of other people and things who are also being forced out of this reality, or trying to make their way in.

Only the fact that you are a thinking being keeps you from being pushed into the flux, the unreal place between universes in which all things are broken down. You can however allow yourself to be pushed part way which allows to use the Brane to travel within a universe, to pull things from the outside in, or push them out.

There are those who guard this world from invaders from beyond, they have discovered you and given you a choice, join them, or be sent away.

You are one of the ones who chose to stay.

Neighborhood Watch:

Their have always been what the watch has dubbed Strangers, as opposed to the Locals, who came from other universes visiting the earth, for instance

many of the powers of the Strangers seem eerily similar to those of various mythical beings.

Things have gotten worse since the Gate race of the eighties when Russia and the US had a secret development race to develop teleportation which resulted in technology that duplicated the powers of Brane manipulation of Strangers, but caused disturbances in the flow of the brane which made it easier for strangers to cross over.

A secret agency called the Neighborhood Watch was formed to monitor, secure, or destroy the technology to prevent it's abuse, and to keep track and deal with Strangers. To avoid using it themselves, the Watch began to recruit certain Strangers as field agents.

Strangers are given one chance to join up, or agree to close monitoring if they don't seem like trouble but are poor fits for field work, or leave. Strangers caught a second time get deported in a urn.

Strangers are classified into the following categories.

Refugee:
Strangers that just need a place to live because they either can not return to their home universe, or conditions here are preferable. After being captured and interviewed, most are given a chance to leave or apply for monitored status. Most recruits are drawn from this group.

Visitors:
Travelers who don't particularly want to be here and plan on moving on. Given the chance to leave.

Marauders:
Hostile, harmful or otherwise unwelcome. Given one chance to leave or destroyed on sight if on the Black list of known dangers.

Orders from the Neighborhood Watch are passed down to the characters by their Watchman from the Higher ups, no questions about the nature or identify of the Higher ups will be answered or welcomed.

Active Field agents are expected to secure their own equipment and payments in cash are made after a case based on the level of the threat and

the dangers involved.

Both field agents and Approved refugees are provided with appropriate paperwork registering them as working immigrants in whatever nation they are working out of.

Mechanics:

The game is run by the Monitor.
You roll 4d6 and try to get a pair or more of matching numbers.
You get one reroll with any dice you don't keep

Characters:
Character have Twelve stats. The ability stats which are scored with each of the numbers from 1 to 6 from worst at 1 to best at 6, and their power stats which are similarly ranked.

The ability stats are-

Might- sheer strength
Agility- general coordination
Health- resistance to damage
Wit- Alertness to surrounding.
Smarts- general knowledge
Charm- Ability to deal with others.

The power stats are-

Travel- the power to skim from one place to another along the brane
Sight- the power to see and hear another place by sensing along the brane
Pull- the power to call something from a known place along the brane
Push- the power to force something out of this universe.
Ghost- the power to step partial outside of the universe using the brane
Sense- the power to sense other strangers and disturbances in the brane

Characters with a ability of 1 need a pair to pass a trivial test of that ability.

Characters with a ability of 6 gain a special power for it-

Might 6 can use Might for hostile charm tests.
Agility 6 can use Agility to determine if a wound is trivial or serious.

Health 6 needs three of a kind to be hurt.
Wit 6 gets a Wit test to sense when they are in danger
Smarts 6 can make a roll to known something about any subject
Charm 6 can make a charm test even during a fight.

Tests:

To do something in game you must pass a test.

To pass a test you roll 4d6, keep any you want to keep and then reroll the rest.

There are two kinds of tests, trivial which covers basic simple things which don't need to be rolled most often and regular tests which have consequences if failed.

To pass a trivial test, the player has to roll at least one number below their ability score, a pair or better. If your ability is a 1, you might be screwed.

Regular tests require a pair or better to succeed.
Simple tests require a pair, hard tests require a three of a kind, and a dire test need four of a kind.

