



RAVEN

BY DANIEL P. ESPINOSA

Shadowlands

QUICKSTART GUIDE

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RAVEN

A Gothic Horror and Cursed Magic roleplaying game
inspired by the works of Edgar Allan Poe

by Daniel P. Espinosa

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“THE RAVEN” BY EDGAR ALLAN POE

v1.1 of this Quickstart Guide, December 2022

ABOUT THIS QUICKSTART GUIDE

This guide offers you the basics to get to know and even play tales in the world of *Raven*. If you want to learn more, the complete core rulebook contains a detailed description of the full setting, including the mansion, the Corvus family, the city, the different factions, the magic, the Lodge's tenebrous secrets, the mist, the ravens and the Other Side, an encyclopaedia of spectral beings, tale ideas and examples to help understand gameplay. The core rulebook also contains more character concepts, guides for creating tales and adapting Poe's stories for your games, advice for narrating horror, an explanation of the rules in greater detail and more situations that may arise during play.

If that all sounds interesting, we'll see you in Raven!



Once upon a midnight dreary,
while I pondered, weak and weary,
Over many a quaint and curious volume of forgotten lore -
While I nodded, nearly napping,
suddenly there came a tapping,
As of some one gently rapping,
rapping at my chamber door.
"Tis some visitor," I muttered, "tapping at my chamber door -
Only this and nothing more".

The Raven, Edgar Allan Poe

OUR FAMILY IS CURSED...

It has been ever since Lord Poe founded the city and the Order, ever since he was corrupted by the cursed magic and they killed him.

You are the current members of the Corvus family, and descendents of the founder of the Order of the Mist and the very city of Raven itself. This is a cursed city, located in a lost continent during the 19th century of a different world. An utterly isolated place, Raven lies on the other side of an uncrossable ocean, and was reached by its founder after suffering innumerable losses. Here, your ancestor... our ancestor Poe's tales and poems infuse the atmosphere, the myths and the curses that plague the city's inhabitants and all of you.

As you know only too well, each night a mist descends upon the city, stealing the souls of anyone foolish enough to choose to venture into it, rather than remain in the warmth of their homes. Meanwhile, day and night, hour after hour, the ravens keep watch from every rooftop, every tree, every window. These black and silent wardens are said to carry off the souls of anyone lost in the mist to the land of the dead. To the Other Side. To the home of the cursed mist. And there, they are devoured by the ravens.

And as for the mist... Well, little can be said except that it was brought here by that ancestor of ours, after he was corrupted by the forbidden magic of the old Lodge he found here in Raven. As a consequence, we, the Corvus family, have lived for two hundred years as a family of cursed aristocrats and mages. The Order distrusts us... distrusts you, and schemes behind your backs. And the ghosts of the mist have always tempted us to follow the path of Lord Poe.

I know what your lives are like, as mine was just the same... before I lost my soul. It matters not when you read this letter. I know you are living in the shadows of parents that both love you and fill you with fear, in an immense ancestral mansion, where silent servants walk the corridors and mysteries and shadows lurk around every corner. And, of course, as good Corvuses, you each have your secrets, your magic, your loved ones... and your own curses.

But don't get too settled. The day will soon come when you fall into the abyss of the Order of the Mist's conspiracies and the forgotten mysteries of the old city of Raven. Your fate, therefore, is either to save your souls or become like your ancestors, like me, and follow the path of corruption towards the mist and the Other Side. Because this is how it has always been. Because you, we, are Corvuses.

Enter Raven.

Enter the Mist.



Introduction to Raven

Raven is a gothic horror and cursed magic roleplaying game inspired by the work of Edgar Allan Poe and set in a fictional world that bears a certain resemblance to 19th-century North America. The story unfolds in an old aristocratic city, whose streets are shrouded in an eternal mist and plagued by spectres, against which a sinister magical Order offers protection. The city harbours many secrets that date back to its founding... and before.

The city of Raven is, in itself, a great mystery, the roots of which stretch out in all directions. A city of tenebrous places and the remains of an old Lodge that brought the curse upon the city and your family. Ravens that hail from the Other Side keep watch over you from the windows of your tenebrous mansion.

In essence, *Raven* is a game of:

Tenebrous stories and ghosts, providing players with the

classic horror setting of haunted mansions, obsessions with spectres and curses from beyond the grave, all accompanied by Poe's poetic and sinister tone.

Hidden mysteries and cursed ruins that harbour the long-forgotten history of Raven: why the Lodge was destroyed, what caused the curse of the mist, what the Order is hiding, what your family has to do with past and present events and what secrets lurk in this mysterious mansion, your birthplace.

Ancient conspiracies that are very much alive and are threatening to destroy the city, the Order and your family, the Corvus family.

Raven is also plagued by tenebrous threats. When you wander through the streets of the city, walk the passageways of the Corvus mansion or enter the perilous land of dead souls on the Other Side, danger is always looming: the **Lodge**, the **Order** and a mysterious **ancestral power**, the **ravens** and the **cats**, the **mist**, the **spectral beings**, the **Other Side**... and your own **Corvus family** and your **mansion**.

THE CORVUS FAMILY

Two hundred years ago, Lord Poe Corvus reached the Lost Continent at the end of a perilous journey across the sea and found the forgotten city of Raven. Here he learnt the secrets of the Lodge, founded the Order of the Mist with the other aristocratic families he brought over later and settled in the huge mansion, where your family has taken residence ever since. Even in those days, the mansion was a cursed place, having previously played host to the Lodge. It is a vast building, filled with secrets, spectres and danger. Under Lord Poe, it lay at the centre of the city for a time, until he was corrupted and killed during the war against the Order.

However, the Corvus family endured and continued to inhabit the mansion. Generation after generation, this building, a source of great fear and suspicion for the people of Raven, has been the pride of its residents. And there is good reason to fear it, since both the surrounding forest and the mansion itself are permanently shrouded in a dense mist filled with ravens. Further reason to fear is that, with the corruption of the Founder, his entire bloodline has been bound to a curse that day after day, night after night, tempts them towards corruption. From the windows of the mansion, the ravens keep their unrelenting watch.

If the family survived the Founder's death it was only thanks to support from some of the families in the Order, who contended that an entire bloodline should not have to pay for the deeds of one man. This remains the case today, and the organisation is divided internally over what the family's fate should be. It was decided they would be kept under observation. The Ponnoner family was appointed the task and ever since, all Corvus family members have been closely scrutinised by the figure of the Custodian.

Lord G is the current Custodian, a now ageing mage, but upright and honourable. He has shouldered this responsibility for several decades and is a regular visitor to the mansion. Over the years, he has overseen the education and upbringing of the youngest members of the Corvus family, as well as keeping a watchful eye on what the older Corvuses are up to, informing the Order at the slightest hint of corruption. He is almost an ally, coming to the family's defence more than any other against the leader of the Order's attempts to kill them. He is, however, also their biggest threat; if at any moment a Corvus is corrupted, his is the task of being their executor. And no one in Raven can escape the Custodian.

Today, two centuries after the fall of the Founder, the members of the Corvus family live in a sprawling, old mansion, most of which is unknown to you, while you go about your lives, your passions, your loves, your searching and your mysteries.

Meanwhile, the Order is watching you.
And the mist and the ravens lie in wait.



Your Corvus Characters

WHO YOU ARE

You are the current heirs of the Corvus family. You are aristocrats and live in the family mansion, an enormous, cursed place, most of which is unknown to you. Each of you has a tenebrous vocation, which keeps you busy night and day. It is an obsession you were born with, one you have devoted vast amounts of your lives to and from which dark secrets have come to light, which you keep jealously guarded.

You are tormented necromancers, obsessed summoners, unsouled beings, cursed poets, guilt-ridden lunatics, immortal mesmerisers...

You are also users of magic. Whether you like the Order or not, it has taught you an art, and one that makes the perfect match for your sinister vocation. Perhaps this was how the Order planned to keep watch over you and make certain you stayed away from the corrupt magic of the Lodge. But, is it enough to keep your aspirations to learn this ominous art in check?

Your lives play out among the spectres and curses of your mansion, the laboratories where you hunt for dark objects with your magic, the vocations you pour your obsessions into or which, as aristocrats, you fill your empty time with.

And, of course, there is also your loved one, your obsession, with their own dark life teeming with secrets. They may not even be alive, although that poses no impediment for a Corvus, does it?

Your characters can be all that and more. And, in *Raven*, your personal stories are just as important, if not more so, as the mysteries you try to resolve.

The Corvus Characters (CCs) have a series of traits that distinguishes how they act and the actions they may perform, as well as their relationships with other characters and their surroundings. Moreover, their evolution in the story will take them further down their Learning Path or the Path through the Mist, leading them ever closer to corruption.

WHAT TO CUSTOMISE IN YOUR CCs

In this guide you will find a number of CC books, from which you can choose your characters. Ideally, there should only be one of each type in the family. They are not gender specific and each player can customise their own. You can use the suggestions at the end of each CC book, which all maintain the character's tone and theme. You can also invent each section, as long as you observe the Raven premises and principles and talk about it with the table.

Customising the CC is part of the game, and doing it as a group helps to develop colourful characters with intriguing relationships. If you are going to play several sessions, run a Session Zero devoted to this. If you are only going to play one session, dedicate an Hour Zero (30 minutes to an hour) to this immediately before the game. How this works will be outlined later in the book.

For the time being, you have here the steps to customise each CC, whether in a Session Zero or Hour Zero. The Tenebrous Voice will indicate how elaborate you can make them (in other words, if you're using just step 1. Creating Your Tenebrous Essence or also step 2. Delving Deeper into Your Story).

1. CORE TRAITS: YOUR TENEBROUS ESSENCE

These are the essential traits to customise in a Session or Hour Zero. For independent tales or to start playing quickly, it is enough to simply create a very tenebrous character. If you're going to play more sessions or have the time, you can add details to your character with step 2. Or else, you can define them as you play.

- ☛ Choose or create your **Name, What makes you an aristocrat, What makes you tenebrous, What makes you elegant.**
- ☛ For your **Personality**, distribute 3dC (very) 2dC (quite), 2dC (quite), 1dC (not very), 1dC (not very), 0dC (not at all) across the following traits: Creative, Learned, Proud, Passionate, Rational and Physical.
- ☛ Choose or create **Your disturbing tendency, Your curse and Your cursed loved one.**
- ☛ Choose or create 3 relationships with **Your Sisters and Brothers.** (For now define just the sentences for each relationship, without assigning a CC. In the Session or Hour Zero you will decide who chooses each relationship.)
- ☛ Choose 1 **Vocation Action** and 1 **Cursed Action.**
- ☛ Choose the **Personality you do magic with:** Creative, Learned, Proud, Passionate, Rational or Physical.
- ☛ In your **Magic Power Circle**, choose Apprentice.
- ☛ If needed for the tale, the Voice can ask you to define certain specific relationships in your **Social Circle.**

2. DELVING DEEPER: YOUR CORVUS STORY

If you are planning to play several tales or want to add more details to your tenebrous lives, you can also complete these traits during the Session Zero. It is not advisable to do this in an Hour Zero as it will take up too much time. You can define them as you go along if necessary.

- ☛ Choose or create **Your personal mystery.**
- ☛ On the indications of the Voice, use the suggestions of **Your Social Circle** to define your relationships with: your mother, your father, the leader of the Order, the Custodian. And, optionally, with: the leader of the Guild, a problematic person in the family or the mansion's butler or housekeeper.
- ☛ Choose or create **What often happens when your magic fails:** you pass out, you injure someone, the opposite happens...
- ☛ Choose or create **How you do magic:** Whisperings in the Corvid language, Mesmerising gaze, Convolved movements...
- ☛ Define in 1 sentence **Your initiation trauma.**
- ☛ Define **Your valet, Your laboratory** and give your initial object in **Your library and tenebrous objects** a story.

BREATHING LIFE INTO YOUR CCs. THE SESSION OR HOUR ZERO

The previous steps must be taken together with the rest of the table in a Session or Hour Zero, depending on how much time you have and how many sessions you are planning to run. If you are

going to play a one-shot, you're at a convention or you only have one day available, then just spend a short while on this process (what we've called an Hour Zero). This will allow you to get started quickly, delve more deeply into your tenebrous essence and create those crucial relationships with your sisters and brothers. If you are going to play several tales with the same CCs, then we advise you dedicate an entire session (a Session Zero) to enjoying the tenebrous creation of the characters and their disturbing relationships, and to creating together a few initial scenes in their dark, everyday lives.

ZERO HOUR. GETTING STARTED QUICKLY WITH PREGENERATED CHARACTERS

Follow these steps to begin a one-session game. This is ideal at conventions, when time is limited, or if you only have an afternoon free to play; but do not fall into the temptation of skipping the Zero Hour before starting your adventure. The essence of *Raven* is formed from rich, dramatic and sinister relationships between CCs and NCCs, and no story will work well without them. Believe me: you want to be part of the tale you're about to play. It is never wasted time, but rather a moment to enjoy your characters and family. It will make your experience of the story much more personal.

A Zero Hour should last between half an hour minimum (to give time to break the ice and create intriguing relationships) and an hour maximum (so you avoid eating into too much game time). It's a good idea for the Voice to have previously customised the CC books, while leaving some sections blank so that the players can make the CCs their own. Unlike the Session Zero, no daily scenes are played, but rather you enter directly into the tale you are about to play. The steps are:

1. TENEBROUS VOICE PREPARATIONS

I. Complete all the sections of the CC books to be handed out using suggestions from the last page of each CC or some of your own. There are a few exceptions:

II. Do not complete the **Personalities** or the **Personality you do magic with**. Leave those for the players.

III. Do not create the **Mystery**. It won't be necessary for a one-shot.

IV. Define the sentences for the relationships between **Your sisters and brothers**, but do not say which CC each one is associated with.

V. Do not complete the **Relationships with NCCs**. These are defined by the players in the prelude to the game based on the needs of the tale.

2. AT THE GAME TABLE. HOUR ZERO

I. Once at the table, do a quick **round of introductions** of the names of the players and Tenebrous Voice.

II. The Voice should go through the **safety techniques**.

III. If anyone doesn't know the setting, then the Tenebrous Voice can **introduce Raven using the letter** from the beginning of the manual. Each player could be given a copy.

IV. The Voice reads out the **Raven Premises**, the **Player Principles** and the **Tenebrous Voice Principles**. A copy of these could also be handed out.

V. Each player chooses a CC and reads about them in detail

to themselves. The Voice could play some background music to generate an atmosphere and perhaps dim the lights.

VI. Following the order of the table, each player **briefly outlines their character**, adding their own elements. While they do so, the other players can ask questions to break the ice and start sketching out the relationships between CCs (although these are not defined yet in the books). Let your imaginations fly, but **do not ask more than two questions per CC**.

VII. Following the order of the table, one player **reads out a relationship** they have written down in **Your sisters and brothers**. Another person from the table chooses this relationship for their CC (if there are more than one, decide among you), and speaks briefly to develop it. Then, go to the next player. They also read out a relationship, which must be chosen by **another player who is yet to have one associated with that CC**. (Never assign two relationships between the same CCs). Keep going like this until you have gone around the whole table and then go round again. At the end, **each CC should be related to another two**. This is enough for you to play a short game. The rest can be improvised during the game.

There are two alternatives. If you don't have much time, run **just one relationship round**. Each CC will have only one connection with another, but this is enough and you can improvise the rest later. If you have time left over or want a deeper connection between the CCs, **keep going round the table until each CC has a relationship** (just one) **with every other CC**. It doesn't matter if they are noted in their book or on that of the other CC, or if there are relationships that have not been assigned that a CC has written down in their book. Again, anything missing can be improvised or even modified during the game. And remember: **Make sure there are not two relationships between the same CCs**.

VIII. **Start the game**. If the tale needs relationships between CCs and NCCs, now is the time to define them.

THE SESSION ZERO. STARTING TO PLAY THE LIVES OF THE CHARACTERS

The Session Zero is a one-off moment. It's when your CCs come to life and sets the tone for the tales or the novel you are about to play. It is a joint session and can be rewardingly creative. You might start with an initial idea on choosing your CC books, but when the conversation starts to flow this may change to something you find more appealing. As the name suggests, a Session Zero should last an entire session. Don't rush it. Revel in your tenebrous creativity. And, of course, this is all part of the game, so enjoy it!. Talk like your characters, let yourselves get carried away by your conversations. Once you start, you won't want to stop. However you do it, what you define in this session will make the games to come flow far more effortlessly.

1. CUSTOMISING YOUR CC AND RELATING THEM WITH THE FAMILY

Carry out this step in a similar way to the Hour Zero: introduce those playing, present the setting, the Raven premises and choice of character concept. Unlike in the Hour Zero, however, the CC books will not be completed before being handed out, but rather the players will fill them in during this session. To do this, the Tenebrous Voice will guide the players through each section of the CC book, as they fill them in. They can choose one of the

suggestions from the last page or make up their own, as long as they respect the Raven premises and the table agrees.

Afterwards, define the relationships between CCs. Use the Hour Zero steps, i.e., go round the table in order, each player reads out a relationship and another player chooses it for their CC, talking about it to add detail. Since you'll be running several sessions, allow yourselves to fully explore the relationships and associate **all the relationships defined in each CC book**. Don't leave any blank. A CC shouldn't have two relationships in their book with the same CC. Each CC, however, could have a relationship written down with the other in their own book. *For example, the Necromancer might have helped the Summoner, and the Summoner may want to kill the Necromancer. Each CC has one relationship noted down in their book, not both.*

Throughout this process, it is very useful for players to speak freely among themselves, coming up with fresh ideas. This will help players break the ice and get to know their characters. The Tenebrous Voice should ask questions that make players think and offer ideas about the relationships. For example: "What made you want to kill them and what happened after?" The other players can (and should) also ask their own questions. Make sure all the CCs join in with the questions, avoiding just one or two taking over.

In their books, each CC only has space for 3 relationships, because to start with it is best not to try to manage too many. If there are more than 4 CCs in the game, you can create these additional relationships at the beginning or leave them undefined. They will be created naturally during the course of the game and existing ones might even be modified. Let things flow. You can also add them later.

2. DEFINING EACH CC'S WING OF THE MANSION

each cc lives in an enormous wing of the mansion, which covers several floors and is filled with the objects and has the appearance of their choosing. Their most personal stories will play out here. In the Session Zero, each player defines what their bedroom is like, along with their studio or laboratory. Later, during the game, they can define other spaces in their wing, such as: a morgue, a basement, a tower, a library, etc. Everything should have a cursed feel to it. Also, to make it easier to lead a shared life, the mansion has a main wing where you meet regularly. You can talk about that too. It could include, for example, a large dining room, huge library, tea room or visitors room. In theory, most of the stories that concern the mansion and the family will play out there.

3. CREATING RELATIONSHIPS WITH IMPORTANT NCCs

Define a relationship with your mother, your father, the leader of the Order and the Custodian following the indications in each CC book. These will constitute your first contact with Raven. Optionally, you could also define a relationship with the Guild leader, someone problematic in the family, or the mansion's butler or housekeeper. Talk about each decision.

If you're planning to play several stories and not just a single tale, you can go into greater depth when defining the relationship with your mother and your father, since you have close contact with them on a daily basis. Associate each question to a CC and explain it or create your own:

- ☉ Who do your parents spoil?
- ☉ Who is their disappointment?

- ☉ Who do they torture in their experiments?
- ☉ Who do they protect from themselves?
- ☉ Who hates them and why?

4. PLAYING SCENES FROM THE DAILY LIFE OF A CORVUS

If you're going to run a short tale, you can skip this step and go straight into the story. If you're going to play a novel or a tale with several sessions, you can start with scenes of daily life for each character, ideally one by one. These are useful to get to know each CC and breathe life into them. One suggestion is for this first scene to be with each CC's loved one and to take place somewhere they often spend time in: their laboratory, their office, their wing in the mansion, a part of Raven... The Tenebrous Voice can set up each scene using these **possible questions**:

- ☉ What part of the mansion are you usually in on days like today?
- ☉ What are you doing?
- ☉ Who are you with?
- ☉ What unfinished business do you need to discuss or do?

If you want to do this quickly, spend five minutes on each scene, cut it with an ellipsis (a "fade to black") and go to the next player. The aim here is just to have an initial contact with your character.

Next, you can play a scene with all the CCs. The Tenebrous Voice can propose one using these **possible questions**:

- ☉ Where do you often meet to talk?
- ☉ At tea-time, after lunch, at night while the mist falls outside?
- ☉ What unfinished business do you have to discuss or do?

Each player is encouraged to ask about what another CC has done in their scene. Meanwhile, the Tenebrous Voice can ask questions about your habits, your loved ones, your secrets, your fears, unfinished business... Let the scene flow for as long as you feel like. Then you can either end the session here or start the story itself. For the latter, the Tenebrous Voice can introduce the Exposition of the tale when they feel it is appropriate, or connect it with the current scene.

Elements from the character book

Here you can look at each of your CC's traits. On the last page of the CC book there are suggestions for you to fill in.

1. YOUR TENEBROUS ESSENCE

① Concept, motto, name and what makes you...

The concept indicates your vocation and a tenebrous psychological trait. The motto is the box in your CC book that describes who you are. The name suggestions are works by Poe (if you change it, agree so that you don't use the same names). The three traits (What makes you an aristocrat, tenebrous and elegant) are what define you as a Corvus.

② Personality, you are often...

This indicates to what extent you often display the different characteristics and is used to make up the rolls. It is measured in Corvus dice (from 0 to 3dC).



- ❁ CREATIVE: Your actions are often irrational or prompted by something unexpected and are inventive or out of the ordinary. It applies to: inventive and spontaneous actions.
- ❁ LEARNED: Your actions are often driven by your knowledge or by knowledge you can obtain, not by intuition. They may be moderate or radical, but you are always prepared and fully informed, finding everything out beforehand. It applies to: actions of knowledge or inquiry.
- ❁ PROUD: You are often guided by your pride and won't let anyone impose anything on you or walk over you. Your pride might be aggressive, authoritarian and defiant, or moderate and silent, one of subtle revenge. It applies to: actions with determination or confrontation.
- ❁ PASSIONATE: You often act without thinking much, letting yourself be driven by your emotions, whether good or bad, and always looking to feel the moment as much as possible. It applies to: irrational or rash actions.
- ❁ RATIONAL: You often moderate your actions, analysing the pros and cons and evaluating both the person and situation. You are unlikely to leap passionately into a situation nor are you easily manipulated. It applies to: actions of observation and with precaution.
- ❁ PHYSICAL: Your actions are often physical, whether skillful or using force, and you often take the initiative to resolve difficult situations. You are decisive and pragmatic. It's not that you are irrational, but rather you try to ensure nothing will harm you. It applies to: pragmatic, physical actions.

PERSONALITY SCORES

Although they have a numerical value, when you talk about Personality during a game, you can mention them with their descriptor. For example, you are “very rational” or “not proud at all”.

3dC: Very

2dC: Quite

1dC: Not very

0dC: Not at all

Having 0 dice means that, if you want to undertake an action with this characteristic, you'll have to make an effort to win a Help die (giving a tenebrous description of the action or seeking help), or obtaining the collaboration of another CC (the family is important).

This should be a concise sentence that entails a tenebrous, disturbing or radical action, or one that breaks with social norms. It should also complicate the situation.

You start the game with 1 Tendency and acquire more with experience, which reflects how you tend to act.

Examples: In a cursed place filled with ghosts, a necromancer might tend to “ignore the fact that a relative or friend is in danger” and will instead speak with the spectre or dead being in front of them. Instead of visiting a relative in their mansion and asking about what their son does every night, a summoner might tend to “summon dangerous spirits” to follow him. Getting information about larvae from a book, a potentially dull activity, is not the same as using one of the rituals from the same book to delve into the corrupt arts, because you have a tendency to be “addicted to what is forbidden” - a particularly Corvus trait.

4 Your Corvus curse

This is your family curse, hidden inside your soul, driving you to obsession and guiding your actions, whether you like it or not. It manifests in each CC in a different way. It consists of:

- ❁ A work by Poe and a theme dealt with in that work, both as inspiration for understanding how the character would act and what is guiding them towards the abyss.
- ❁ A sentence that indicates how it is manifested.

If when creating the CC, you choose a different work by Poe and a different theme, do not choose the same as another player so as to ensure your CC remains unique.

On a mechanical level, you could trigger the curse once per session to be successful in something, although it will always bring complications.

5 Your cursed loved one

This is the person your CC loves in Poe's tragic style and who they are obsessed with, usually to their detriment. They may suffer from a curse, caused, or not, by the CC, be surrounded by a mystery to be unravelled, or may even be dead, like in Poe's works *The Raven* or *Ligeia*. All this can lead to scenes and tales that will enrich the CC's backstory.

In the character book, a loved one is defined by a sentence that will contain their concept and a conflict that involves the CC.

It is also a good idea to involve them in an element of the CC: their curse, their mystery, their relationships, their actions... They can also take part in the current tale because they know the key NCC, have some kind of clue, are part of the conflict, are the victim... It would also be ideal to define the relationship with other NCCs and for their mystery to evolve in the background so that, when the CC looks for them, they find that something has changed and perhaps not for the good. They can also create relaxing scenes to recover from aftereffects. In short, they are a key element for making the lives of the CCs more real.

6 Tendencies. you have the disturbing tendency to...

These reflect how the Corvus Characters tend to make everything you do disturbing. They are in the game to help make your descriptions more tenebrous. If you perform an action according to your Tendency, you add 1dC to the roll. This will also often generate problems, which are usually not too serious and don't lead to a twist, but should add colour to the scene. If they get complicated, they could end up generating a twist.



⑥ Your sisters and brothers

Your links between CCs are very close and can be used to create family-based scenes and stories. Each CC will record situations that marked their relationship with three of their sisters and brothers, whether these be good or bad. There are only three to make it easier to explore them at the start of the game. If there are more than four CCs, each player will choose three CCs to have a relationship with, but make sure no CC has more than another and that none of them are left out. Don't worry if a CC does not have a relationship with one of the other CCs, as long as they have a relationship with three others. Those that are missing can be created without noting them down as you play scenes between CCs. Moreover, all these relationships are just at the beginning; they will change as you play tales and you won't need to look at them.

⑦ Your Corvus actions

As a Corvus, you are capable of doing things thanks to your vocation or your cursed blood, which is feared by the rest of Raven.

PERSONAL ACTIONS

These can be used by all CCs. They are:

- ❖ **Unleash your curse** for a successful **Twist with Complications** (the complication will be caused by your curse). Advance 1 step along your Path through the Mist. This can be used once per tale. It does not require a roll because the Twist with Complications will always happen.
- ❖ **Obtain a clue to your mystery** by asking the Tenebrous Voice to relate the current situation to it. The Voice will give you a clue connected with: a Raven mystery, the current tale, someone Corvus, a faction or threat from Raven. Once per tale.
- ❖ **Indulge obsessively** in your addiction or your loved one to recover or ease a mental or physical Aftereffect. This generates a **Twist with Complications** that entails your addiction or your loved one. This is useful for scenes between tales or for breaks in a tale. It is an intimate moment during which you recover your strength and alleviate your traumas.
- ❖ **Explore your mystery.** Once per tale, you can ask for a scene that looks closer at a clue to your Mystery. You can also ask to play a tale in which your mystery is solved. You will have to use your clues and involve your family.

VOCATION ACTIONS (NECROMANCER, ETC)

These are specialised everyday actions according to the vocation in question. Each CC has different ones. Choose one when you create your character. You will acquire more as you advance along your Learning Path. If the dice roll causes an unfavourable twist, this can be based on what is suggested by the action itself (for example a debt).

CURSED ACTIONS

These are supernatural actions related to the Corvus curse. Each CC has different ones. Choose one when you create your character. You will acquire more as you advance along your Learning Path. If the dice roll causes an unfavourable twist, this can be based on what is suggested by the action itself (for example a new threat).



⑧ Your cursed magic art

Each CC starts the game as a specialist in a magic art of the Order related with their vocation. Thus, a Necromancer begins with the art of necromancy. As characters advance along their Learning Path they can learn new arts, each with its test.

⑨ The personality you do magic with

You must select the Personality you do all your magic with. It could be the main one if you consider your magic to be related with your most distinguishing trait, or another one if, for example, you are someone that is Not at all Learned (0dC) but you believe that Other Side magic should be learned before all else. It might become a strong trait of your CC if you always generate problems when you practise magic.

⑩ Your power circle

This indicates your status within the Order and also your magic capacity, i.e., what types of spells you can cast without excessive risk. Advancing to a new circle requires an initiation test. You start in the first circle as an Apprentice. Your initiation has been done, so the Order has a jar of your blood, which it can use in a ritual against you if you stray from your path.

⑪ Your magic actions

To use magic there are two generic actions: **Unleash your cursed magic** for an immediate spell and **Undertake a ritual** for a complex or permanent effect. Its use is outlined in chapter 4, "The Magic of Raven".

⑫ Your magic sacrifices

Magic is a terrible gift. If when used it causes a plot twist, this will require a sacrifice. You should note them down in your character book so that in the future you will remember why you always

wear a patch where there used to be an eye, for example. The CC book suggests sacrifices connected with the different arts. In the complete manual there are also suggestions for creating them.

13 Aftereffects

These are any physical or mental consequence your character suffers, defined by a word or a short sentence. Add 1dM to the rolls that cause you damage, but also which affect the plot. For example, if you have sprained your ankle, you cannot run. There are suggestions, in case nothing occurs to you in the heat of the moment:

- ☉ **Mental aftereffects:**
Nightmares, Obsession, Paranoia, Terror, Distrust, Ambition, Sleepwalking...
- ☉ **Physical aftereffects:**
Fatigue, Exhaustion, Dizziness, Injury, Pulled muscle, Sprain, Illness, Broken bone...

You can have 4 aftereffects of each type. The fourth will generate a trauma or disability and will stop you from taking any other actions until you recover.

2. YOUR CORVUS NOVEL

14 Your personal mystery

This is your own tale of mystery. It is something sinister and unknown that happened in your past and which you try to get to the bottom of, clue by clue. Its creation is optional. You may think that your character doesn't need any more motivation and prefer not to add a storyline of mystery, although you may decide to create one later in the game. You can also decide as a group that no one will have a mystery, if you would rather not complicate the stories.

15 Your social circle

The relationships with NCCs are basic, because it is through them that you get involved with the tales and the plots. In each character book you are provided with a list of potential relationships, where you can note down the people you know.

When you create your character you must assign them: your mother, your father, the leader of the Order, the Custodian. Optionally, you also can assign: the Guild leader, a problematic person in the family or the mansion's butler or housekeeper. During the game, when you find a relevant NCC you can decide which of your CCs has a relationship with that character. They will note this down in their book, choosing one of the predefined relationships or adding one of their own making. As the game progresses, a map of relationships will develop that reveals the extent of your lives.

16 The distinguishing features of your magic

These are the traits of your magic. Remember to use them when you decide to cast a spell.

- ☉ What often happens when your magic fails.
- ☉ How you do magic.
- ☉ Your initiation trauma.

17 Pending twists

During the course of the tales, there will be personal situations that remain unresolved, either arising from interactions or actions or because of a twist outcome. They will be Help you are owed, Problems that threaten you and other pending twists. Their use is outlined in the chapter on the Maelstrom system.

18 Your valet

As an aristocrat, you have a person to help you dress, clean your wing of the mansion, iron, repair or buy your clothes, bring you meals in bed if you so wish, keep your secrets (or not)... They are part of the mansion's servant staff and share your peculiarities, secrets and disturbing demeanour. You have to define:

- ☉ **Their name.**
- ☉ **Two traits** that make them interesting, strange or even dangerous.

19 Your laboratory

This is where you perform your magic or your experiments. You might pass whole days and nights here or simply come here when things are not going well.

- ☉ **Appearance:** It reflects your personality.
- ☉ **Problem:** There is always something that makes it dangerous, disturbing, strange...

20 Your library and your tenebrous objects

Here you note down the objects, magic books, etc. that you acquire during the game. You begin with one object linked with your occupation. Think of a story for it and, if you want, you can change it.

21 Clues to your mystery

In this section you note down the clues to your mystery that you find as the game progresses. When you solve it, erase the clues and create a new related mystery.

22 Your path through the mist

Corvus blood is cursed and if it runs in your veins, sooner or later, you will find yourself on the path through the mist towards corruption. The Founder completed it when the Lodge taught him his magic, thereby condemning his bloodline to suffer the temptation time and time again. The path endangers your soul, but it is also said to give you power over the curses, the ravens and the mist itself.

The character book records your progress along the path and what you obtain from each completed section. It also shows you how long your soul has before it will be lost to the mist.

23 Your learning path

There is also a record of the experience you acquire. At the end of each session, you have to answer questions on what you have done, which will allow you to acquire new tendencies, arts or Corvus actions.

The Corvus mansion

The Corvus mansion is one of the oldest places in all of Raven, dating back to before the Founder arrived. Back then it was the seat of the Lodge, but it may have been there earlier than that. Each Corvus Character has their own vast, personal wing set apart from the rest. This is their castle, their refuge, a place where they can rest, spend time with their loved one or conduct their experiments. But the mansion harbours a great deal more.

It is an immense building, all black, including the facade, windows and doors, and disappears into the mist. Some of its wings are relatively new and others are truly ancient, some sealed off, forgotten about... or forbidden. There are also numerous basements and underground vaults, some of which are said to connect with tunnels that lead to the city of Raven and beyond. Although these are often blocked by the mist.

Surrounding the mansion is a cursed forest of ancient trees where the mist at night is especially dense. On the branches are always rows of ravens watching menacingly, justification for the mansion's sinister reputation among the city folk. The forest is scattered with ruins, old cemeteries, caves and pools... all ingredients for the perfect ghost story. From the outer wall, a long path crosses through the forest to the main wing of the mansion. Few people dare to tread it, and more than one is known to have gone missing in the forest, never to be heard of again.

Then there are the inhabitants of the mansion: your mother, your father, the servants... and the cats.

INHABITANTS OF THE MANSION

YOUR MOTHER AND YOUR FATHER

Your parents, the current representatives of the family, are the owners of the cursed mansion, as well as being the focus of the Order's suspicions. If anything happens, the Order will hold them to account. In turn, if you are behind something, your mother and father will hold you to account. They worry about you and protect you, but at the same time you suspect they are tarnished by the corruption that threatens all members of the Corvus family. They guard many secrets, perform clandestine rituals and have relationships with other family members and people from the city that would undoubtedly complicate your lives if the Order were to find out. After all, above all else, the Corvus family is mysterious.

THE SERVANTS OF THE MANSION

The mansion is enormous and needs the servants to keep it in order, clean and well-stocked and to prepare the meals and light the fires. Corvus servants are strict, polite, impeccable and efficient. They manage their own affairs and a Corvus rarely needs to intervene in organisational matters. They've been in the mansion for so long that the characters remember seeing the older ones when they were children.

They are loyal and committed to attending to the Corvus family. Anything undertaken by the family in the mansion is kept entirely secret by the servants. They say nothing of any magic or corrupt activity to anyone. However, there is something disturbing about them. Generations and generations of servants have been working in the mansion for decades. They

know corners of the building that no Corvus has ever seen and have heard stories about old Corvus family members that no one now remembers. But their lips are sealed. They do not interfere. They keep watch. And they seem more concerned for the mansion than for its residents.

THE CATS

Corvus children are taught many rules to stay safe from the dangers of the mansion. But the most important is: "Do not disturb the cats". Nobody knows what they are and why they are there. What has been passed down in family tradition is that no power can affect them, and any attempt will only lead to the perdition of whoever is foolish enough to try. They are hard to find, since they spend almost all their time asleep in unknown corners. If anyone does see one in the mansion it is because the cat wants to be seen. And, when that happens, there is always something tenebrous in the air.

It is also said that when a Corvus manages to strike up a friendship with a cat, they will be bound together forevermore. For better or for worse.

The world of Raven

THE CITY

RAVEN AT A GLANCE

Raven is a city of secrets, mansions, cursed places, conflicting factions, tenebrous dangers, ravens, mist... and the Corvus family. This is no normal city, but rather one that lives day by day (and night by night) with the spectres and the curses. Those who live there, including your characters, have lived like this all their lives, but this does not make it any less perilous. They adapt and have adopted certain habits as protection, doing what they can to get on with their lives.

Raven's most distinctive traits:

1. It is a white city, its buildings made of old white stone, even their roofs. It seems to glow in the mist after nightfall.
2. The Corvus mansion is a deep black, and the seat of the Order red marble.
3. All the buildings are old and elegant, even the more modest of them.
4. The ravens are everywhere. They watch day and night.
5. Nobody goes out into the streets at night because the mist covers everything.
6. The city's technology is that of the era of gas. There is no electricity or telegraph.
7. Raven is a peninsula, surrounded by a sea which is forever shrouded in the mist.
8. Most of the buildings were already there when the Order arrived two hundred years ago. Many were decaying and rundown. The war destroyed or inflicted further damage upon them, but many were rebuilt later. There are areas, however, like the War District, that remain abandoned.
9. There are forgotten black stone ruins from the ancestral era that nobody understands.



WANDERING THE STREETS OF RAVEN

When you leave your mansion in your carriage and take to the white streets of Raven, the first thing you see are the ravens. Dozens, no, hundreds of them. They watch you from the rooftops, the window sills, the trees that line the streets, the gas lamps. When you step down from your carriage, they are still there. When you enter the home of your loved one, they await your return. If you look back you may even see them watching you through the windows. They are always there. Luckily just watching.

When you leave your loved one's home, perhaps at dusk before nightfall, you also notice the smell of the mist. Although it is still light and there are just wisps of it hidden in dark corners, the sea is eternally enshrouded and its perfume permeates the city. The air in Raven recalls the dampness of an elegant, old mausoleum, one that for centuries has lain in wait for something. But it also carries a strange odour, one that is sweet and gentle, ancient and nostalgic, one that invites you to forget your carriage and lose yourself in the city's streets, to follow the mist to where its perfume is most intense and where you can breathe it in and satisfy your craving. But around the last corner you run straight into the cursed openings of mist, sealed fortunately, and come face to face with that intense white smoke in whose interior vague forms prowl and wait.