Rolls which get more matched dice then needed might have a increased effect at the Monitor's discretion.

If you do something or have something that the Monitor agrees gives you a advantage, you get one extra die to roll. If the monitor agrees you have a advantage over someone trying to target you, they need a extra matching die to succeed. The Monitor has final say.

Character also get a expertise in each of their Abilities to start. When trying to pass a Test in their expertise, the player can take a third roll. Other expertise grant special abilities.

Between each adventure a player can add one expertise to their character based either on a Test they passed in game or training between adventures.

Failing a test usually just means you wasted some time and can try again, at one less die when not in combat. Failing a test below even what is needed to

pass a trivial test can result in something bad at the Monitor's whim.

Ability tests:
Other expertises are possible with the Monitors approval, these are just examples

Might. Can you lift it, break it, hold it?
Brawl- hitting people with as hard as you can. With weapon too.
Jump- How far you can reach for distance or height
Swim- How far and long you can go
Intimidate- How scared you can make someone
Wrestle- Grabbing someone so they can't run away or do move.
Break- Busting down doors, bending metal bars.
Throw big things- Other people, tables, logs.

Agility: Can you dodge it, move there, use that tool, shoot it, Drive it?
Acrobatics. Landing on your feet, walking a narrow surface.
Firearms. Shooting gun.
Martial arts: Hitting people to hurt them. Often with specific weapons.
Dodge: Opposed checks to not get hit.
Stealth: Moving around without being seen.
Throw small things. Knives, grenades, drinks in people faces.

Health: Can you take it?
Drink: Outdrink people for fun and profit
Resist poison: Resist poison gas, drugs.
Hold breath: Remain underwater for a long time. Don't breath poison gas.
Fast healer. Heal twice as fast.
Resist trivial wounds. Ignore the effects of the first penalty for trivial wounds
Resist serious wound. Ignore the effects of the first serious wound.

Wit: Do you notice that?
Sharp vision: Seeing things
Night vision: No one gets a advantage for being in the dark against you
Sharp hearing: Hearing things
Good sense of smell. Noticing strange smells.
Spot tell. Knowing when someone is lying or plotting against you.
Sense: Gain a third reroll for Sense check. Only to notice disturbances.

Smarts. What do you know, what can you do?
Science: Anything to do with science and technology.
Research: finding out publicly available information.
Burglary: Picking locks, bypassing security devices.
Streetwise: Finding out information no available to the public.
Legalities: Getting information from the government, knowing legal rights.
First aid: Treating wounds.

Charm: Can you talk them into it?
Question: Getting someone to tell you what you need to know
Bypass: Getting past the guard at the door without spending a lot of time
Seduce: Getting someone to trust you as a friend.
Deceive: A outright lie, even if believed it may not get you what you want.
Impersonate: To get someone to believe you are someone else.
Distract. To focus their attention away from something else.

Opposed tests.
A character can oppose someone's roll by rolling the appropriate ability against them, if it makes sense that they could. Making a opposed roll against a Wit test to see if they see you in well lit room with no where to hide doesn't work all that well.

The opposed roll reduces the original by a 1 step, such as from three of kind to a pair, with a pair and 1 additional step for each extra matched die. If this reduces the original roll to less then one matching die, the test failed. The character making the opposed roll losses one die to any other opposed roll and any rolls he makes on his next turn.

Time:
Each roll of the dice for a test and then the opponents Test is called a exchange, a exchange can take as little as 3 seconds in a combat to minutes at a time during a leisurely conversation over drinks during a cocktail party.

Who goes first:
Whoever initiates the action goes first, if it isn't clear who is starting something it is the Monitors call.

Multiple tests:
You can take one test during a exchange. If you really want to make two tests during the same exchange, say looks around with your wit while trying to get

past a guard with charm, both rolls get half the number of dice rounded down.