However, luckily for you it is still daytime. There is still time to turn tail and return to your carriage, to your mansion, to your fireplace and your books, ignoring the ravens that have followed you, still watching. Because then the night will come and the smell will be all the more penetrating. At night, Raven is an immense, silent city, its empty streets shrouded in mist, through which you long to roam. And you know that if you give into the allure, your fate will be worse than death. Nevertheless, there it is. A white and tenebrous city, with the intense perfume of the dampness and dust you might find in an old, ancestral cemetery. A city where the night offers nothing but the sight of the mist and sound of the ravens.

Your city.

A WORLD WITHOUT GENDER-BASED OR CULTURAL DISCRIMINATION

Raven is a world of tenebrous fantasy inspired by the aristocratic 19th century and Poe's tales, although only in theme, tone and tenebrosity. In *Raven*, your gender, sexual orientation, origin or skin colour is of no consequence. All that matters are your stories. But it is by no means a utopian society. It would be a source of moral outrage if someone were found to have a secret lover, to be driven to insanity over an obsession with their death or to be making a pact with the ravens to bring them back. Again, it is the stories that matter.

THE ORDER

The Vigilant Order of the Mist, known simply as the Order, is a society of aristocratic mages that rules over and protects Raven. They monitor all use of magic to prevent a repetition of the Founder's corruption and ensure that the current curse of the mist does not grow further and carry away every soul in the city. They also protect the people from the spectres, the ravens and any other threat emerging from the Other Side or what remains of the Lodge. They have authority over all everyday affairs, except those relating to business, which are overseen by the Guild, with which a fragile balance is kept over the control of the city.

LORD USHER

The current leader is Lord Usher. Concerned above all else for the safety of Raven, he is the Corvus family's biggest antagonist, doggedly watching for any kind of mistake that will justify executing its members and taking possession of the mansion, perhaps to destroy it or maybe to unearth its secrets.

THE GUILD

If the Order represents Raven's aristocracy, the Guild looks out for its haute bourgeoisie. The guild controls most of the city's trade, from high-end tailors to food markets. It also oversees all imports and exports to and from the Ancient Continent. Big businesses receive protection and pricing dispute resolution, depending on the membership fee they pay. Small traders have no choice but to also be members of the Guild. However, whether or not they belong to the Guild, they all receive its unequivocal protection against any authoritarian act of the Order. And this gains it a lot of support.

Raven is held in a precarious power balance between both organisations. All that prevents open war is, quite simply, the fact that it would not be profitable for the Guild.

MADAME LALLANDE

The current leader of the Guild is Madame Lallande. She is likely the most powerful person in all the city, with control over almost all its resources and capable of standing up to the Order despite not being a magic practitioner. Her spy and "execution" network rattles the nerves of more than one member of the Council of the Order itself.



The Threats of Raven

THE LODGE

Since being destroyed and condemned to oblivion two centuries ago, nothing has been heard of the Lodge. Its knowledge has been banned, its books destroyed and its members exterminated. Any practice of its magic is immediately eradicated. Its persecution by the Order is not driven by fanaticism, but is rather a question of survival. One thing that is known about the magic of the Lodge is that mere contact with it leads to corruption and strengthens the curse of the mist that plagues Raven. It is ironic indeed that the Order uses magic based on something so dangerous. And the irony does not escape its members, who are fully aware they must walk on the edge of an abyss to protect Raven with the very magic it has been condemned with. It doesn't escape the Guild's attention either, who keep watch for any signs of corruption within the Order so they can use it for their benefit.

In spite of all that, certain knowledge has endured thanks to studies that seek to complete Raven's history, gathering all kinds of clues on the way. These have been conducted by the Order, the Guild, the Society of Explorers and the Corvus family itself.

THE MIST

The mist is used to frighten the children of Raven when they are naughty. It is blamed for the disappearances of people whose bodies are never found. It fills the streets of Raven when night falls and forces its inhabitants to shut themselves in their homes and guard fearfully against it seeping beneath the doors. It is the curse that the Lodge cast on the city. But no one knows exactly what it is, and even now, two centuries later, it is the subject of debate within the Order.

It is known to be the substance the Other Side is made of, but there is much doubt over its origin: did the mist emerge from the Other Side, or was the Other Side formed by the mist? One theory is that it is the remains of tens of thousands of dead souls, amassed over centuries and diluted with the passage of time. Another claims that it is simply the absence of all life and, as such, is part of an uncontrollable natural cycle set in motion by the magic of the Lodge. All theories aside, what can be said for certain is that the mist absorbs the life of anyone who enters it. And worse still, it absorbs their soul.

THE RAVENS

The ravens are everywhere, day and night, on the rooftops of the buildings and branches of the trees. They perch on the window sills and watch, sometimes tapping on the glass. Nobody in their right mind would let them in.

They are said to be the birds that most abound in Raven. True as this may be - the city's white facades display the great black shapes of their wings and their cawing can always be heard in the streets - it is a mistake to believe they are birds. They are *psychopomps*, spirits with a bodily form that carry away dead souls to the deepest parts of the Other Side and torture them there for centuries. There are those who call them by a more common name: demons. And indeed this is a fitting one, as they are beings of a tenebrous power that like to tempt human souls and make them suffer, whatever pact they may have offered them.



In the days of the Lodge, they were in its service and mercilessly watched, giving information of the soul that was hidden to the human eye. They tore souls from bodies when ordered to do so. They still do today, although with the purely sinister aim of sowing terror. There are those within the Order, however, who say they do this for the Lodge, which continues to exist, hidden in Raven itself or on the Other Side.

Whatever the truth may be, the ravens are still there driving the people to obsession, watching over them and taking their souls. Eternal. Sinister. Cruel.

THE OTHER SIDE

This is the land of dead souls, a cold, formless place from where the eternally wandering souls are desperate to flee. Perpetually filled with mist, it is a kind of hazy reflection of the world of the living, surrounded by a white, nebulous and unending sea. It is all too easy to get lost there, and easier still for the ravenous spectres, driven crazy from centuries of roaming its immense wastelands, to hunt someone down and devour their life.

But it is not only the souls of the dead that inhabit this place. There are a multitude of spectral beings that threaten both departed souls and those of the living who are foolish enough to cross the threshold. They are known as *daemoni*, deeply evil beings of uncertain origin who, on occasion, make their way into the physical world.

The Other Side is not for living beings. Spend too long there and you may well lose either your life or your sanity. Or worse. Those who develop an obsession with the Other Side come to see reality as something strange, forgetting all about the living and even their own mental and physical needs.

THE SPECTRAL BEINGS

There are no monsters in Raven. There are spectres. Here, all tenebrous and threatening beings have a spectral essence, whether intangible or formed by an ectoplasmic or re-animated body. They include everything from ghosts anxious to complete an unfinished job to soul-devouring parasites. A spectral being may appear in its translucid essence or possess a body, thereby posing a physical, or psychological, threat. There are many kinds of spectral beings hidden on the Other Side, but few are the unfortunate people who have met them. In Raven, it is not unusual that someone you may long have known and dealt with turns out not to be alive.

There are two kinds of spectres. Firstly, the *animas*, which are spectres created by people when they die. They could be anything from ghosts obsessed with something left half finished to memoryless shades that drag their dark emotions around with them. Then there are the *daemoni*, spectral beings that have emerged from the mist, whose inherently evil nature leads them to harm living beings. They could be anything from parasites that feed off people's extreme emotions to reflections that take over living beings.

How to play Raven

The single most important thing in *Raven* is the story created around the table and that of the characters. The aim is to develop a shared narrative in which the Tenebrous Voice (“Voice” for short) takes responsibility for the world and the tale, and the players for what surrounds the Corvus Characters (CCs).

THE PREMISES OF RAVEN

Although *Raven* offers a predefined setting, there is freedom for the table to adapt it to your liking. We do suggest, however, that you follow these premises to get a taste for the tone of the game.

1. The ravens are after your soul. And drive people to obsession.
2. No one can defeat the mist. It can appear anywhere.
3. The Other Side is a bewildering place. No one is ever safe there.
4. The only cats are in the Corvus mansion. They are all black and mustn't be disturbed.
5. The only monsters in Raven are spectres. Even the weakest is dangerous.
6. You can come back from death. But there will always be something disturbing.
7. Nobody knows about all that lies hidden in the Corvus mansion. Or its perils.
8. There's something disturbing about the mansion's servants. Perhaps they're in charge.
9. Every corner of the city has its cursed places. And its secrets.
10. Magic always requires sacrifice. Consider what you are willing to offer.
11. The Order is dangerous. And it watches you.
12. The magic of the Lodge is deeply corrupting. And it tempts you.

THE CORVUS MAXIM

All the tales are related with the Corvus Characters. Invest time in creating them so you can use your stories in your games. Dedicate scenes to just playing and enjoying their lives.

Everything that happens in *Raven* has a connection with the Corvus family. Always. Though they may not know it.

THE MAELSTROM STORYTELLING SYSTEM

Inspired by literary techniques, *Raven* looks to recreate the structure of a horror story using narrative twists and the tale's Maelstrom.

The twists are key moments in which something happens or is done that develops or complicates the story, increasing the tension and culminating in an outcome. They are the events in a story that make us want to keep reading, watching or listen-



ing. They go beyond simply resolving the action, since a single twist might describe the outcome of an entire confrontation or a week trying to puzzle out a mystery or how a character wakes up trapped in a pit on the Other Side because of a ritual that's gone wrong, for example.

A twist always offers something interesting, enriching the lives of the CCs, even though it may also harm them. Resolving a mystery is all very well, but a story will be all the more satisfying if you've enjoyed unexpected twists on the way. In *Raven*, you don't play to win. You play to enjoy the tenebrosity.

During a game session, the Tenebrous Voice (the storyteller) provides the conflicts and mysteries, describes the world and the setting and plays the part of the NCC (Non-Corvus Characters), describing their actions and reactions. The Players control their characters, describe their actions, make relevant proposals and roll the dice. Both will look for the most mutually enjoyable way to resolve situations. Meanwhile, both the Players and the Tenebrous Voice will come up with Plot Twists that will move the story forwards.

The Players only throw dice when their CCs are facing a Threat. This dice roll will trigger a Plot Twist, in other words, a significant change in the story. This could be:

1. A Favourable Twist in the story if they are successful, thereby overcoming the Threat.
2. A Twist with Complications if they are partly successful, overcoming the Threat but also complicating the story.
3. Or a Tenebrous Twist against them if the roll is unsuccessful, meaning they either don't overcome the Threat or they do, but at a high cost.

The Tenebrous Voice does not roll dice, but rather defines the Threat the Players must face with their dice roll and the twist resulting from an unsuccessful roll.

The Maelstrom is the narrative structure, crux and outcome that defines a story to be played (see later, the section “The Maelstrom of the Tale”). The tension of the tale is increased through atmospheric elements, greater frequency of Unfavourable Twists and by adding Mist dice (see below) to increase the danger of the threats.

TWISTS AND DICE ROLLS

PROVOKING TWISTS

- ☼ The CCs provoke twists (and roll dice) to resolve a threat for the tale or the CCs.
- ☼ The Tenebrous Voice can provoke twists to increase the tension and move the story forwards. These do not require a roll and will normally be complications related to threats in the tale, the backstory of the CCs or Raven.
- ☼ The Tenebrous Voice also defines the Unfavourable Twists when CCs fail a roll.

RAVEN DICE

Raven uses 10 six-sided dice in two colours, with 4+ required for successful rolls (although any dice with a number of sides that is a multiple of 2, like d4, d8, d10, d12, d20, can be used). Both kinds of dice can cancel each other out:

- **5 black dice** (Corvus dice or dC). These represent favourable rolls for the character.
- **5 white dice** (Mist dice or dM). These represent the threat of a situation.

ROLLING FOR A TWIST

1. DETERMINING THE MOST SINISTER THREAT

For there to be a twist, there needs to be a threat, which could be any NCC, being, place or situation. Each tale will have its own threats defined for it. In the *Raven* manual you'll find the most relevant for the setting, but specific ones can be created for the situation. The Tenebrous Voice will look for the most sinister threat that might affect the action of the CCs. It must be:

- ☼ Defined in the tale
- ☼ Related to the CC's personal story
- ☼ Or exist in Raven's backstory

THREAT LEVELS

The Threat Level indicates the number of dice to oppose in a roll. It does not always reflect its magic or physical power, but rather how important it is in the tale. A guide:

- Complicates the situation: 1dM
 - Is dangerous: 2dM
- Is lethal or the main threat of the tale: 3dM

Dense Mist if it is: an ancient, powerful, corrupt or unknown threat. Each Raven requires two Cats to be defeated.

2. DEFINING THE TWIST TO OPPOSE THE THREAT

The player will describe how their action will change the story to resolve the threat. In other words, their twist. The Tenebrous Voice can add details to maintain coherence.

The Tenebrous Voice indicates the Threat Level and what could happen if the action fails. In other words, the possible Unfavourable Twist. The player can decide not to act, to negotiate or to accept it. They can also propose a situation that could go wrong and the Tenebrous Voice can add colour.

3. DICE ROLLS

DICE FOR A TWIST

THE THREAT: 1 to 3dM (+ possible Dense Mist)

+ MAELSTROM: +ndM

+ OBSTACLE: +ldM (complexity, situation, person, object or aftereffect applicable for the CC)

(Maximum: 5dM)

YOUR PERSONALITY: 0 to 3dC

+ appropriate TENDENCY: +1dC
+ HELP: +1dC (situation, person, object,
additional action, experience or sinister
atmosphere)

(If one or more CCs collaborate: additional +1dC)
(Maximum: 5dC)

Composing the Mist dice

- ❁ **THREAT LEVEL (1 to 3dM and possible Dense Mist):** Entails Dense Mist if the threat defines it as such or if the Maelstrom indicates as such (normally in the outcome).
- ❁ **MAELSTROM (0 to ndM):** The more the plot progresses, the more dangerous everything becomes, with Mist dice being added as indicated by the Maelstrom.
- ❁ **OBSTACLES (0 to 1dM):** If something makes the action complex, or there is a situation, person or object that acts as an obstacle or an aftereffect that harms the CC, add +1dM (1 only, no matter how many obstacles there are).

The maximum number of dice is $5dM$.

Composing the Corvus dice

- ❁ **APPROPRIATE PERSONALITY (0 to 3dC):** The player must ask themselves: “What is the CC being or acting like right now?” and the table needs to agree. If there are any doubts, use the second highest Personality.
- ❁ **TENDENCY (0 to 1dC):** Only one can be used. The action must be described so that it fits with the Tendency and the Personality. This should generate a minor plot complication.

- ☛ **HELP (0 to 1dC):** Any situation, person, object, additional action or experience that can help the CC, or a description or interpretation that might be intriguing or tenebrous, add +1dC (1 only, no matter how many helps there are). It must be easily given.
 - ☛ **COLLABORATION OF ANOTHER CC:** if another or other CCs collaborate in the action, add +1dC.
- The maximum number of dice is 5dC.

4. SUCCESSFUL ROLLS CANCELLING EACH OTHER OUT

- ❁ Dismiss unsuccessful dice rolls (3-).
- ❁ Successful Corvus rolls (4+) are **Cats**. Successful Mist rolls (4+) are **Ravens**.
- ❁ The Corvus **Cats** and Mist **Ravens** cancel each other out. Try to use expressions like “Two Cats devour two Ravens”, “One Raven survives” or “There’s only Mist left”.
- ❁ If there is Dense Mist: each **Raven** will require 2 **Cats** to be defeated. If there is only 1 **Cat** opposing 1+ **Ravens**, it cannot devour any. Dismiss it.

5. NARRATING THE RESULTING TWIST

THE POSSIBLE RESULTING TWISTS

2+ Cats: FAVOURABLE TWIST.

The player explains how their action is successful and leads to a FAVOURABLE TWIST. If there is anything new to REVEAL, the Tenebrous Voice will say.

1 Cat, Nothing, 1 Raven: TWIST WITH COMPLICATIONS.

The player explains how their action is successful until the Tenebrous Voice introduces another TWIST that complicates the situation. This should be LIGHT, AVOIDABLE AT A COST or just a WARNING of something imminent.

2+ Ravens: TENEBROUS TWIST.

The Tenebrous Voice says whether the action is partially successful or not, and introduces a TWIST that serves as an UNAVOIDABLE complication. They may trigger the CC's curse or burn a Pending Problem.

Narrating favourable twists

a Favourable Twist means that the threat has been “defeated” (at least in this scene). It does not represent, for example, a spell as part of a long succession of rolls to see who wins, but rather must resolve the whole conflict.

The Tenebrous Voice can stop the Player's narration of the twist when they feel it is appropriate, to introduce the new situation. The new places, NCCs, objects or clues can only be introduced by the Tenebrous Voice, although the Player may propose them.

Narrating unfavourable twists

An Unfavourable Twist must always have a dramatic effect in the story. Some suggestions:

- ☼ It triggers a twist of a threat in the tale.
- ☼ It turns the action against the CC or a loved one.
- ☼ It ruins something instead of fixing it.
- ☼ It adds an event, person, being or new object that complicates the scene: something extreme, something or someone that surprises them, something or someone unexpected and tenebrous, something or someone that makes their life more interesting, something or someone that makes their life more complicated and dangerous.
- ☼ It creates a new threat for the tale or the CC's story.
- ☼ It creates a **Pending Problem** in their CC book.
- ☼ It inflicts a physical or mental **Aftereffect** on the CC, based on the action.

In the basic manual you can find inspiration in the table “What the Mist Brings”.

And it must ALWAYS make the story more fun, complex or tenebrous for the characters and never block them. Remember the principle: “Always **ADMIRE** the Corvus Characters”. And also: “Make their lives **DISTURBING** but **FASCINATING**”.

A. Twists with complications

These will provoke a problem that can ALWAYS be avoided:

- ☼ It should only be a warning, something they can see coming and can prevent.
- ☼ It could be serious or even deadly, but there must always be ways to avoid it. And these could be suggested.
- ☼ Avoiding it might create a new scene or even a whole new tale.



GETTING THE ACTION DESPITE A FAILED ROLL

Even if the roll has failed, the Tenebrous Voice should allow the action to be successful in most cases, even if only partially or with complications. It should never be a boring “You didn’t get it”, but rather a “You got it, but it’s been complicated like this...” or a “You didn’t get it, but you might be able to...”.

B. Tenebrous twists

These cannot be avoided and the CCs will bear the consequences. It is narrated as a *fait accompli*, but it may lead to the following (the first of which must ALWAYS be the case):

- ☉ It leaves a door open for the CC to react and recover after the event.
- ☉ It generates a new scene or tale.
- ☉ It reveals a clue or moves the plot forward. The cost was high and deserves this.

A FULL EXAMPLE OF A DICE ROLL AND TWIST

Valdemar, the Unsouled Being, is in conflict over a personal hatred for the leader of the Order, Lord Usher. In one scene, her player says she throws the coachman to the ground, takes hold of the reins and drives the family carriage at full speed through the streets of Raven, despite running over stalls and people and causing accidents with other carriages and passers-by. If all she wants is a narrative scene because her CC needs to find shelter in her laboratory to forget the horrors she experienced in the abandoned mansion of Liam, her resurrected loved one (which hides a disturbing truth about him), no roll is needed. The Player will tell the story however she prefers and the Tenebrous Voice may add sinister or plot-related elements.

However, if she does this because Liam has warned her that the leader of the Order is heading for the Corvus mansion, then it is because Lord Usher is going to discover the books that Valdemar stole from him and with which she intends to falsify incriminating evidence. In this case, a roll is needed, as this is a relevant threat for the tale or the CC, and the story will make a twist if this is successful or not.

IDENTIFYING THE THREAT AND DEFINING THE TWIST:

The Tenebrous Voice determines that the threat is not how crowded or slippery the streets are or how she drives the carriage, but rather Lord Usher. The Player, for her part, defines the twist with which she intends to overcome the threat as arriving before Lord Usher to hide the books, and thus avoid suspicion. The Tenebrous Voice warns of the risk: if she arrives late, Lord Usher will provoke an Unfavourable Twist, accusing Valdemar before the Order. They tell the player she is opposing a threat of at least 3dM. Valdemar's player accepts and upholds her action.

COMPOSING THE ROLL:

I. The Mist dice

- ☉ **Threat:** The Voice says that Lord Usher has a Threat Level of 3dM (as defined in the game manual).
- ☉ **Maelstrom:** +1dM because of the Development chapter, which complicates the situation.
- ☉ **Obstacles:** There's a lot of traffic and narrow streets and, what's more, Valdemar is Terrified (an Aftereffect) by the mist in her loved one's bedroom. Both circumstances would apply, but only +1dM is added in total. 5dM, the maximum, is accumulated, and that is what Valdemar must oppose.

II. The Corvus dice

- ☉ **Personality:** To the question "What am I acting like?", The Player answers "Proudly", a Personality trait for which Valdemar has 3dC. She can also choose this for its description, as it can be used for actions of determination or confrontation, or use Passionate, which involves irrational or rash actions.

- ☉ **Tendency:** The Player declares Valdemar will follow her Tendency "To defy authority, no matter what", but the table isn't sure because she's acting out of fear. If a mage of the Order blocks the door of the mansion and Valdemar knocks them over, which would provoke future consequences, the table would agree and add +1dC.
- ☉ **Help:** The Player indicates that the horses are of cursed blood and always know how to return to the mansion. She could also describe the frenzy of the action and that would help to generate a sinister atmosphere. The table agrees and adds +1dC.
- ☉ In total there are 4dC. Her fate lies in the hands of the Cats, the Ravens and the mist.

THROWING THE DICE AND NARRATING THE RESULTING TWIST

5dM opposes 4dC. If 2+ Cats survive (a Favourable Twist), Valdemar's player narrates her twist: she hides the books before Lord Usher arrives, orders the servants to bring cups of tea and, in a pleasant conversation, convinces Lord Usher that she is the most honest mage in the Order. At least, until her plan moves forward and he falls into her trap.

If 1 Cat survives, 1 Raven or just mist (a Twist with Complications), the Player narrates how she hides the books and enjoys the tea and conversation, but the Voice adds that Lord Usher's suspicions are raised by the marks of dust left on the table by the books and, when he leaves, he orders Valdemar to be watched closely. It is a twist that complicates matters but, with an effort, can be overcome.

If 2+ Ravens survive (a Tenebrous Twist), the Voice narrates that Lord Usher is waiting for Valdemar when she gets home and asks her to accompany him to the hall of the Council of the Order to be interrogated.

THE MAELSTROM OF THE TALE

The Maelstrom of the tale is the whirlpool of tension in which the CCs are pulled into and which guides the games of Raven, making them gradually more and more tenebrous until they reach their end. This contains the story itself and is structured into chapters like a classic horror story: the exposition, development, tension and resolution. It will be the guide for moving forward and complicating the story with twists and showing the NCCs, places, clues and threats.

THE CHAPTERS OF THE MAELSTROM

The tales of Raven are outlined following this structure so that they are easy to use.

I. EXPOSITION: What triggers the conflict or the mystery and will always be connected with the CCs.

II. DEVELOPMENT: Where the CCs delve deeper into the tale looking to resolve the threat and finding people, clues, situations or new threats.

III. TENSION: In the longer tales, the situation becomes more dangerous or urgent as new elements are discovered and the final outcome approaches.

IV. RESOLUTION: Where the CCs must face what caused the conflict and resolve it, for better or for worse. It might be a showdown, a moral decision or shocking revelation. It will always affect their lives and give rise to new tales.



Each chapter often indicates:

- A Threat Level of the Maelstrom that grows and adds Mist dice to the rolls.
- Atmosphere and tone that is increasingly dark, sinister and disturbing.
- Twists that set the theme and move the plot forward. These get increasingly dangerous.
- NCCs, places, clues and threats specific to each chapter.

NARRATING THE MAELSTROM

I. BEGIN

A *Raven* tale is played following a chapter structure. But, before beginning, spend some time relating the characters with the main NCCs and threats of the story using questions defined in the tale, so that what is played is personal, not just another mystery. Then, start the game as indicated in the Exposition, with the initial conflict, the place, the situation and the NCCs. The Players are free to interact with the situation that is presented and will provoke twists as their actions come up against threats. The Tenebrous Voice, for their part, must trigger the twists defined in the Maelstrom chapter to give the story shape and increase the tension. When the final twist of the chapter is triggered or when considered appropriate, go to the next one, where the characters delve into their mystery. The tale will progress like that until arriving at the Outcome, where the CCs will face the final threat, for better or for worse.

II. MAKE THE CHAPTERS FLEXIBLE

Sometimes the game flows naturally through the planned chapters and at others the CCs arrive at places or trigger events ahead of time. Sometimes it's obvious when to pass on to the next chapter (for example, if night falls and the curse arrives) or you may not realise. A new place, a character or an event are good triggers for the start of a new chapter, as long as finding them is key to resolving the mystery or facing the threat.

It doesn't matter if as the Voice you don't know what chapter you're on or if the CCs have done something before planned. Use the threats, NCCs, places and twists from chapters you think are most appropriate. The important thing is that the tension keeps growing, that the threats keep triggering increasingly dangerous twists and that you reach the outcome.

III. TRIGGER THE CHAPTER'S TWISTS WHEN THE STORY ASKS FOR IT

Use the twists from each chapter to enable the tension or the story to progress if the CCs are at a standstill. However, if the story is flowing thanks to the actions of the players and the twists from their dice rolls, you may not need to trigger all the twists created for a chapter. It is recommendable though, to always trigger the initial or final twists, as these will help you to link up the story.

IV. SPEED UP THE PACE AS YOU APPROACH THE FINAL LEG

When you are approaching the outcome, the chapter twists should take place more frequently. Trigger them yourself, put your CCs in situations that force them to roll against threats, increase the tension with a twist, and another...



PRINCIPLES OF THE MAELSTROM SYSTEM

1. Everything that happens in *Raven* has a connection with the Corvus family. Always. Though they may not know it.
2. Dice are only rolled for Threats relevant to the story.
3. One roll resolves an entire situation or scene.
4. The Tenebrous Voice narrates the world and the tale, they do not roll dice and trigger Unfavourable Twists.
5. The Players narrate their characters and define Favourable Twists.
6. The narrative proposals are negotiated around the whole table.
7. Talk with one another to achieve the best possible scene.
8. Be generous in your gaming.

The magic in Raven

The magic in *Raven* is subtle. It is a dark, cold, spine-chilling and personal magic. Using the right art, you can summon and bind spectres, drive living beings crazy or to obsession, kill or bring back from the dead, open cracks to move around the Other Side (although there are no guarantees you'll return), make things happen or predict them (although it may be better not to know) and even manipulate electricity or use mesmerism to go beyond the limits of science.

THE SACRIFICES

Invoking magic always requires a sacrifice. This might be anything from a family ring that is all you have to remember your aunt by, missing the night you swore you would go to the wake of your loved one's father or even offering the life of someone you hold dear. The greater the power you are trying to summon, the more terrible, personal and beloved will be the sacrifice.

ROLLING FOR A MAGIC TWIST

Magic follows the same premises as any other CC action. If it is used to resolve a threat situation by way of a Plot Twist, it will require a dice roll. If no threat is involved, the magic will work, although it will still require a sacrifice. There are slight variations in the composition of the dice.

1. IDENTIFYING THE MOST SINISTER THREAT

The one that affects the tale.

2. DEFINING THE MAGIC TWIST TO OVERCOME A THREAT

Explain how it resolves the situation.

3. DEFINING THE SACRIFICE

This must consist in:

- ☛ **DESTROYING OR HARMING SOMETHING OR SOMEONE YOU HOLD DEAR** in exchange for a Pending Problem (related with what or who has been harmed).
- ☛ **AFTEREFFECT** (physical or mental)
- ☛ **UNFAVOURABLE TWIST**: Immediate (avoidable) or Pending Problem (not avoidable). See suggestions for twists (something or someone unexpected is harmed, etc.)
- ☛ **IT TAKES TOO LONG** (and generates a plot complication)

4. ROLL THE DICE

Using the dice table for a magic twist.

5. NARRATING UNFAVOURABLE MAGIC TWISTS

When the magic fails, the twist could:

- ☛ Trigger the **RISK** indicated by the art in your character book.
- ☛ Advance one **STEP** along Your Path through the Mist.
- ☛ Trigger the **CURSE**.
- ☛ Turn the magic **AGAINST** the CC or a loved one.
- ☛ Make the **SACRIFICE** far greater and more painful against your will.

You can also use the usual suggestions for a non-magic twist.

DICE FOR A MAGIC TWIST

THE THREAT: 1 to 3dM (+ possible Dense Mist)

+ **MAELSTROM**: +ndM

+ **OBSTACLE**: +1dM (magic that is subtle, complex, long—if it is not a ritual—, far away, fast or with several targets, something obstructs or an applicable aftereffect)

+ **LODGE MAGIC** or **UNKNOWN ART**: provokes Dense Mist + **OVERCOMES YOUR CIRCLE** and **IS NOT A RITUAL**: +1dM

(Maximum 5dM)

oooooooooooooooooooo

YOUR PERSONALITY: 0 to 3dC

+ appropriate **TENDENCY**: +1dC

+ **HELP**: +1dC (magic that is simple, brief, nearby, unhurried, connected object, you've studied it, something helps or sinister atmosphere)

+ obligatory **SACRIFICE**: 0dC

+ **TERRIBLE SACRIFICE**. Additional: 5dC or Cancels out Dense Mist / Traumatic: Favourable Twist no roll

(If one or more CCs collaborate: additional +1dC)

(Maximum 5dC)



An example of play

What is described here is the start of a tale. It would correspond to the Premise chapter. The Tenebrous Voice (Voice) presents the initial situation to the Players: a family event that will soon lead to a conflict.

Tenebrous Voice (Daniel): Today is the hundredth anniversary of the death of your great-great-grandmother Lady Victorine Corvus. Each year, you commemorate her life, as she saved the family from being exterminated when her twin sister was corrupted and the Order wanted to eradicate you. Lady Victorine killed her with her own hands and handed her body over to the Order. After that, she killed herself. You will have dinner together, and your mother and father have been giving out orders to the servants since this morning. Night is falling and the mist is already starting to gather outside, wisps of it brushing up against the windows. Despite the roaring fire, it is cold and the dampness seeps in through invisible cracks. Where are each of you? What is delaying you from joining the family for dinner?

Valdemar the Unsouled Being (Ana): I had a very serious conversation with Liam today.

Voice: Your dead loved one, who you brought from the Other Side? What happened?

Valdemar: She tried to kill our cousin Berenice again. It was hard for me to convince her that Berenice is not a larva, but that's what she's like, she knows things nobody else does. I made her swear to me that whatever she did she wouldn't kill her. I'll talk with Roderick after.

Voice: Berenice, your cousin... and Roderick's lover. Were you there, Roderick?

Roderick the Tormented Necromancer (Juanxi): No. This evening she came back covered in blood again and I've had to bring in all the bodies she left so that the Order doesn't kill her. It's too much. I can't cope with it all.

Voice: Are you attending the dinner then?

Roderick: In a little while. The work is piling up in my morgue and that body was just about to tell me something that I can't quite understand. But I can do that after dinner.

Voice: Great. After the dinner we can roll to see what Plot Twist comes from your search for the secret it hides... or what goes wrong. Meanwhile, what are Mary and Hecate up to?

Hecate the Obsessed Summoner (Nélida): I've taken tonight very seriously and was in the library looking up the history of our great-great-grandmother Victorine. I want to summon her with my spirit board and I've been fiddling around with it. I've had some spectres come but they weren't her. And the usual story, they've asked me to say goodbye to their families and to find the little chest where they left their jewels...

Voice: A normal day in the life of Hecate. Obviously there was no need for you to roll as you weren't facing a threat and it wouldn't cause a twist in the main story, but to summon your great-great-grandmother you would have to roll. Do you want to do that now?

Hecate: No, I want to try it later with my family. I think it would be very special for them and also that way father won't be so disapproving of me spending all day with the spirit board.

Voice: Very intriguing. What could go wrong? And where is our unruly Mary?

Mary the Cursed Poet (María): At a party at my loved one Archibald's mansion. There was a lot of dancing and wine. I'm going to ask him to marry me tonight.

Valdemar: After you rejected him, dear sister? Hadn't you told him that this cursed life is not for someone so pure as Archibald? Your words, not mine.

Mary: It's just that he's alive and I am very afraid for him. But tonight I have drunk lots of raven blood and I'm letting my passion get the better of me.

Voice: So you're not going to the dinner to commemorate your great-great-grandmother?

Mary: Oh the dinner! I give Archibald my glass, tell him I have something important to ask him tomorrow and rush out to my carriage. I don't want to disappoint mother. I'll tell the driver to hurry.

Voice: It's dangerous, you know? Night is falling and the mist is already filling the streets of Raven, so it will be a Plot Twist: you're facing the threat of the mist, and if it goes badly, the story is going to get complicated for you and for your family, who may have to save you... again.

Mary: The privileges of being the little sister.

Voice: Great. We'll roll the dice after and see what your story has in store. But first, in the mansion, Valdemar, Hecate and Roderick you all arrive late, but at last you are seated at the table. Your mother, her skin paler by the day and her attitude colder from her path towards corruption, looks at you sternly. You know that she would have dragged you here if you hadn't come by your own accord. Your father, looking indifferent, is reading a book on philosophy while he shoots you a knowing and sinister glance out of the corner of his eye. Then, your mother says: "It doesn't matter that you're not all here, we have something we have to tell you. We have a most welcome visitor". She raises a hand towards the other side of the table, gesturing towards an old chair that has gone empty for many decades. A faint mist begins to form around it. You feel a cold chill and hear tenebrous whispers all around you from the shadows of the dining room. After a few moments the silhouette takes shape of a woman wearing old-fashioned clothing.

Valdemar: Has great-great grandmother Victorine come? I've been wanting to meet her for ages!

Roderick: Well, well, there's never a dull day in this family.

Hecate: How exciting. Now I can ask her everything I wanted to!

Voice: Your father raises his eyes from his book and, smiling cruelly, says: "No it isn't her. It is her sister Laplace, who Victorine killed for being corrupt. She has some unfinished business and will be needing a body. Who shall we choose to offer theirs?". I'm wondering if you've just felt a chill go up your spines. But let's fade to black for a moment and we can see what twist Mary's story will have. Will she get lost in the mist? Or will she arrive on time? Could her punishment for being late perhaps be to have her body offered as host to Laplace's spirit?



Appendix. Tenebrous tips

SAFETY TECHNIQUES

BEFORE PLAYING

- ☉ **DESCRIBE THE TONE:** Warn players about what kind of session this will be: intense or psychological horror, action packed, intimate and sad, etc. This helps the table to play accordingly.
- ☉ **DEFINE PERSONAL LIMITS:** These are delicate subjects that someone around the table, including the Tenebrous Voice, does not want to come up. Nobody must bring these subjects up during the game or ever ask why they are a limit.

DURING THE GAME

- ☉ **X-CARD:** Any scene can be stopped at any time by picking up the X-card (a piece of paper with a big X written on it).
- ☉ **CHECK-IN:** When anyone seems absent, quiet, uncomfortable, sad... just ask "Is everything ok? We can stop if need be".
- ☉ **STOP AND CALIBRATE:** Anyone can stop an uncomfortable situation. The problem should be outlined and the group can come up with a constructive alternative.
- ☉ **OPEN DOOR:** No one should feel obliged to stay and no one should ask why they are leaving. Always remain open and friendly.

PLAYER PRINCIPLES

- ☉ Your character's behaviour should always be **ELEGANT, ARISTOCRATIC and SINISTER**.
- ☉ **PROPOSE** anything you like from your character's environment, as long as it entails a **TENEBOUS STORY**.
- ☉ Maintain the **TONE** and **PREMISES** of *Raven*.
- ☉ Always remember your **LOVED ONE**, your curse and your personal story. Always dedicate a scene to them in each session. If you can, connect some of these elements to the tale you are playing.
- ☉ Share your time with your **FAMILY**, even if you do have a sinister relationship with them. This will multiply the tenebrosity.
- ☉ Be **SUBTLE** in your supernatural and macabre descriptions and actions. It should be elegant, not parodic.

TENEBOUS VOICE PRINCIPLES

- ☉ Be an **ELEGANT**, yet **MYSTERIOUS** voice.
- ☉ Be **POETIC**, yet **TENEBOUS**.
- ☉ Be **ARISTOCRATIC**, yet **CRUEL**.
- ☉ Be **INTIMATE**, yet **SINISTER**.
- ☉ Always **ADMIRE** the Corvus Characters.
- ☉ Make their lives **DISTURBING** yet **FASCINATING**.
- ☉ Everything should always be coherent with the **NARRATIVE**.
- ☉ Allow all **PROPOSALS** from the players, as long as they entail a **TENEBOUS STORY**.

Always adapt it to the **TONE** and **THEME** of *Raven*.

- ☉ The world is **ELEGANT, ARISTOCRATIC** and **TENEBOUS**, just like the Corvus Characters.
- ☉ Everything that happens in *Raven* and in the stories is a **CAUSE** or **CONSEQUENCE** of the Corvus family. Someone always **WANTS** something from the CCs, or they or their family have **DONE** something.
- ☉ The CCs always **KNOW** the threat or the victim personally.
- ☉ In each tale, show a new *Raven* mystery or revelation.

TENEBOUS TERMS

Some suggestions in case you need inspiration for your descriptions.

HOW TO DESCRIBE RAVEN PLACES: sombre, sinister, gloomy, terrible, disturbing, tenebrous, lost, cobwebs, dilapidated, cursed, corrupt.