Combat.
You attack against your opponents ability, it's trivial if they have a 1, you need a pair if they have a 2-4, three of kind for a 5-6. Four of kind always succeeds.

To hit at all your roll is against their Agility, unless they are unaware of the attack in which case you just need a pair.

To hurt them compare your roll separately against their Health. If you don't beat it the wound it is trivial, if you beat it, then it is serious.

If you are trying to overpower, or wrestle they can oppose it as normal, but they fail you have hold of them and they have to get free in order to do just about anything. You can continue to make Might rolls against them to reduce their Might dice by one or more which they can not recover while held. Someone reduced to 0 Might dice can not free themselves.

Dodge, Duck, Parry, Shield, Dive for cover, etc…
A player can oppose a attack against them like any other Test.

Movement:
Figure in one exchange a player can cover about 3 times their agility in feet, but in short, if you have more agility then your opponent, you are faster then them and can outrun them. Plus you can Travel.

Wounds.
You can take as many trivial wounds as your Health before they reduce all your dice for Tests by 1 die, and then they start adding up for taking away more die when they reach twice your Health, and so on.

A serious wound takes away 1 die to each of your Tests and if you take as many as your Health, you die.

Trivial wounds divided by your Health are added to how many serious wounds you have taken, if the total is equal to you Health you have been knocked out.

Trivial wounds fade at a rate of 1 per day. Serious wounds recover at a rate of

1 per week.

A Smart test can reduce the effects of number of trivial wounds by 1 or more by rolling a pair to remove 1 trivial wound, with a additional 1 for each additional matching dice. This can be done once every 6 hours.

Powers:

The Brane is a flowing barrier between our reality and the rest of the Multiverse, the Brane is everywhere.

Forces piercing the Brane weaken it and cause a wave that can be felt by those sensitive to it including Strangers and certain devices own by the Neighborhood Watch.

Those using their sensitivity to the Brane to use their Powers also create a wave but only the use of Push and Pull to cross the Brane weakens it.

A weakened Brane is just background information, it has no mechanical effect.

Travel:

Travel skims along the inner wall of the Brane to move from one part of the Universe to another.

A place you can see or often visit. A pair
A place you've been too or are shown current pictures. Three of a kind
A place that is described to you. Four of a kind

Besides saving bus fare, you can use Travel to oppose a attack, but you leave the immediate area and have to Travel back if you have anything else you need to do there. If you don't beat the attack entirely you still Travel away but take a portion of the hit on you way out.

Most Strangers have a number of well known sanctuaries equal to their Wit. Traveling to their Sanctuary is a trivial roll.

A Stranger with a Travel ability of 6 can take large objects or other people with them by making a Test with 1 extra matching die per person or object.

The use of the Travel ability to steal cash or goods is forbidden by the Neighborhood Watch, but using it to bring in goods for personal use without

dealing with customs, skipping the ticket taken at Disney world and other trivial matters are usually ignored.

Sight:
Since the Brane is connected to everything. Strangers can use it to look anywhere in the universe.

Look somewhere they often visit. A pair.
Look somewhere they have been once or have pictures of. Three of a kind.
Look somewhere described to them. Four of a kind.

The Sight gives a character a blurry image of where they are looking and the ability to dimly hear sounds and sense temperatures.

A Stranger with a Sight of 6 can use the Sight to look through the Brane, either to a place in another universe as above with one extra matching die or across a disturbance in the Brane with a pair to see what is causing the disturbance on the other side.

A Stranger with a higher score in Sense then your Sight automatically Senses someone using the Sight on a spot near them.

The use of Sight to investigate the Neighborhood Watch is forbidden by the Neighborhood Watch.

Pull:
Strangers can reach out through the Brane to Pull things to them.

Loose object in sight. A pair
Held or worn object in sight. Three of a kind
A object they are familiar with but not in sight. Four of a kind.