- ☉ **THINGS:** old, dusty, forgotten, cursed, written, with a secret, sealed, sought after, lost, corrupt.
- ☉ **PEOPLE:** pale, disturbing, fixed gaze, too old, solemn, cursed, persecuted, chase, tenebrous, dead, lost, corrupt, guards secrets, loved, family.

WHAT THERE IS IN RAVEN

- ☉ **THREATS:** mist, night, raven, cat, spectre, madness, passion, loss, curse, Order, Guild, Lodge, spy, assassin, Custodian, Corvus family, servant, something hidden, lost, forgotten.
- ☉ **PLACES:** cemetery, tomb, coffin, niche, mausoleum, crypt, morgue, basement, ruins, mansion, garden, dining room, attic, alley, rundown house, tunnel of mist.
- ☉ **PEOPLE:** spies, thieves, aristocrats, mages, bourgeois.
- ☉ **NIGHT:** mist, ravens, cold, far-off cawing, fragments, silhouettes, obsessive dreams, nostalgia.
- ☉ **MANSION:** paintings, servants, fireplaces, windows, library, dust, closed wing, forgotten place, shadow, creak, high ceilings, unending, smell of plaster and wood, candelabras, cat.
- ☉ **OTHER SIDE:** hazy, nebulous, dark as a pit, frozen, eyes that watch, silhouettes of ravens, prowling scavengers, parasites that absorb, lost shadows, larvae that seek you out.
- ☉ **MIST:** silhouettes, biting cold, needles in your soul, raven eyes, spectre hands, lost, your heart freezes, weakness.
- ☉ **CITY:** carriages, salesmen and women, ships, cobbled streets, gas lamps, newspapers, theatres.
- ☉ **CURSED PLACES:** tunnel of mist, cursed neighbourhood, abandoned mansion, dilapidated mansion, ancestral ruins, cemetery.





TORMENTED NECROMANCER

YOUR NAME:

1

WHAT MAKES YOU TENEBROUS:

WHAT MAKES YOU AN ARISTOCRAT:

WHAT MAKES YOU ELEGANT:

PERSONALITY

YOU ARE OFTEN...

2



CREATIVE

Inventive, spontaneous actions



LEARNED

Actions of knowledge, inquiry



PROUD

Actions with determination, confrontation



PASSIONATE

Irrational, rash actions



RATIONAL

Prudent, actions of observation



PHYSICAL

Pragmatic, physical actions

TO KNOW WHAT PERSONALITY TO USE:

What am I being or acting like right now? If in doubt, use the second highest Personality.

DISTRIBUTION

3dC (Very), 2dC (Quite), 2dC (Quite), 1dC (Not very), 1dC (Not very), 0dC (Not at all)

Your social circle consists of tombs. You spend your life thinking about death, its causes, its forms, its victims... But your question is not whether or not you might one day avoid it, but rather if you are prepared for it.



YOU HAVE THE DISTURBING TENDENCY TO...

3

+IDC IF YOU DESCRIBE YOUR ACTION SO THAT IT FITS WITH A TENDENCY.

YOUR CURSE

THE BLACK CAT

(THEME: DESCENT INTO PERDITION)

4

UNLEASH YOUR CURSE for a **Twist with Complications** (the complication will be provoked by your curse). Advance one step along Your Path through the Mist.
Once per tale.

YOUR SISTERS AND BROTHERS

6

- You helped _____ to _____
- You nearly killed _____ to _____
- _____ always helps you to _____

YOUR PERSONAL MYSTERY

14

OBTAIN A CLUE to your Mystery by asking the Tenebrous Voice to **relate the current situation** to it. The Voice will give you a clue connected with: a mystery of Raven, the current tale, someone Corvus, a faction or threat from Raven. **Once per tale.**

YOUR CURSED LOVED ONE

5

Their name _____
Their conflict _____

YOUR CORVUS ACTIONS

7

Indulge obsessively in your addiction or your loved one to recover or ease a mental or physical Aftereffect. This may generate a **twist with complications** that entails your addiction or your loved one.

Explore your Mystery. Once per tale, you can ask for a scene that looks closer at a clue to your Mystery. You can also ask to play a tale in which your Mystery is solved. You will have to use your clues and involve your family.

YOUR ACTIONS AS A NECROMANCER (CHOOSE 1)

- ☐ You know the city's cemeteries, who frequents them and certain secrets. This may generate a **twist with complications** that entails debt.
- ☐ If you do not have something that is forbidden, you know someone who does. This may generate a **twist with complications** that entails future problems.
- ☐ You can see the last thing a dead person saw in the pupils of their eyes. This may generate a **twist with complications** that entails danger.

YOUR CURSED ACTIONS (CHOOSE 1)

- ☐ You can resurrect anyone. This may generate a **twist with complications** that entails terrible sacrifice.
- ☐ You can cause a person's slow death. This may generate a **twist with complications** that entails the loss of someone close to you.

YOUR CURSED MAGIC ART

NECROMANCY

8

Daemoni magic, necromancy with corpses.

RISK: The soul of someone who has used this magic might be subjected to temptation or corruption that will never leave them.

INITIATION: Invoking a *daemon* and receiving their mark of hatred.

Personality you do magic with:

9

Your initiation trauma:

16

How you do magic:

When your magic fails:



YOUR CURSED MAGIC ACTIONS 11

Unleash your cursed magic for an immediate spell. Always at the cost of a sacrifice depending on the art to be used.

Undertake a ritual for a complex or permanent effect. As well as a sacrifice, this always comes at a **cost** of (you choose 1 and the Tenebrous Voice 1): strange or few components, not very reliable result, too long, too much effort, unknown, forbidden or dangerous magic, effect not exactly as you wanted, it plunges the family into debt, you will need the help of someone in particular.

YOUR MAGIC SACRIFICES 12

Magic that gives a relevant twist to the story will require a sacrifice. This will be greater the more powerful the magic. You cannot repeat it in the same story.

Suggestions: an important day or night, something very dear to you, use the body of someone close to you, use unique material that you were saving, human blood that will bring you problems, a cruel act against a loved one, a pact, the sacrifice of a loved one, the soul of a loved one, your soul when you die.

YOUR SOCIAL CIRCLE

(This relates each new NCC with one of your CCs) 15

- _____: Gave you your first corpses and is perhaps responsible for your obsession for necromancy.
- _____: Offered to be your teacher.
- _____: Wants your secrets about death.
- _____: In debt. You tried unsuccessfully to reanimate their loved one.
- _____: Your confidant or bestfriend, with whom you spend endless days in cemeteries, unearthing the dead.
- _____: Your rival, who uses dirty and dangerous tactics against you.
- _____: Your mentor, who taught you to love necromancy.
- _____: Protects you.
- _____: Saved you.
- _____: Wants to kill you.
- _____: Is hiding something from you.
- _____: Wants to manipulate you.
- _____: _____
- _____: _____
- _____: _____
- _____: _____

13

MENTAL AFTEREFFECTS

Nightmares, Obsession, Paranoia, Terror, Distrust, Ambition, Sleepwalking...

Trauma: _____

PHYSICAL AFTEREFFECTS

Fatigue, Exhaustion, Dizziness, Injury, Pulled muscle, Sprain, Illness, Broken bone...

Disability: _____

PROBLEMS THAT THREATEN YOU

HELP YOU ARE OWED

OTHER PENDING TWISTS

17

YOUR MAGIC POWER CIRCLE

- APPRENTICE. Spells: Simple, common. (Initiation: Offer a jar of your blood to the Order) 10
- INITIATE. Spells: Detailed, other people's. (Initiation: Destroy something you hold dear)
- MAGE. Spells: Complex, ancient. (Destroy, unaided, something that is dangerous and above your power)
- MASTER. Spells: Powerful, cursed. (Initiation: Make a pact with a powerful being offering them something essential)
- ARCHMAGE. Spells: Dangerous, unknown, legendary. (Initiation: Sacrifice a loved one that has committed a terrible deed)



YOUR VALET

18

Their name: _____
They are (write 2): _____

YOUR LABORATORY

19

Appearance: _____
Problem: _____

YOUR LIBRARY AND TENEBROUS OBJECTS 20

Necromantic ring belonging to your grandfather or grandmother _____

CLUES TO YOUR MYSTERY 21

(On solving your Mystery, erase the clues and create a new one with the Tenebrous Voice using pending twists) _____



YOUR PATH THROUGH THE MIST

22

ON THE EDGE OF THE MIST ☐☐☐☐

Magic:_____ Cursed effect:_____

TOUCHING THE MIST ☐☐☐☐

Magic:_____ Cursed effect:_____

CROSSING THE MIST ☐☐☐☐

Magic:_____ Cursed effect:_____

THE HEART OF THE MIST ☐☐☐☐

Magic:_____ Cursed effect:_____

NO WAY BACK ☐☐☐☐

Magic:_____ Cursed effect:_____

WHEN YOU COMPLETE A SECTION (ALL FIVE BOXES)

- **Choose a magic:** Curses, the Deep Other Side, Ravens.
- **Add an effect to your curse:** harms someone close to you, lasts too long, attracts something dangerous, vulnerable to the mist, ravens, the Other Side or spectral beings, cold skin, pale face, inert body, you look dead...

YOUR LEARNING PATH

23

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

At the end of the session tick 1 box for each if:

- You did something Corvus
- You triggered a Curse at least once
- You discovered a clue to your Mystery
- You discovered something about the secret life of your loved one
- You made things difficult for your family or the Order thanks to your necromancy
- You did something disturbing with a dead body

When they are all ticked, erase and choose an Advance.

ADVANCES

- ☐ New Vocation Action or Cursed Action
- ☐ Advance your Power Circle if you pass the test
- ☐ New disturbing Tendency
- ☐ New Art if you pass your initiation
- ☐ New Vocation Action or Cursed Action
- ☐ Advance your Power Circle if you pass the test
- ☐ New disturbing Tendency
- ☐ New Art if you pass your initiation
- ☐ New Vocation Action or Cursed Action
- ☐ Advance your Power Circle if you pass the test
- ☐ New disturbing Tendency
- ☐ New Art if you pass your initiation
- ☐ Advance your Power Circle if you pass the test

HOW TO CREATE YOUR NECROMANCER

The ravens welcome you to the most important step in Raven: defining your Character.

Dedicate some time or a Session 0 to defining your CCs, enabling you to create deep personal stories and tenebrous family relationships. Use these suggestions or get inspiration from them to create what you want, ensuring you maintain the tone and premises of Raven and the CC type.

CREATING YOUR TENEBROUS ESSENCE (for independent tales)

- **Your name:** Prosperous, Roderick, Madeline, Berenice...
- **What makes you an Aristocrat:** Bored aristocrat, Philosopher, Collector...
- **What makes you Tenebrous:** Solemn, Ambitious, Mournful, Distant, Vulnerable, Preoccupied...
- **What makes you Elegant:** Refined, Old-fashioned, Cloak, Black or long nails, Makeup around your eyes, Dark glasses...
- **Personality:** Distribute Very (3dC), Quite (2dC), Quite (2dC), Not very (1dC), Not very (1dC), Not at all (0dC) across Creative, Learned, Proud, Passionate, Rational, Physical
- **Tendency:** Define 1. Suggestion: To pay more attention to the dead than the living...
- **Your curse:** Create 1 sentence, inspired by:

WHAT HAPPENS TO YOU: A daemon possesses you or looks for you but you do not remember their sinister plans, Someone or something wants to kill and resurrect you multiple times, You become obsessed with killing (or ordering others to kill) people to then resurrect them.

AND IS CONNECTED WITH: someone who is a loved one, an enemy, close to you or unknown, family, something yours, something of someone else, tombs, or living/dead organs.

- **Your Cursed Loved One:** Create 1 sentence, inspired by: THEY ARE: Reanimated, Adorable, Innocent, Guilty, Magic practitioner, Persecuted.

BUT THEY: Tried to kill you, Fight against what is tenebrous, Are too tenebrous, Changed radically, Are looking for something terrible, Worsen your curse.

AND IS CONNECTED WITH: Order, Lodge, Guild, Family.

- **Your Sisters and Brothers.** 1 relationship per CC, inspired by: YOU / ANOTHER CC: You helped them to..., You almost killed them to/for... or They always help you to...

YOU/THEY: Reanimated someone you/they should not have with necromancy, Corrupted someone or you to kill (you), Pacted with a daemon looking for someone or something you or they loved,

Became obsessed with someone/something dead.

AND INVOLVED: someone who is a loved one, an enemy, close to you or unknown, family.

- Choose **1 Vocation Action** and **1 Cursed Action** from your CC book. Choose the **Personality you do Magic with**. In **Magic Power Circle** choose "Apprentice".
- **Social Circle:** Only if the Voice needs an initial relationship.

DELVING DEEPER INTO YOUR STORY (for long stories or to define as you play)

- **Your Personal Mystery.** Create 1 sentence inspired by: WHAT OR WHO...: Kills who you reanimate or reanimates who you kill, Creates very real proof against you, Helps those trying to destroy you, Poisons the person you love.

AND IS CONNECTED WITH: Lodge, Order, Guild, Origin of Raven, War and curse of Raven, Mist, Other Side, Corvus Family, Corvus Mansion?

- **Your Social Circle.**

WHEN CREATING YOUR CHARACTER: Assign these people a relationship: your Mother, your Father, the Leader of the Order, the Custodian.

You could also assign the following: the Guild Leader, someone problematic in the family, butler or housekeeper of the mansion.

DURING THE GAME: you can add a relationship that already exists or a new one when someone relevant appears in the story.

- Define **Your magic initiation trauma** from when you learnt your art.
- **How You Do Magic:** Whispering in the Corvid language, Mesmerising gaze, Convuluted movements...
- **When Your Magic Fails:** You pass out, You injure someone, The opposite happens...
- **Your Valet:** (write 2) Has a strange connection with the mansion, Sometimes disappears and you don't know what to do, Keeps an eye on you for the other servants, Protects you from the other servants, Is loyal to... Helps you with anything in exchange for your secrets.
- **Your laboratory:**

APPEARANCE: Crypt, Morgue, Library, Desk, Temple, Cloisters, Tower...

PROBLEM: Everything is falling apart, There can never be any light...

- **Your initial object** in your Library and Tenebrous Objects. Create a brief and sinister story for it.



AN OLD LOVE OF AN OLD CAT

A TALE FROM RAVEN, THE ROLEPLAYING GAME
BY DANIEL P. ESPINOSA

Your grandfather was thrown out of the house and the Corvus family years ago for his murky behaviour, his penchant for drinking and his cruel ways. However, coming from a family that was already murky in itself, how could you not feel a fondness towards him?

He has invited you to stay with him for a few days in the abandoned mansion in the Forest of Ruins where he lives in exile. In that isolated place, surrounded by solemn, ancient trees, the prowling mist and dilapidated mansions from the time of the Lodge, an old painting will awaken a thoroughly tenebrous mystery.



Synopsis for the Players

It has been many years since you have seen your dear grandfather Everard Corvus. You shared many moments with him in your adolescence in the taverns of Raven, where you were invited into the murky life of a painter who drank too much, was violent and lived alongside people of a distinctly base nature, something your parents used to question, although you may well have enjoyed it. He was thrown out of the Corvus mansion a long time ago for reasons you do not know. Now, he has sent you a letter inviting you to spend a few days with him. That is why you are in your carriage crossing through the Forest of Ruins, driving past the abandoned remains of mansions, high trees and wisps of mist, looking for the decrepit, lost and cursed place where it seems your grandfather has been living all this time. Perhaps it will be a break from your mansion and responsibilities, or a way of escaping your problems. You have been travelling for hours and night is approaching, along with the mist and a storm, but ahead of you stands his mansion with its cracked facade, surrounded by dead trees. There is only light coming from one window, but both the heat and your grandfather's face will be welcome after such a long journey.

The Key Elements of the Tale

THEME: Decadence, obsession, revenge.

THE CONFLICT: In the dilapidated cursed mansion of the CC's exiled grandfather, a cat with an obsession for the old man wants to destroy the souls of the CCs as revenge for what happened to their grandfather.

THE TENEBROUS TRUTH: The grandfather led a life fuelled by alcohol and cruelty and killed the cat, which came back to drive him insane. And when the old man left the mansion the cat went with him. For decades he has been hounded by the cat, which plays with him, slowly grinding away at his soul. The grandfather kills the cat over and over again, but it will always come back to life until the man allows himself to be killed. The grandfather lives with his sister, but she is actually an apparition who dies over and over again and wants her brother to lie with her in the mausoleum. He has to shut her back in her tomb each time, but she too always comes back, like the cat.

THE MAIN THREAT: The cat that wants to hunt down the souls of the CCs and their grandfather. The grandfather wants to use the CCs to free himself of the cat.

NCCs INVOLVED: The grandfather's twin sister, who is dying and deeply corrupted by the mist. She is dangerous, demented, cold and mysterious. In fact she is dead (she's an apparition) and the grandfather repeats the ceremony of entombing her alive.

tone: Subtle horror in the darkness of an old mansion.

THE MYSTERY: Why there is a cat in the old mansion of the Forest of Ruins and how it was able to gain the grandfather's trust. Why he wants to kill it and why it kills him.

SECONDARY THREAT: The grandfather, elegant, friendly, fragile, cruel. He wants to be freed of the cat at any price and will gladly use his grandchildren to calm the cat's thirst to hunt. But he will come to regret it.

EMOTIONAL INVOLVEMENT OF THE CCs: In their childhood, they had intense, murky and intimate moments with their grandfather, but they haven't seen him for years.



PLOT SUMMARY

While visiting their grandfather in his half-dilapidated mansion in the Forest of Ruins, they see a strange painting of him with a cat on his knees. "My cat", it reads. Their great aunt is with them and is chatting, but she is weak and sick. One night she says: "I'm dying, brother. Won't you let me die by your side in the mausoleum?". The cat appears and allows himself to be stroked by the CCs. Then it launches itself at the grandfather's neck. He kills it, but is wounded in the process. The great aunt dies and the grandfather entombs in the mausoleum, saying: "She'll be there for two weeks until I bury her, so that her corruption doesn't cause any more damage to this house". The cat appears again at night and starts relentlessly stalking the CCs. The grandfather starts blaming the CCs and seems to be losing his mind and dangerous. On a stormy night, the cat is stalking around and the grandfather violently blames the CCs. They wake up shut inside the mausoleum with their great aunt. When they get out, their grandfather may have allowed the cat to kill him to put an end to his curse. **FINAL TWIST:** The great aunt arises from her tomb and says the same thing again, but this time to a CC: "I'm dying, brother. Won't you let me die by your side in the mausoleum".

TENEBROUS TERMS: Absolute silence, mansion in ruins, great crack in the wall, pond in the mist, garden full of dry leaves, mist surrounding them in the distance, isolation, cat paw prints, chill wind in the passageway, four-poster beds.

A REVELATION: Cats show no mercy to whoever harms them. And they do not die.

SOUNDS: The cat's woeful miaowing. Snarling. Cat paw steps. Storm. Creaking walls.

ADDITIONAL DETAILS. SOME SCENES: The cat goes after the CCs, relentlessly; they wake in their bedroom with it there, observing them in the darkness... They wake up entombed with the corpse of their great aunt, who seems to be dead this time.

Threats

PLUTO, THE OLD BLACK CAT

THREAT LEVEL: 3dM Dense Mist

ABOUT: Big, black, scars beneath its fur, missing an eye.

OBSESSION: To destroy piece by piece everything the grandfather loves.

BEHAVIOUR: Languorous, curious, lets itself be pampered, attacks unexpectedly.

OPTIONAL TWISTS:

+ Settles itself on a CC's chest to sleep

++ Jumps at and scratches the face of anyone who attacks it

+++ Devours the soul of anyone who tries to kill it

UNEXPECTED TWIST: Rubs itself up against and forgives those with a good soul.

RELATIONSHIP WITH CCs:

• Who hurt a cat a long time ago? Could it have been this one?

• Who did a cat come to sleep with one night? Could it have been this one?

RELATIONSHIPS WITH NCCs:

• **Great aunt:** studies her with curiosity when it sees her. It doesn't interact with her.

• **Grandfather:** hisses at him, creeps up on him in the darkness and attacks him unexpectedly. It is never within his reach.

PERSONAL CONFLICT: One of the CCs might have been good to it and it may regret killing them or another CC. It needs affection, but deep down is crying out for revenge.



EVERARD CORVUS, THE EXILED GRANDFATHER

THREAT LEVEL: 3dM

ABOUT: Paternal grandfather. Didn't get on with the CCs' father. Was always an ill-natured and irresponsible *bon viveur*. He is a talented painter yet never received recognition. Always been at the vanguard, something the aristocracy has little time for. A temperamental man and frustrated genius. They don't know why he left the mansion, only that he argued with the CCs' father. The father says he was thrown out, but that doesn't fit with the grandfather's arrogance. Perhaps he decided to leave. He is no great mage and is corrupt from the mist out of pure hedonism, simply for his search for ways to explore his art and new pleasures.

OBSESSION: Wants to free himself of the cat in his mansion at any price and will gladly use his grandchildren to calm the cat's thirst to hunt.

BEHAVIOUR: Elegant, friendly, fragile, desperate and deranged, but bitter and unpleasant at times.

OPTIONAL TWISTS:

+ Cries discretely when he sees his sister

++ Blames them for his cat attacking him

+++ Seals the mansion using magic to stop the CCs getting away from the cat, calming its thirst for revenge

UNEXPECTED TWIST: Regretting bringing harm to the CCs.

RELATIONSHIP WITH CCs:

• Who did he take as a child to a tavern of raven blood liquor and the mist drug?

• Who was his favourite grandchild and why?

• Who had a connection with his skill as a painter? Did he teach them?

• Who is against his life of debauchery?

• Who is in love with him or admires him?

RELATIONSHIPS with NCCs:

• **Sister:** he adores her. Suffers greatly over her fate. She died from a fever because of that insalubrious place they went to because of him.

PERSONAL CONFLICT: Loves his grandchildren and does not want them to suffer, but cannot bear the cat's harassment anymore.

NCCs



EVELYN CORVUS, THE GREAT AUNT

ABOUT: The grandfather's twin sister. A fragile and unbalanced mind, but friendly. The CCs only saw her occasionally because she lived a long way from the mansion. Sick from birth, she has always been fragile. The CCs don't know the reason, but it's because she got involved in rituals she shouldn't have as a child and was driven out of her mind. The CCs saw her the times she went to the mansion or when they visited her and she was always very affectionate to them, albeit disconnected from reality. They don't know that, despite his life of alcohol, their grandfather lovingly looked after her. Neither do they know that he took her with him to the mansion in the Forest of Ruins, and certainly not that she's dead.

THREAT LEVEL: 1dM

OBSESSION: To die with the grandfather by her side.

BEHAVIOUR: She drinks tea with them and chats. Weak and sick. Friendly and sad. Gives her hand to the grandfather who strokes it distractedly, without looking at her.

OPTIONAL TWISTS:

- + Talks to the CCs about her childhood and the value of life
- ++ Remembers when her brother was a good person
- +++ Remembers when her brother was a horrible person

RELATIONSHIP WITH CCs:

(Define these relationships when they meet her in the grandfather's mansion at the start of the tale).

- ☉ Who looked after her once when she visited the mansion and fell particularly ill?
- ☉ Who did she give something old to from the family who still carries it with them?

Places

THE FOREST OF RUINS

An old forest outside of the city, extending many miles to the north, perpetually devoid of life and inhabited only by ghosts and mist. In yesteryear it hosted the summer residences of the great aristocratic families of the Lodge. Huge abandoned and dilapidated country mansions can be found, set well apart from each other, with immense grounds, once stunning gardens but now overgrown with weeds and undergrowth, pools of green water, the remains of statues or fountains and with wisps of mist everywhere. The mansions are cursed, like the forest, which is why no one has tried to inhabit them again. Relation with CCs: a CC got lost there once and nearly died.

THE GRANDFATHER'S STUDIO

- ☉ What it offers the tale: the obsessive paintings of the cat.
- ☉ Relation with the CCs: a CC had been in his old studio learning to paint with the grandfather. Cheerful paintings.

MAUSOLEUM

- ☉ What it offers the tale: it is the place where they will be shut away. They will find out that Evelyn has died multiple times.
- ☉ Relation with CCs: a CC was once entombed in one identical to it.

Clues

THE PAINTING OF THE GRANDFATHER AND THE CAT

- ☉ Where/who/how: in the living room.
- ☉ What it offers: the grandfather seems tense. He's hiding something.

THE CAT'S SCARS

- ☉ It has old scars that they can see if they stroke it or look closely. They are deep and have been there for years.

THE DANGER OF CATS

- ☉ If you disturb a cat, it will follow you beyond the grave and can harm who you most love to get revenge..
- ☉ Nothing can kill a cat forever.
- ☉ Treat them well and they might (only might) ignore you.

GRANDFATHER'S PAINTINGS SHOWING HIS CRUELTY TOWARDS THE CAT

- ☉ Where/who/how: the grandfather's studio. Locked shut. They know it from when they were children.
- ☉ What it offers: obsessive paintings of him killing the cat in all kinds of ways. The wounds shown coincide with the scars.
- ☉ SKETCH of the painting on the fireplace, older and done with a steady hand. It reads "My sentence".

The grandfather reveals that he killed the cat in the mansion.

NOTES FOR NARRATING “AN OLD LOVE OF AN OLD CAT”

This tale is inspired by Edgar Allan Poe’s stories *The Fall of the House of Usher* and *The Black Cat*, combining the two with *Raven’s* theme of mysterious cats. From the *House of Usher* it borrows the concepts of sister and brother, the entombment of the former by the brother and his subsequent progressive guilt and madness, and the dilapidation of the house, with cracks in the walls, which sinks into a pool at the end of the story. From *The Black Cat* this tale uses the alcoholic and violent protagonist and his abuse of the cat, as well as the latter’s repeated return from death. This, it combines with the dangerous essence of the *Raven* cats, making it the main threat of the tale. It is not absolutely necessary, but reading these tales will help to provide the right tone, and may also give you inspiration to add elements if you think they are suitable.

It works best as a one-shot session in which everything takes place on the same night, with the build up of a storm that ends up shaking the very foundations of the house. Firstly, there is the mystery of why the cat is there, why the grandfather kills it and why the cat hounds him. The mystery is straightforward and easy to uncover because the aim is to experience the tension of the cat’s persecution of the old man and, at the same time, find out that the cat is actually a victim, not a monster. The grandfather must show himself to be friendly and fragile, but as the story goes on he starts to lose his mind and can be cruel to the CCs, although he eventually regrets it. The end between the cat and the grandfather should not be an easy one, and it is inevitable that someone dies or loses their soul, or continues to suffer the cat’s persecution forevermore.

As regards the great aunt, this is a secondary storyline created to add a new mystery: what’s wrong with her and why does the grandfather ignore her and entomb and then forget about her. It is designed so that the plot of the cat and its mystery is not resolved too quickly and enables the action to be further enriched. It also provides an opportunity to add an emotive angle that makes the grandfather more human, since, despite his unsociable attitude, he has spent years looking after her.

Lastly, use this tale to enter more deeply into the mystery of the *Raven* cats and into why they must never be disturbed.

THE MAELSTROM OF THE TALE

I. EXPOSITION

(+0dM. Threat twists: disturbing+)

Atmosphere: Silence, dust, dampness.

Tone: Wonder, decadence, strangeness.

~~~~~

**START:** They arrive at the house at nightfall.

**POSSIBLE TWISTS**

+(Conflict): The cat appears and gets a CC to stroke it

++Great aunt Evelyn appears.

+++ (End): The cat is killed and everyone goes to dinner.

~~~~~

NCCs: Evelyn, grandfather, cat.

PLACES: The garden, the mist-covered pond, the living room, the desolate ground floor.

CLUES: Painting of the cat.

II. DEVELOPMENT

(+1dM. Threat twists: threatening++)

Atmosphere: Cracked wooden floorboards, falling bits of stone, cloudy, wind.

Tone: Uneasiness, enquire into the cat.

~~~~~

**START:** Nighttime, eating dinner.

**POSSIBLE TWISTS**

+Evelyn talks, she’s cheerful but more sick.

++Evelyn: “I’m dying, brother. Won’t you let me die with you in the mausoleum?”

+++ (End): Pitiful miaowing in a distant passageway. The cat has returned.

~~~~~

NCCs: Evelyn, grandfather, cat.

PLACES: Dining room.

CLUES: Evelyn talks about paintings and the grandfather’s past.

SUGGESTIONS: Focus on the unease over the grandfather’s change and his distrust. Make it a brief dinner. The grandfather will leave the table early if pressured to talk. Use the aunt to step up the pace if the CCs are stuck and can’t work out what to do. Allow them to move freely around the mansion.

III. TENSION

(+2dM. Threat twists: dangerous+++)

Atmosphere: Light storm, banging shutters, groaning ceilings. Mansion decaying.

Tone: Fear, Relentless attacks in the dark.

~~~~~

**START:** Investigating in the mansion / Sleeping.

**POSSIBLE TWISTS**

+The cat wakes a CC, causing them harm.

+The cat creeps around.

+Evelyn walks the passageways or with a CC, sick.

++The cat corners them in the studio, so that they see the grandfather’s malign soul.

++The cat attacks them repeatedly to bring the grandfather out from hiding.

++The grandfather is too scared to come out and sacrifices his grandchildren.

+++ (End): Evelyn dies and the grandfather appears.

~~~~~

NCCs: Evelyn, grandfather, cat.

PLACES: Studio filled with grandfather’s paintings.

CLUES: Paintings of the cat with visible wounds, not scars.

SUGGESTIONS: Focus on the relentless attacks by the cat. At the same time, the cat takes them to the grandfather’s studio so that they see what he did. Enrich the plot with the death of the great aunt.

IV. RESOLUTION

(+2dM with Dense Mist.

Threat twists: dangerous+++)

Atmosphere: Wild storm, mansion sinks, grandfather's cries.

Tone: Storm, despair, dramatic.

oooooooooooooooooooo

START: Evelyn's body is taken to the crypt.

POSSIBLE TWISTS

+ (Initial) Grandfather shuts them inside the crypt.

+ Agonising cries of the grandfather.

++ Evelyn wakes and tries to absorb lives.

++ Evelyn: affectionately: "Won't you stay with me? I can't bear the loneliness".

+++ The storm smashes windows and the walls start to crack.

+++ (End): The cat's showdown to the death with the grandfather.

REVELATION: Evelyn was condemned to relive her death over and over, until the grandfather died.

TWIST: She may want a CC to go with her: "I'm dying, brother. Won't you die with me in the mausoleum?"

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NCCs: Evelyn, grandfather, cat.

PLACES: Crypt.

CLUES: Mausoleum locked with several padlocks. Burial shrouds from previous times.

SUGGESTIONS: Frenetic. Cries of agony from the grandfather to get help and intensify the drama. Use the storm. Use Evelyn rising like a corrupt ghost to threaten them if they stop her. The cat is focused on the grandfather.

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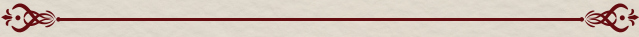
POSSIBLE RESOLUTIONS:

- ☛ The grandfather dies. Mansion in total silence. The cat sits licking its bloody paws and allows itself to be stroked.
- ☛ They arrive when the grandfather is still alive. He asks them to let the cat kill him once and for all to save them.
- ☛ They show the cat love and it gives up on its mission for revenge.
- ☛ The grandfather lets himself be killed to save his grandchildren and put an end to the suffering.





TORMENTED NECROMANCER



YOUR NAME:

WHAT MAKES YOU TENEBROUS:

WHAT MAKES YOU AN ARISTOCRAT:

WHAT MAKES YOU ELEGANT:

PERSONALITY

YOU ARE OFTEN...



CREATIVE

Inventive, spontaneous actions



LEARNED

Actions of knowledge, inquiry



PROUD

Actions with determination, confrontation



PASSIONATE

Irrational, rash actions



RATIONAL

Prudent, actions of observation



PHYSICAL

Pragmatic, physical actions

TO KNOW WHAT PERSONALITY TO USE:

What am I being or acting like right now? If in doubt, use the second highest Personality.

DISTRIBUTION

3dC (Very), 2dC (Quite), 2dC (Quite), 1dC (Not very), 1dC (Not very), 0dC (Not at all)

Your social circle consists of tombs. You spend your life thinking about death, its causes, its forms, its victims... But your question is not whether or not you might one day avoid it, but rather if you are prepared for it.



YOU HAVE THE DISTURBING TENDENCY TO...

+IDC IF YOU DESCRIBE YOUR ACTION SO THAT IT FITS WITH A TENDENCY.

YOUR CURSE

THE BLACK CAT

(THEME: DESCENT INTO PERDITION)

UNLEASH YOUR CURSE for a **Twist with Complications** (the complication will be provoked by your curse). Advance one step along Your Path through the Mist.
Once per tale.

YOUR SISTERS AND BROTHERS

- You helped _____ to _____
- You nearly killed _____ to _____
- _____ always helps you to _____

YOUR PERSONAL MYSTERY

OBTAIN A CLUE to your Mystery by asking the Tenebrous Voice to **relate the current situation** to it. The Voice will give you a clue connected with: a mystery of Raven, the current tale, someone Corvus, a faction or threat from Raven. **Once per tale.**

YOUR CURSED LOVED ONE

Their name _____
Their conflict _____

YOUR CORVUS ACTIONS

Indulge obsessively in your addiction or your loved one to recover or ease a mental or physical Aftereffect. This may generate a **twist with complications** that entails your addiction or your loved one.

Explore your Mystery. Once per tale, you can ask for a scene that looks closer at a clue to your Mystery. You can also ask to play a tale in which your Mystery is solved. You will have to use your clues and involve your family.

YOUR ACTIONS AS A NECROMANCER (CHOOSE 1)

- ☐ You know the city's cemeteries, who frequents them and certain secrets. This may generate a **twist with complications** that entails debt.
- ☐ If you do not have something that is forbidden, you know someone who does. This may generate a **twist with complications** that entails future problems.
- ☐ You can see the last thing a dead person saw in the pupils of their eyes. This may generate a **twist with complications** that entails danger.

YOUR CURSED ACTIONS (CHOOSE 1)

- ☐ You can resurrect anyone. This may generate a **twist with complications** that entails terrible sacrifice.
- ☐ You can cause a person's slow death. This may generate a **twist with complications** that entails the loss of someone close to you.

YOUR CURSED MAGIC ART

NECROMANCY

Daemoni magic, necromancy with corpses.

RISK: The soul of someone who has used this magic might be subjected to temptation or corruption that will never leave them.

INITIATION: Invoking a *daemon* and receiving their mark of hatred.

Personality you do magic with:

Your initiation trauma:

How you do magic:

When your magic fails:



YOUR CURSED MAGIC ACTIONS

Unleash your cursed magic for an immediate spell. Always at the cost of a sacrifice depending on the art to be used.

Undertake a ritual for a complex or permanent effect. As well as a sacrifice, this always comes at a **cost** of (you choose 1 and the Tenebrous Voice 1): strange or few components, not very reliable result, too long, too much effort, unknown, forbidden or dangerous magic, effect not exactly as you wanted, it plunges the family into debt, you will need the help of someone in particular.

YOUR MAGIC SACRIFICES

Magic that gives a relevant twist to the story will require a sacrifice. This will be greater the more powerful the magic. You cannot repeat it in the same story.

Suggestions: an important day or night, something very dear to you, use the body of someone close to you, use unique material that you were saving, human blood that will bring you problems, a cruel act against a loved one, a pact, the sacrifice of a loved one, the soul of a loved one, your soul when you die.

MENTAL AFTEREFFECTS

Nightmares, Obsession, Paranoia, Terror, Distrust, Ambition, Sleepwalking...

Trauma: _____

PHYSICAL AFTEREFFECTS

Fatigue, Exhaustion, Dizziness, Injury, Pulled muscle, Sprain, Illness, Broken bone...

Disability: _____

PROBLEMS THAT THREATEN YOU

HELP YOU ARE OWED

OTHER PENDING TWISTS

YOUR VALET

Their name: _____

They are (write 2): _____

YOUR LABORATORY

Appearance: _____

Problem: _____

YOUR LIBRARY AND TENEBROUS OBJECTS

Necromantic ring belonging to your grandfather or grandmother _____

YOUR SOCIAL CIRCLE

(This relates each new NCC with one of your CCs)

- _____: Gave you your first corpses and is perhaps responsible for your obsession for necromancy.
- _____: Offered to be your teacher.
- _____: Wants your secrets about death.
- _____: In debt. You tried unsuccessfully to reanimate their loved one.
- _____: Your confidant or bestfriend, with whom you spend endless days in cemeteries, unearthing the dead.
- _____: Your rival, who uses dirty and dangerous tactics against you.
- _____: Your mentor, who taught you to love necromancy.
- _____: Protects you.
- _____: Saved you.
- _____: Wants to kill you.
- _____: Is hiding something from you.
- _____: Wants to manipulate you.
- _____: _____
- _____: _____
- _____: _____
- _____: _____

YOUR MAGIC POWER CIRCLE

- ☐ APPRENTICE. Spells: Simple, common. (Initiation: Offer a jar of your blood to the Order)
- ☐ INITIATE. Spells: Detailed, other people's. (Initiation: Destroy something you hold dear)
- ☐ MAGE. Spells: Complex, ancient. (Destroy, unaided, something that is dangerous and above your power)
- ☐ MASTER. Spells: Powerful, cursed. (Initiation: Make a pact with a powerful being offering them something essential)
- ☐ ARCHMAGE. Spells: Dangerous, unknown, legendary. (Initiation: Sacrifice a loved one that has committed a terrible deed)



CLUES TO YOUR MYSTERY

(On solving your Mystery, erase the clues and create a new one with the Tenebrous Voice using pending twists) _____



YOUR PATH THROUGH THE MIST

ON THE EDGE OF THE MIST ☐☐☐☐

Magic:_____ Cursed effect:_____

TOUCHING THE MIST ☐☐☐☐

Magic:_____ Cursed effect:_____

CROSSING THE MIST ☐☐☐☐

Magic:_____ Cursed effect:_____

THE HEART OF THE MIST ☐☐☐☐

Magic:_____ Cursed effect:_____

NO WAY BACK ☐☐☐☐

Magic:_____ Cursed effect:_____

WHEN YOU COMPLETE A SECTION (ALL FIVE BOXES)

- **Choose a magic:** Curses, the Deep Other Side, Ravens.
- **Add an effect to your curse:** harms someone close to you, lasts too long, attracts something dangerous, vulnerable to the mist, ravens, the Other Side or spectral beings, cold skin, pale face, inert body, you look dead...