Most Strangers have a "Pantry" in one of their sanctuaries filled with useful things in precise places that only require a three of a kind to pull to them.
If they take the time to use Sight to look for a object first they only need a pair to Pull it.
They also have a number of objects equal to their Wit that are always trivial to pull.

Pulling a Local along the Brane is impossible but Strangers can be Pulled but

most will resist with a opposed test using their Travel power.

A Stranger with a Pull of 6 may pull things across the Brane from another universe. This is mainly used to rescue people from the Flux and other universes and is the exception to the rule of using Pull on Locals since once across the Brane they become Strangers themselves in that universe.

The use of Pull to bring things and people from other universes is forbidden by the Neighborhood Watch except for emergency rescue. Even then a inquest is held to justify it's use.

Push:
A Stranger can push a object against the Brane to either hold them in place or bounce them elsewhere in a method similar to Traveling, but with no control or where they go.

Stop a thrown object in place or sent it nearby. A pair.
Stop a falling person or send a object across a city. Three of a kind
Stop a bullet or send a object across the world. Four of a kind.
Stop a Stranger in place. At least a pair, opposed with Travel.
Send a Stranger elsewhere at random. At least a pair, opposed with Travel.

A Local opposing a normal Push always wins.

Push can also be use to ground energy such as a fire or electricity allowing a Strange to put out flame or suppress electrical devices. This requires a pair or better depending on the size of the flame and the amount of electricity.

A Stranger with a Push of 6 can Push objects or People through the Brane to another universe, most often into the Flux. Such a push is opposed by Locals getting dice equal to their Wit plus 1 to resist. Strangers using Push on other strangers to push them through that Brane get a 1 die advantage bonus.

Pushing Locals outside their universe is forbidden by the Neighborhood Watch under any circumstances

Ghost:
Strangers can allow the universe's attempt to reject them cause them to fade away from the perceptions of others.

Remain unnoticed while remaining still. A pair
Remain unnoticed while moving around. Three of a kind.
Remain unnoticed while opening doors or moving small objects. Four of a kind

Anyone touched by a Stranger or monitoring something being moved around gets to roll a Wit check against the Stranger using Ghost who can Oppose their Wit test and remain unnoticed if they reduce it to lest then a pair.

A Stranger with a Ghost of 6 can be ignored by solid matter, walking through walls, and other solid objects, but not people or object with a electric current running trough them.

The Neighborhood Watch has no policy about the Ghost power, but the walking through walls thing really creeps them out.

Sense:
Strangers are sensitive to disturbances in the Brane and can to a certain extent suppress them.

Notice disturbance, use of a power or identify a Stranger. A pair.
Identify direction of disturbance, or type of power Three of a kind.
Know type of disturbance, identify Stranger by use of power. Four of a kind.

If a Stranger identifies the disturbance made by someone Traveling they can follow them with a Travel test of their own.

A stranger can use a power with a score less then their Sense to use it without creating a disturbance. They can also make their test with the other power as if their score was lower then their Sense for the same effect. The use of other powers with the special ability given by a score of 6 can never be hidden in this way.

A Stranger with a Sense of 6 is undetectable by Sense with not using their powers.

The Neighborhood Watch requires all Strangers with Sense of 6 to wear a tracking device when not active in the field.

The boot:

A Stranger that failed a power test by rolling all their dice above their power ability score without any pairs is immediate thrown out of the universe and can only be recovered by someone or someones working with a Sense of 6 to find them, and a Pull of 6 to bring them back.

Someone throw out of the Universe has to make a Simple test with their Sight to end up in a universe they can survive in. A failed test leaves them in the Flux which will inflict 4d4 damage each round until they are recovered or can Push themselves into a random survivable universe with a pair, or three of kind to return to the Universe they came from.

A stranger can choose to be voluntarily booted at anytime.