YOUR LEARNING PATH

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

At the end of the session tick 1 box for each if:

- You did something Corvus
- You triggered a Curse at least once
- You discovered a clue to your Mystery
- You discovered something about the secret life of your loved one
- You made things difficult for your family or the Order thanks to your necromancy
- You did something disturbing with a dead body

When they are all ticked, erase and choose an Advance.

ADVANCES

- ☐ New Vocation Action or Cursed Action
- ☐ Advance your Power Circle if you pass the test
- ☐ New disturbing Tendency
- ☐ New Art if you pass your initiation
- ☐ New Vocation Action or Cursed Action
- ☐ Advance your Power Circle if you pass the test
- ☐ New disturbing Tendency
- ☐ New Art if you pass your initiation
- ☐ New Vocation Action or Cursed Action
- ☐ Advance your Power Circle if you pass the test
- ☐ New disturbing Tendency
- ☐ New Art if you pass your initiation
- ☐ Advance your Power Circle if you pass the test

HOW TO CREATE YOUR NECROMANCER

The ravens welcome you to the most important step in Raven: defining your Character.

Dedicate some time or a Session 0 to defining your CCs, enabling you to create deep personal stories and tenebrous family relationships. Use these suggestions or get inspiration from them to create what you want, ensuring you maintain the tone and premises of Raven and the CC type.

CREATING YOUR TENEBROUS ESSENCE (for independent tales)

- **Your name:** Prosperous, Roderick, Madeline, Berenice...
- **What makes you an Aristocrat:** Bored aristocrat, Philosopher, Collector...
- **What makes you Tenebrous:** Solemn, Ambitious, Mournful, Distant, Vulnerable, Preoccupied...
- **What makes you Elegant:** Refined, Old-fashioned, Cloak, Black or long nails, Makeup around your eyes, Dark glasses...
- **Personality:** Distribute Very (3dC), Quite (2dC), Quite (2dC), Not very (1dC), Not very (1dC), Not at all (0dC) across Creative, Learned, Proud, Passionate, Rational, Physical
- **Tendency:** Define 1. Suggestion: To pay more attention to the dead than the living...
- **Your curse:** Create 1 sentence, inspired by:

WHAT HAPPENS TO YOU: A daemon possesses you or looks for you but you do not remember their sinister plans, Someone or something wants to kill and resurrect you multiple times, You become obsessed with killing (or ordering others to kill) people to then resurrect them.

AND IS CONNECTED WITH: someone who is a loved one, an enemy, close to you or unknown, family, something yours, something of someone else, tombs, or living/dead organs.

- **Your Cursed Loved One:** Create 1 sentence, inspired by: THEY ARE: Reanimated, Adorable, Innocent, Guilty, Magic practitioner, Persecuted.

BUT THEY: Tried to kill you, Fight against what is tenebrous, Are too tenebrous, Changed radically, Are looking for something terrible, Worsen your curse.

AND IS CONNECTED WITH: Order, Lodge, Guild, Family.

- **Your Sisters and Brothers.** 1 relationship per CC, inspired by: YOU / ANOTHER CC: You helped them to..., You almost killed them to/for... or They always help you to...

YOU/THEY: Reanimated someone you/they should not have with necromancy, Corrupted someone or you to kill (you), Pacted with a daemon looking for someone or something you or they loved,

Became obsessed with someone/something dead.

AND INVOLVED: someone who is a loved one, an enemy, close to you or unknown, family.

- Choose **1 Vocation Action and 1 Cursed Action** from your CC book. Choose the **Personality you do Magic with**. In **Magic Power Circle** choose "Apprentice".
- **Social Circle:** Only if the Voice needs an initial relationship.

DELVING DEEPER INTO YOUR STORY

(for long stories or to define as you play)

- **Your Personal Mystery.** Create 1 sentence inspired by: WHAT OR WHO...: Kills who you reanimate or reanimates who you kill, Creates very real proof against you, Helps those trying to destroy you, Poisons the person you love.

AND IS CONNECTED WITH: Lodge, Order, Guild, Origin of Raven, War and curse of Raven, Mist, Other Side, Corvus Family, Corvus Mansion?

- **Your Social Circle.**

WHEN CREATING YOUR CHARACTER: Assign these people a relationship: your Mother, your Father, the Leader of the Order, the Custodian.

You could also assign the following: the Guild Leader, someone problematic in the family, butler or housekeeper of the mansion.

DURING THE GAME: you can add a relationship that already exists or a new one when someone relevant appears in the story.

- Define **Your magic initiation trauma** from when you learnt your art.
- **How You Do Magic:** Whispering in the Corvid language, Mesmerising gaze, Convuluted movements...
- **When Your Magic Fails:** You pass out, You injure someone, The opposite happens...
- **Your Valet:** (write 2) Has a strange connection with the mansion, Sometimes disappears and you don't know what to do, Keeps an eye on you for the other servants, Protects you from the other servants, Is loyal to... Helps you with anything in exchange for your secrets.
- **Your laboratory:**

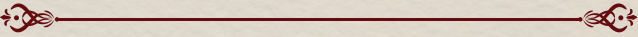
APPEARANCE: Crypt, Morgue, Library, Desk, Temple, Cloisters, Tower...

PROBLEM: Everything is falling apart, There can never be any light...

- **Your initial object** in your Library and Tenebrous Objects. Create a brief and sinister story for it.



OBSESSED SUMMONER



YOUR NAME:

WHAT MAKES YOU TENEBROUS:

WHAT MAKES YOU AN ARISTOCRAT:

WHAT MAKES YOU ELEGANT:

PERSONALITY

YOU ARE OFTEN...



CREATIVE

Inventive, spontaneous actions



LEARNED

Actions of knowledge, inquiry



PROUD

Actions with determination, confrontation



PASSIONATE

Irrational, rash actions



RATIONAL

Prudent, actions of observation



PHYSICAL

Pragmatic, physical actions

TO KNOW WHAT PERSONALITY TO USE:

What am I being or acting like right now?
If in doubt, use the second highest Personality.

DISTRIBUTION

3dC (Very), 2dC (Quite), 2dC (Quite),
1dC (Not very), 1dC (Not very), 0dC (Not at all)

You live among ghosts. You attract them, they come to you and what they want is not always good for you or for others. But you cannot help but feel at home with them.



YOU HAVE THE DISTURBING TENDENCY TO...

+IDC IF YOU DESCRIBE YOUR ACTION SO THAT IT FITS WITH A TENDENCY.

YOUR CURSE

THE OVAL PORTRAIT

(THEME: FALL INTO THE SPECTRAL WORLD)

UNLEASH YOUR CURSE for a **successful twist with complications** (the complication will be provoked by your curse). Advance one step along Your Path through the Mist.
Once per tale.

YOUR SISTERS AND BROTHERS

- You helped _____ to _____
- You nearly killed _____ to _____
- _____ always helps you to _____

YOUR PERSONAL MYSTERY

OBTAIN A CLUE to your Mystery by asking the Tenebrous Voice **to relate the current situation** to it. The Voice will give you a clue connected with: a mystery of Raven, the current tale, someone Corvus, a faction or threat from Raven. **Once per tale.**

YOUR CURSED LOVED ONE

Their name _____
Their conflict _____

YOUR CORVUS ACTIONS

Indulge obsessively in your addiction or your loved one to recover or ease a mental or physical Aftereffect. This may generate a **twist with complications** that entails your addiction or your loved one.

Explore your Mystery. Once per tale, you can ask for a scene that looks closer at a clue to your Mystery. You can also ask to play a tale in which your Mystery is solved. You will have to use your clues and involve your family.

YOUR ACTIONS AS A SUMMONER (CHOOSE 1)

- ☐ You know a few spectres that can help you. This may generate a **twist with complications** that entails debt.
- ☐ You have access to anyone of high society through your spiritualist sessions. This may generate a **twist with complications** that entails future problems.
- ☐ You have heard a useful story involving spectres. This may generate a **twist with complications** that entails danger.

YOUR CURSED ACTIONS (CHOOSE 1)

- ☐ You can summon any human spectre with your spirit board. This may generate a **twist with complications** that entails a price.
- ☐ You can resurrect in yourself the life of a human spectre. This may generate a **twist with complications** that entails their death.
- ☐ You can see any invisible spectre. This may generate a **twist with complications** that entails danger.

YOUR CURSED MAGIC ART

SPECTRES

Invocation, subjugation, destruction and protection of ghosts.

RISK: A ghost's obsession with the summoner.
INITIATION: Summon the ghost of a loved one and bind it.

Personality you do magic with:

Your initiation trauma:

How you do magic:

When your magic fails:



YOUR CURSED MAGIC ACTIONS

Unleash your cursed magic for an immediate spell. Always at the cost of a sacrifice depending on the art to be used.

Undertake a ritual for a complex or permanent effect. As well as a sacrifice, this always comes **at a cost** of (you choose 1 and the Tenebrous Voice 1): strange or few components, not very reliable result, too long, too much effort, unknown, forbidden or dangerous magic, effect not exactly as you wanted, it plunges the family into debt, you will need the help of someone in particular.

YOUR MAGIC SACRIFICES

Magic that gives a relevant twist to the story will require a sacrifice. This will be greater the more powerful the magic. You cannot repeat it in the same story.

Suggestions: an important day or night, sacrifice something very dear to you, offer something from a spectre you are close to, do something uncomfortable for a spectre, avenge them in spite of yourself, allow yourself to be possessed, offer a memory, offer the body of a loved one who has just died.

MENTAL AFTEREFFECTS

Nightmares, Obsession, Paranoia, Terror, Distrust, Ambition, Sleepwalking...

Trauma: _____

PHYSICAL AFTEREFFECTS

Fatigue, Exhaustion, Dizziness, Injury, Pulled muscle, Sprain, Illness, Broken bone...

Disability: _____

PROBLEMS THAT THREATEN YOU

HELP YOU ARE OWED

OTHER PENDING TWISTS

YOUR VALET

Their name: _____

They are (write 2): _____

YOUR LABORATORY

Appearance: _____

Problem: _____

YOUR LIBRARY AND TENEBROUS OBJECTS

An old spirit board only you can understand, _____

YOUR SOCIAL CIRCLE

(This relates each new NCC with one of your CCs)

- _____: When you were little, they shut you away in a basement with spirits for several nights and never told you why.
- _____: Knows who painted an oval portrait that looks like you, but has disappeared.
- _____: Wants you to bring, along with your spirit board, something to...
- _____: Wants to destroy your spirit board.
- _____: Your confidant or bestfriend, with whom you share your world of spirits.
- _____: Your rival, who competes with you for control over every spirit.
- _____: Your mentor, who taught you to use your spirit board.
- _____: Protects you from spirits.
- _____: Saved you.
- _____: Wants to kill you.
- _____: Is hiding something from you.
- _____: Wants to manipulate you.
- _____: _____
- _____: _____
- _____: _____
- _____: _____

YOUR MAGIC POWER CIRCLE

- ☐ APPRENTICE. Spells: Simple, common. (Initiation: Offer a jar of your blood to the Order)
- ☐ INITIATE. Spells: Detailed, other people's. (Initiation: Destroy something you hold dear)
- ☐ MAGE. Spells: Complex, ancient. (Destroy, unaided, something that is dangerous and above your power)
- ☐ MASTER. Spells: Powerful, cursed. (Initiation: Make a pact with a powerful being offering them something essential)
- ☐ ARCHMAGE. Spells: Dangerous, unknown, legendary. (Initiation: Sacrifice a loved one that has committed a terrible deed)



CLUES TO YOUR MYSTERY

(On solving your Mystery, erase the clues and create a new one with the Tenebrous Voice using pending threads)



YOUR PATH THROUGH THE MIST

ON THE EDGE OF THE MIST ☐☐☐☐

Magic:_____ Cursed effect:_____

TOUCHING THE MIST ☐☐☐☐

Magic:_____ Cursed effect:_____

CROSSING THE MIST ☐☐☐☐

Magic:_____ Cursed effect:_____

THE HEART OF THE MIST ☐☐☐☐

Magic:_____ Cursed effect:_____

NO WAY BACK ☐☐☐☐

Magic:_____ Cursed effect:_____

WHEN YOU COMPLETE A SECTION (ALL FIVE BOXES)

- **Choose a magic:** Curses, the Deep Other Side, Ravens.
- **Add an effect to your curse:** harms someone close to you, lasts too long, attracts something dangerous, vulnerable to the mist, ravens, the Other Side or spectral beings, cold skin, pale face, inert body, you look dead...

YOUR LEARNING PATH

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

At the end of the session tick 1 box for each if:

- You did something Corvus
- You triggered a Curse at least once
- You discovered a clue to your Mystery
- You discovered something about the secret life of your loved one
- You made things difficult for your family or the Order thanks to your invocations
- You did something disturbing with a spectral being

When they are all ticked, erase and choose an Advance.

ADVANCES

- ☐ New Vocation Action or Cursed Action
- ☐ Advance your Power Circle if you pass the test
- ☐ New disturbing Tendency
- ☐ New Art if you pass your initiation
- ☐ New Vocation Action or Cursed Action
- ☐ Advance your Power Circle if you pass the test
- ☐ New disturbing Tendency
- ☐ New Art if you pass your initiation
- ☐ New Vocation Action or Cursed Action
- ☐ Advance your Power Circle if you pass the test
- ☐ New disturbing Tendency
- ☐ New Art if you pass your initiation
- ☐ Advance your Power Circle if you pass the test

HOW TO CREATE YOUR SUMMONER

The ravens welcome you to the most important step in Raven: defining your Character.

Dedicate some time or a Session 0 to defining your CCs, enabling you to create complex personal stories and tenebrous family relationships. Use these suggestions or use them as inspiration to create what you want, ensuring you maintain the tone and premises of Raven and the CC type.

CREATING YOUR TENEBROUS ESSENCE (for independent tales)

- **Your name:** Annabel, Pluto, Hecate, Egaeus...
- **What makes you an Aristocrat:** Erudite, Spiritist, Scientific...
- **What makes you Tenebrous:** Addicted to invocation, Insecure, Overconfident, Paranoid, Too fearless...
- **What makes you Elegant:** Few movements, Pale, Fixed gaze, Lost gaze, Red clothing...
- **Personality:** Distribute Very (3dC), Quite (2dC), Quite (2dC), Not very (1dC), Not very (1dC), Not at all (0dC) across Creative, Learned, Proud, Passionate, Rational, Physical
- **Tendency:** Define 1. Suggestion: To find out about others' secrets by tenebrous means...
- **Your Curse:** Create 1 sentence, inspired by:

WHAT HAPPENS TO YOU: Addicted to invocations with your spirit board, but they do not always obey you, The spirits stalk you and say you are part of them, You suspect that everyone could be a spirit, You seem not to belong to your time, place or body.

AND IS CONNECTED WITH: someone who is a loved one, an enemy, close to you or unknown, family, something of yours, something of someone else or another being, with appearances in cursed places.

- **Your Cursed Loved One:** Create 1 sentence, inspired by: THEY ARE: Ethereal, Languid, Feel pain when their skin is touched, A spectre.

BUT: You summoned them and you are yet to pay the price, They want to be resurrected, Someone killed them, They unnerve people.

AND IS CONNECTED WITH: Order, Lodge, Guild, Corvus Family.

- **Your Sisters and Brothers.** Agree on 1 relationship per CC, inspired by:

YOU / ANOTHER CC: You helped them to..., You almost killed them to/for... or They always help you to...

YOU / THEY: Summoned with your spirit board, endangering their/your soul, Destroyed a beloved/hated spectre, Were possessed for a personal/selfish issue, (Do not) lose themselves/yourself among spectres in search of forbidden secrets.

AND INVOLVED: someone who is a loved one, close to you, an enemy or family.

- Choose **1 Vocation Action** and **1 Cursed Action** from your CC book. Choose the **Personality you do Magic with.** In **Magic Power Circle** choose "Apprentice".
- **Social Circle:** Only if the Voice needs an initial relationship.

DELVING DEEPER INTO YOUR STORY (for long stories or to define as you play)

- **Your Personal Mystery.** Create 1 question inspired by: WHAT OR WHO...: Shut you away as a child in a basement full of spectres and why, Some spectres you summon remain, Created this spirit board that only you are obsessed with, Sends spectres that you have not summoned.

AND IS CONNECTED WITH: Lodge, Order, Guild, Origin of Raven, War and curse of Raven, Mist, Other Side, Corvus Family, Corvus Mansion?

- **Your Social Circle.**

WHEN CREATING YOUR CHARACTER: Assign these people a relationship: your Mother, your Father, the Leader of the Order, the Custodian.

You could also assign the following: the Guild Leader, someone problematic in the family, butler or housekeeper of the mansion.

DURING THE GAME: you can add a relationship that already exists or a new one when someone relevant appears in the story.

- Define **Your magic initiation trauma** from when you learnt your art.
- **How You Do Magic:** Whispering in the Corvid language, Mesmerising gaze, Convoluted movements...
- **When Your Magic Fails:** You pass out, You injure someone, The opposite happens...
- **Your Valet:** (write 2) Saved you from your mother or father, Does not like your ghosts, Your ghosts keep their distance from them, Attracts ghosts, Cared for a member of your family who died, Asks for advice about you from the other servants, Does not sleep and watches over you when you do, Sees things you do not.
- **Your laboratory:**

APPEARANCE (write 1): Room with invocation table, Empty room with black walls, Bedroom filled with esoteric objects, Basement, Old attic...

PROBLEM (write 1): Hidden place that cannot be found when necessary, Addictive...

- **Your initial object** in Your Library and Tenebrous Objects. Create a brief and sinister story for it.



CURSED POET

YOUR NAME:

WHAT MAKES YOU TENEBROUS:

WHAT MAKES YOU AN ARISTOCRAT:

WHAT MAKES YOU ELEGANT:

PERSONALITY

YOU ARE OFTEN...



CREATIVE

Inventive, spontaneous actions



LEARNED

Actions of knowledge, inquiry



PROUD

Actions with determination, confrontation



PASSIONATE

Irrational, rash actions



RATIONAL

Prudent, actions of observation



PHYSICAL

Pragmatic, physical actions

TO KNOW WHAT PERSONALITY TO USE:

What am I being or acting like right now?
If in doubt, use the second highest Personality.