Equipment:
Character are assumed to have either bought or quietly stolen any normal equipment, goods, or weapons, they want. If the equipment give them a advantage they get a extra die. Military grade equipment is easy enough to steal for a Stranger but the Neighborhood Watch will come down hard on any Stranger that runs around waving a machine gun and tossing grenades around. If the players take precautions and practice discretion they can pretty much have anything they want.

In addition a player can start with some advanced technology equal to their Wit in the form of things brought by them from their home universe. All such equipment is supposed to be turned over to the Neighborhood Watch but things like laptops with batteries that keeps charged up with Wi-fi signals are seldom noticed.

Intruders:

Exiles:
Exiles are strangers cast out of their own universe as a punishment, or by some unknown force. Most of them are sent into the Flux first and die there, those that survive will arrive injured and possible mad. Most Exiles find their way to a universe similar to their own with air they can breath, food they can eat and a language and culture similar enough to their own they can try to blend in.

In some cases exiles can consist of larger groups such as members of a undesired ethnic or religious group, entire ships, or storage containers of

Strangers rounded up and kick out by the Neighborhood Watch in the universe next door.

Examples:
Legio Serpentis. A unit of roman soldiers from a universe in which Rome never fell sent here by a Heavily orb grenade by a unit of the Jade guard during a firefight. The Surviving members of the Jade guard got caught in the back wash and have used their new power to take over a local tong and now both groups seem bend on continuing the fight.

Captain Las Vegas: A super solider sent here by his arch enemy High roller. Trapped he decides to continue the good fight against scum and villainy. For truth, justice and legalized gambling!

There're back. Pacifists, and vegetarians, but still giant lizard guys. They don't known how they got here, they don't want to hurt anyone, but they still got to eat and it takes a lot of lettuce to fill one of these big boys up, and they're 23 of them in their tribe.

Marauders:
They came here on purpose. Able to do whatever they want knowing they can just leave at anytime. Some have been here more then once and have been put on the Black list to be shot on sight.

Examples:
Dracs: A nearly human looking race with retractable fangs that require the blood of a Local every 28 hours to resist being booted automatically. While familiar enough with English and current events they have indicated that is only because they have been Traveling back and forth between hundred of similar universes for hundred of years while their origins lie so far away the Flux slowly works on them even on this side of the Brane.

The Iron guard: A band of raiders from a universe slowly being torn apart by decades of using technology based on Brane manipulation. The guard sends in scout to locate the parts they need for the technology they use to stabilize their home base and then send in a raiding team to take what they need.

Bounty hunters: Sometimes you just can't run far enough. These guys often come from far off and can't pass for human on a dark rainy night. Experienced with being strangers they are more then familiar with your power

and their own. Usually pair up with a Tracker to find their target with a high Sense ability and a Thumper to take them down.

Tag a longs:
Tag a longs are creature that travel in, lurk in, or are native to the Flux that tag a long with Travelers passing through a Brane into a Universe.
Tag a longs have no powers based on Brane manipulation but instead draw on the Flux itself to do things which causes disturbances in the Brane.

Examples:
Tricksters: Shape shifters out to cause mischief and chaos. They may take on the persona of mythic creatures such a Coyote or Puck, or more modern archetypes like Q or the Joker. Effectively immortal and all powerful they can not be beaten, just endured or challenged to greater uses of their power until the Universe finally has enough and boots them out back to the flux.

Parasites: Weird squishy creatures which reproduce, get attach to people that they can then control, built odd alien devices and then die out since the universe can not support their kind of life.

The Seed. Send out by the last race of a dying universe. The seed latch on to travelers and grown anywhere, sprouting vines, which flower and create seeds which grow into various types of plant with pods that replicate animals and people from their universe and plant which grow new seeds that are allowed to get booted back into the Flux.

Objects:
Normally mindless objects are booted into the Flux as quickly as they arrive, but some objects somehow resist either permanently or short term.

77′ Mercer Racer. A rusting yellow sports car with a odd device in the trunk which allows the vehicle to cross the Brane to a random universe or the last one visited. The device hums constantly apparent somehow keep the car from being booted out.

*8′ obsidian knife***.** A chipped obsidian knife with a yellowed bone handle held together with green corroded copper wire. The owner of the knife will have strange dreams of standing on a pyramid in robes being worshipped by a dark skinned crowd of people in simple tunics. Anyone who finds themselves

in the Flux will be drawn to the home universe of the knife.

Loa Chi. A thick gold ring shaped like serpent. Anyone touching the ring will feel a urge to wear it at all times. Those that wear it to sleep will dream of a polite Asian man who offers them immortality and great wealth if they help him free his master.

Starting scenario:

Strangers with Candy.

Four months ago the Neighborhood Watch agent in charge of the monitoring station in Pennsylvania went through a nasty divorce and pretty much stopped caring about his job or noticing a steadily growing disturbance in the Brane. When he finally did notice he downplayed how bad it had gotten and asked for a team of field agents to take of a minor problem in the hopes they would take care of the problem without the higher up ever finding out how badly he had screwed up.

The original disturbance was cause by a portion of a yggdrasil, a plant that grows across universes sprouting a shoot in a the coal burning furnace and power building of the abandoned Adnerson textile factory.

A tribe of migrating humanoids called the Telloy crept along the yggdrasil into the area and decided to settle down for the summer due to their love of sweets and the sheer amount of junk food in nearly every home. Due to the presence of asbestos in the textile factory they are camped out in the surrounding woods and have been breaking and entering into the occasional empty local home while living off the lands for most of their needs.

A boy named Nathan Price discovered the tree and climbed along it to discover himself in another universe near some ruins with a spring fed pool of sweet tasting water that he drank from. On his return home he discovered he had “Magic powers” until the water worked it way out of his system.

When his older step brother Trevor discovered what Nathan could do, he and some of his other delinquent friends had Nathan show them the pool of magic water and they have been steadily using their Powers to steal things.

To protect their access to the pool they have taken up residence at the textile

factory and after getting scared by the sighting of the four foot tall, pale skinned, silver haired, clawed and fanged hissing Telloy have armed themselves with the entire inventory of the local hunting store and are on high alert for intruders.

After his brother took a shot at some of the Telloy, Nathan went out and bandaged up a young girl of the tribe that had taken some buckshot to the leg and helped her back to her people, because of this the tribe has held off on a mass assault of the factory to take back the tree, but the nights are getting colder as the summer ends and it is time for them to move on.

With the weakening caused by the yggdrasil, Trevor and his friends, a few other Strangers have arrived in the area.

Saval and Breaker, a pair of Ghuls arrived and settled in at the chapel in the local cemetery. They have eaten both the sheriff and his lead deputy when they came to check up on the reports on trespassers.

Character asking around will hear about the robbery at Earl's hunting supply and the disappearance of the sheriff and his deputy, character just following the disturbances in the Brane will sense the ghuls, yggdrasil and the Telloy as equally strong disturbances.

Sites of interest:

WGHT Am radio:

A automated Am radio broadcasting tower is home to the local monitoring post of the Neighborhood Watch. The building consists of a front broadcasting room, a small utility room with the half bathroom in the back. Agent Spencer White is currently living on a cot in the back room after being kicked out of his house.
Spencer is a middle aged white man with his salt and pepper balding hair cut short and a gut beginning to strain the button on his shirt.

Might- 2 Brawl
Agility- 1 Firearms
Health- 3 Go without sleep
Wit- 2 Monitor Brace scanner
Smarts- 3 Maintain Brane tech
Charm- 2 Cover up incompetence

Spencer will do his best to downplay how long the disturbance has been around and insist the players report only to him until everything is solved. If the players come back to report on each new incursion of stranger he will get increasingly upset and if pushed will admit how long things has been so bad but will insist that calling for help will only make the character look bad as well.

The Adnerson Textile Factory:

A sprawling collection of big building slowly crumbling away. The power building is the tallest at 3 stories with large gaps where the former banks of window once stood allowing plenty of light to fall on the bright green leaved and white barked tree towering within.

Trevor Prince and his friend are a mix of red neck and would be hip hop fans who have now been camped out taking turns climbing along the tree for more "Strange candy" as they call the water Nathan had found.

At least one person is up on the remains of the power plant roof with binocular or night vision goggles at anytime. The rest of the crew is camped out with some Rvs and tent in the covered loading dock of a nearby building with music and drinking most nights.

Trevor Prince. A solid red head with permanently flushed skin. Trevor carries a cut down pump action shot gun with a .45 tucked into the back of his pants.

Gladys Call. A bleach blonde trailer trash girl who is now seeing a way out of a life time of poverty and will kill to keep it. Gladys found a chromed pearl handed .45 in the back of Earl's hunting supplies and favors it.

Ricky Jaymes. Slightly older then the rest, Ricky lasted almost 3 months in the service before getting drummed out. He did however remember what the inside of his training bases armory looked like and has armed himself with the current US assault rifle. His was disappointed that he couldn't find grenades but is planning on finding a source of dynamite.

Billy, Jill, Will, Bobby, Jim bob, and Little j.
Assorted goons.
Might- 2 Brawl
Agility- 2 Firearms

Health- 2 Drinking
Wit- 2 Hunting
Smarts- 1 Secure welfare
Charm- 2 Look tough

Earl's Hunting store:

Asking around will reveal the biggest event being the robbery at Earl's a week ago. In the middle of the night someone managed to get into the store without breaking any window of doors and cleaned out just about every gun, bullet, crossbow, tent, packaged jerky, the beer cooler and a lot of other almost random gear without setting off the alarm.
Earl's pretty upset.

The Sheriff's office:

Deputy Jane Mayfield is the only officer left since Sheriff Jones and his deputy went off to check into a call made by the elderly Mrs. Weed two days ago and had not been seen since. Deputy Jane had made it out to look for but found no sign of them. The state police have promised to send out a few officer to help, anytime now.

The cemetery:

A good sized cemetery with a few tombs. The only house nearby belongs to the late Mrs. Weed who became a snack for the ghuls Saval and Breaker. Character poking around will spot the Sheriffs missing patrol car parked behind the house.
Saval and Breaker are now wearing the blood stained uniforms of the missing police and one of them will briefly attempt to impersonate them and arrest anyone poking around the house in badly spoken English while the other moves up from behind.

Ghuls

Might 3 Claws and teeth	Travel 2
Agility 3 Dodge	Sight 1
Health- 4 Ignore first wound	Pull 1
Wit- 4 Sharp sense of smell	Push 6
Smarts- 2 Strangers of the Flux	Ghost 4
Charm- 4 Scare people	Sense 3

Telloy camp:

A section of woods with no trash and up above the nest like tents of the Telloy high up in the trees and painted to blend in.
The Telloy are gaunt looking pale skinned people with pale grayish hair, almost red eyes, too many sharp teeth and short claws more suitable for climbing then fighting.
The tribe travels along yggdrasil to warms placers, hunts and gather for a time and then moves on. Mostly peaceful they are deeply angry at the people blocking them from the tree but are reluctant to spill blood.
With winter coming on they fear they may have little choice.
The shaman of the tribe, McCoy, has learned enough English to get by watching reruns late at night through people windows and along with Nathan Price will try to bargain with the players for free passage to the tree without hurting anyone.

Telloy

Might 2 Claws and teeth	Travel 5
Agility 6 Dodge	Sight 1
Health- 3 Go without eating	Pull 1
Wit- 4 Sharp Hearing	Push 2
Smarts- 3 live off the land	Ghost 4
Charm- 2 Hiss at people	Sense 3