DISTRIBUTION

3dC (Very), 2dC (Quite), 2dC (Quite), 1dC
(Not very), 1dC (Not very), 0dC (Not at all)

You were born with a deranged mind because you see things in your art that no one else does. Your life is bound up with your poetry, with your passion, with your addiction, what flows from your quill... and with the drugs that suppress your visions.



YOU HAVE THE DISTURBING TENDENCY TO...

+IDC IF YOU DESCRIBE YOUR ACTION SO THAT IT FITS WITH A TENDENCY.

YOUR CURSE

THE MASK OF THE RED DEATH

(THEME: THE OBSESSION OF CREATION)

UNLEASH YOUR CURSE for a **successful twist with complications** (the complication will be provoked by your curse). Advance one step along Your Path through the Mist.
Once per tale.

YOUR SISTERS AND BROTHERS

- You helped _____ to _____
- You nearly killed _____ to _____
- _____ always helps you to _____

YOUR PERSONAL MYSTERY

OBTAIN A CLUE to your Mystery by asking the Tenebrous Voice to **relate the current situation** to it. The Voice will give you a clue connected with: a mystery of Raven, the current tale, someone Corvus, a faction or threat from Raven. **Once per tale.**

YOUR CURSED LOVED ONE

Their name _____
Their conflict _____

YOUR CORVUS ACTIONS

Indulge obsessively in your addiction or your loved one to recover or ease a mental or physical Aftereffect. This may generate a **twist with complications** that entails your addiction or your loved one.

Explore your Mystery. Once per tale, you can ask for a scene that looks closer at a clue to your Mystery. You can also ask to play a tale in which your Mystery is solved. You will have to use your clues and involve your family.

YOUR ACTIONS AS A POET (CHOOSE 1)

- ☐ You know secrets from anywhere in the city where there is a work of art. This may generate a **twist with complications** that entails danger.
- ☐ You know the right people from the worst taverns. This may generate a **twist with complications** that entails debt.
- ☐ Anyone with artistic sensibility admires you. This may generate a **twist with complications** that entails fear.

YOUR CURSED ACTIONS (CHOOSE 1)

- ☐ What you create with your art becomes a reality. This may generate a **twist with complications** that entails turmoil.
- ☐ Your work reveals a truth to you that can help. This may generate a **twist with complications** that entails inaccuracy.
- ☐ You can move and convince anyone through your writing. This may generate a **twist with complications** that entails future problems.

YOUR CURSED MAGIC ART

POETRY

Creation, destiny, divination, coincidences.
RISK: Destiny turns against the spellcaster.
INITIATION: Sacrifice your best dream to an ill-fated destiny.

Personality you do magic with:

Your initiation trauma:

How you do magic:

When your magic fails:



YOUR CURSED MAGIC ACTIONS

Unleash your cursed magic for an immediate spell. Always at the cost of a sacrifice depending on the art to be used.

Undertake a ritual for a complex or permanent effect. As well as a sacrifice, this always comes at a **cost** of (you choose 1 and the Tenebrous Voice 1): strange or few components, not very reliable result, too long, too much effort, unknown, forbidden or dangerous magic, effect not exactly as you wanted, it plunges the family into debt, you will need the help of someone in particular.

YOUR MAGIC SACRIFICES

Magic that gives a relevant twist to the story will require a sacrifice. This will be greater the more powerful the magic. You cannot repeat it in the same story.

Suggestions: an important day or night, sacrifice something very dear to you, use your blood, destroy a unique work of yours, succumb to dangerous excess, someone is about to kill you, give someone else your triumph.

MENTAL AFTEREFFECTS

Nightmares, Obsession, Paranoia, Terror, Distrust, Ambition, Sleepwalking...

Trauma: _____

PHYSICAL AFTEREFFECTS

Fatigue, Exhaustion, Dizziness, Injury, Pulled muscle, Sprain, Illness, Broken bone...

Disability: _____

PROBLEMS THAT THREATEN YOU

HELP YOU ARE OWED

OTHER PENDING TWISTS

YOUR VALET

Their name: _____

They are (write 2): _____

YOUR LABORATORY

Appearance: _____

Problem: _____

YOUR LIBRARY AND TENEBROUS OBJECTS

Your notebook/canvas/other filled with works that you cannot even remember, _____

YOUR SOCIAL CIRCLE

(This relates each new NCC with one of your CCs)

- _____: Protects you from your art and does not want to show you work from when you were a child.
- _____: Is also an artist and encourages you to let yourself go when they visit you.
- _____: Has several works of yours without your consent.
- _____: Wants you to use your art to help...
- _____: Your confidant or bestfriend, who gives you drugs and with whom you indulge in them.
- _____: Your rival, who plagiarises your work.
- _____: Your mentor, who taught you to control your power.
- _____: Looks after your addiction.
- _____: Saved you.
- _____: Wants to kill you.
- _____: Is hiding something from you.
- _____: Wants to manipulate you.
- _____: _____
- _____: _____
- _____: _____
- _____: _____

YOUR MAGIC POWER CIRCLE

- ☐ APPRENTICE. Spells: Simple, common. (Initiation: Offer a jar of your blood to the Order)
- ☐ INITIATE. Spells: Detailed, other people's. (Initiation: Destroy something you hold dear)
- ☐ MAGE. Spells: Complex, ancient. (Destroy, unaided, something that is dangerous and above your power)
- ☐ MASTER. Spells: Powerful, cursed. (Initiation: Make a pact with a powerful being offering them something essential)
- ☐ ARCHMAGE. Spells: Dangerous, unknown, legendary. (Initiation: Sacrifice a loved one that has committed a terrible deed)



CLUES TO YOUR MYSTERY

(On solving your Mystery, erase the clues and create a new one with the Tenebrous Voice using pending threads) _____



YOUR PATH THROUGH THE MIST

ON THE EDGE OF THE MIST ☐☐☐☐

Magic:_____ Cursed effect:_____

TOUCHING THE MIST ☐☐☐☐

Magic:_____ Cursed effect:_____

CROSSING THE MIST ☐☐☐☐

Magic:_____ Cursed effect:_____

THE HEART OF THE MIST ☐☐☐☐

Magic:_____ Cursed effect:_____

NO WAY BACK ☐☐☐☐

Magic:_____ Cursed effect:_____

WHEN YOU COMPLETE A SECTION (ALL FIVE BOXES)

- **Choose a magic:** Curses, the Deep Other Side, Ravens.
- **Add an effect to your curse:** harms someone close to you, lasts too long, attracts something dangerous, vulnerable to the mist, ravens, the Other Side or spectral beings, cold skin, pale face, inert body, you look dead...

YOUR LEARNING PATH

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

At the end of the session tick 1 box for each if:

- You did something Corvus
- You triggered a Curse at least once
- You discovered a clue to your Mystery
- You discovered something about the secret life of your loved one
- You made things difficult for your family or the Order thanks to your art
- You did something disturbing with one of your creations

When they are all ticked, erase and choose an Advance.

ADVANCES

- ☐ New Vocation Action or Cursed Action
- ☐ Advance your Power Circle if you pass the test
- ☐ New disturbing Tendency
- ☐ New Art if you pass your initiation
- ☐ New Vocation Action or Cursed Action
- ☐ Advance your Power Circle if you pass the test
- ☐ New disturbing Tendency
- ☐ New Art if you pass your initiation
- ☐ New Vocation Action or Cursed Action
- ☐ Advance your Power Circle if you pass the test
- ☐ New disturbing Tendency
- ☐ New Art if you pass your initiation
- ☐ Advance your Power Circle if you pass the test

HOW TO CREATE YOUR POET

The ravens welcome you to the most important step in Raven: defining your Character.

Dedicate some time or a Session 0 to defining your CCs, enabling you to create complex personal stories and tenebrous family relationships. Use these suggestions or use them as inspiration to create what you want, ensuring you maintain the tone and premises of Raven and the CC type.

CREATING YOUR TENEBROUS ESSENCE (for independent tales)

- **Your name:** Mary, Victor, Edgar, Rowena...
- **What makes you an Aristocrat:** Poet, Writer, Painter, Sculptor, Actress/Actor...
- **What makes you Tenebrous:** Eccentric, Chaotic, Passionate, Histrionic, Addicted to smoking mist or drinking raven's blood,...
- **What makes you Elegant:** Sinister, Modern, Unkempt, Colourful, Extravagant, Brilliant...
- **Personality:** Distribute Very (3dC), Quite (2dC), Quite (2dC), Not very (1dC), Not very (1dC), Not at all (0dC) across Creative, Learned, Proud, Passionate, Rational, Physical
- **Tendency:** Define 1. Suggestion: To throw yourself into danger (and enjoy it)...
- **Your Curse:** Create 1 sentence, inspired by:

WHAT HAPPENS TO YOU: When you are sober and not on drugs your art is out of control, You see the truth in your art and if you reveal it you will bring death, You are obsessed about the perfect work of art and make people obsessed with achieving this, Your art shows you what is terrible but what is terrible also sees you.

AND IS CONNECTED WITH: someone who is a loved one, an enemy, close to you or unknown, family, something of yours, something of someone else, with the terrible techniques used for your art.

- **Your Cursed Loved One:** Create 1 sentence, inspired by:

THEY ARE: Tormented, Powerful, Fragile, Dark, Poet.

BUT: Identical to someone that you loved and who died. Sometimes they act like another person, They put you in danger, They are in danger, You only see them at night, Rival in your art.

AND IS CONNECTED WITH: Order, Lodge, Guild, Corvus Family.

- **Your Sisters and Brothers.** Agree on 1 relationship per CC, inspired by:

YOU / ANOTHER CC: You helped them to..., You almost killed them to/for... or They always help you to...

YOU / THEY: Create something forbidden with your art, Turn someone you should not have mad or obsessed, Plagiarise something dangerous, Get hooked on drugs to see something that you/they do not want to see.

AND INVOLVED: someone who is a loved one, close to you, an enemy or family.

- Choose **1 Vocation Action** and **1 Cursed Action** from your CC book. Choose the **Personality you do Magic with**. In **Magic Power Circle** choose "Apprentice".
- **Social Circle:** Only if the Voice needs an initial relationship.

DELVING DEEPER INTO YOUR STORY

(for long stories or to define as you play)

- **Your Personal Mystery.** Create 1 question inspired by:

WHAT OR WHO...: Is not affected by what you create, Tricked you into creating something, Reads a horrific poem to you the effects of which you do not know, Stole your work.

AND IS CONNECTED WITH: Lodge, Order, Guild, Origin of Raven, War and curse of Raven, Mist, Other Side, Corvus Family, Corvus Mansion?

- **Your Social Circle.**

WHEN CREATING YOUR CHARACTER: Assign these people a relationship: your Mother, your Father, the Leader of the Order, the Custodian.

You could also assign the following: the Guild Leader, someone problematic in the family, butler or housekeeper of the mansion.

DURING THE GAME: you can add a relationship that already exists or a new one when someone relevant appears in the story.

- Define **Your magic initiation trauma** from when you learnt your art.
- **How You Do Magic:** Whispering in the Corvid language, Mesmerising gaze, Convuluted movements...
- **When Your Magic Fails:** You pass out, You injure someone, The opposite happens...
- **Your Valet:** (write 2) Has no tongue, Knows more than you would expect, Tells your secrets to the other servants, Is a better artist than you, Very old, although seems young, Not affected by your magic, You have affected them with your magic on other occasions, Protects your works, Destroys them, Protects you.
- **Your laboratory:**

APPEARANCE (write 2): Library, Huge desk, Art workshop in attic, Art crypt, Old cloisters...

PROBLEM (write 2): Too full of old works, Very rundown but perfect for you...

- **Your initial object** in Your Library and Tenebrous Objects. Create a brief and sinister story for it.



UNSOULED BEING

YOUR NAME:

WHAT MAKES YOU TENEBROUS:

WHAT MAKES YOU AN ARISTOCRAT:

WHAT MAKES YOU ELEGANT:

PERSONALITY

YOU ARE OFTEN...



CREATIVE

Inventive, spontaneous actions



LEARNED

Actions of knowledge, inquiry



PROUD

Actions with determination, confrontation



PASSIONATE

Irrational, rash actions



RATIONAL

Prudent, actions of observation



PHYSICAL

Pragmatic, physical actions

TO KNOW WHAT PERSONALITY TO USE:

What am I being or acting like right now?
If in doubt, use the second highest Personality.

DISTRIBUTION

3dC (Very), 2dC (Quite), 2dC (Quite), 1dC (Not very), 1dC (Not very), 0dC (Not at all)

You died and came back soulless, save for a few fragments that are enough to allow you to live. You are tormented by the thought that one day you may be buried by mistake and never unearthed again... and by what you see each time on the Other Side.



YOU HAVE THE DISTURBING TENDENCY TO...

+IDC IF YOU DESCRIBE YOUR ACTION SO THAT IT FITS WITH A TENDENCY.

YOUR CURSE

AN EARLY BURIAL

(THEME: THE STRUGGLE AGAINST DEATH)

UNLEASH YOUR CURSE for a **successful twist with complications** (the complication will be provoked by your curse). Advance one step along Your Path through the Mist.
Once per tale.

YOUR SISTERS AND BROTHERS

- You helped _____ to _____
- You nearly killed _____ to _____
- _____ always helps you to _____

YOUR PERSONAL MYSTERY

OBTAIN A CLUE to your Mystery by asking the Tenebrous Voice to **relate the current situation** to it. The Voice will give you a clue connected with: a mystery of Raven, the current tale, someone Corvus, a faction or threat from Raven. **Once per tale.**

YOUR CURSED LOVED ONE

Their name _____
Their conflict _____

YOUR CORVUS ACTIONS

Indulge obsessively in your addiction or your loved one to recover or ease a mental or physical Aftereffect. This may generate a **twist with complications** that entails your addiction or your loved one.

Explore your Mystery. Once per tale, you can ask for a scene that looks closer at a clue to your Mystery. You can also ask to play a tale in which your Mystery is solved. You will have to use your clues and involve your family.

YOUR ACTIONS AS AN UNSOULED (CHOOSE 1)

- ☐ **Spectres ignore you because you have no soul.** This may generate a **twist with complications** that entails your addiction or your loved one.
- ☐ **People ignore you because you died.** This may generate a **twist with complications** that entails spectres.
- ☐ **You have already been here, only on the Other Side.** This may generate a **twist with complications** that entails something from the Other Side.

YOUR CURSED ACTIONS (CHOOSE 1)

- ☐ **The remains of your soul cross to the Other Side leaving your body in a state of catalepsy.** This may generate a **twist with complications** that entails danger.
- ☐ **You laugh at death.** This may generate a **twist with complications** that entails a person you hold dear.
- ☐ **You find the path on the Other Side.** This may generate a **twist with complications** that entails future problems.

YOUR CURSED MAGIC ART

THE OTHER SIDE

Manage openings, move around on the Other Side, protection in and against the Other Side.

RISK: The other side takes control.

INITIATION: Survive a night beyond the sea of the Other Side.

Personality you do magic with:

Your initiation trauma:

How you do magic:

When your magic fails:



YOUR CURSED MAGIC ACTIONS

Unleash your cursed magic for an immediate spell. Always at the cost of a sacrifice depending on the art to be used.

Undertake a ritual for a complex or permanent effect. As well as a sacrifice, this always comes at a cost of (you choose 1 and the Tenebrous Voice 1): strange or few components, not very reliable result, too long, too much effort, unknown, forbidden or dangerous magic, effect not exactly as you wanted, it plunges the family into debt, you will need the help of someone in particular.

YOUR MAGIC SACRIFICES

Magic that gives a relevant twist to the story will require a sacrifice. This will be greater the more powerful the magic. You cannot repeat it in the same story.

Suggestions: an important day or night, sacrifice something very dear to you, deliver someone you hold dear to the Other Side, lose yourself there, bring something from there, release something terrible from there that is linked to you, create an opening that you must close quickly.

YOUR SOCIAL CIRCLE

(This relates each new NCC with one of your CCs)

- _____: Used to sometimes call you... mistaking you for someone else that also lived in the mansion.
- _____: Expelled... from... for something that, in reality, you did.
- _____: Offered you the chance to betray your family and work for them searching for something on the Other Side.
- _____: Wants to destroy you for reasons you do not know.
- _____: Your confidant or bestfriend, with whom you share secrets or discoveries from the Other Side.
- _____: Your rival, who puts you and others in danger on or because of the Other Side.
- _____: Your mentor, who taught you to move around on the Other Side.
- _____: Looks out for your addiction.
- _____: Saved you.
- _____: You saved them.
- _____: Wants to kill you.
- _____: Is hiding something from you.
- _____: Wants to manipulate you.
- _____: _____

MENTAL AFTEREFFECTS

Nightmares, Obsession, Paranoia, Terror, Distrust, Ambition, Sleepwalking...

Trauma: _____

PHYSICAL AFTEREFFECTS

Fatigue, Exhaustion, Dizziness, Injury, Pulled muscle, Sprain, Illness, Broken bone...

Disability: _____

PROBLEMS THAT THREATEN YOU

HELP YOU ARE OWED

OTHER PENDING TWISTS

YOUR MAGIC POWER CIRCLE

- ❑ APPRENTICE. Spells: Simple, common. (Initiation: Offer a jar of your blood to the Order)
- ❑ INITIATE. Spells: Detailed, other people's. (Initiation: Destroy something you hold dear)
- ❑ MAGE. Spells: Complex, ancient. (Destroy, unaided, something that is dangerous and above your power)
- ❑ MASTER. Spells: Powerful, cursed. (Initiation: Make a pact with a powerful being offering them something essential)
- ❑ ARCHMAGE. Spells: Dangerous, unknown, legendary. (Initiation: Sacrifice a loved one that has committed a terrible deed)



YOUR VALET

Their name: _____

They are (write 2): _____

YOUR LABORATORY

Appearance: _____

Problem: _____

YOUR LIBRARY AND TENEBROUS OBJECTS

Bell with which you can be heard even from the Other Side,

CLUES TO YOUR MYSTERY

(On solving your Mystery, erase the clues and create a new one with the Tenebrous Voice using pending threads)



YOUR PATH THROUGH THE MIST

ON THE EDGE OF THE MIST ☐☐☐☐

Magic:_____ Cursed effect:_____

TOUCHING THE MIST ☐☐☐☐

Magic:_____ Cursed effect:_____

CROSSING THE MIST ☐☐☐☐

Magic:_____ Cursed effect:_____

THE HEART OF THE MIST ☐☐☐☐

Magic:_____ Cursed effect:_____

NO WAY BACK ☐☐☐☐

Magic:_____ Cursed effect:_____

WHEN YOU COMPLETE A SECTION (ALL FIVE BOXES)

- **Choose a magic:** Curses, the Deep Other Side, Ravens.
- **Add an effect to your curse:** harms someone close to you, lasts too long, attracts something dangerous, vulnerable to the mist, ravens, the Other Side or spectral beings, cold skin, pale face, inert body, you look dead...

YOUR LEARNING PATH

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

At the end of the session tick 1 box for each if:

- You did something Corvus
- You triggered a Curse at least once
- You discovered a clue to your Mystery
- You discovered something about the secret life of your loved one
- You made things difficult for your family or the Order thanks to the Other Side
- You did something disturbing with the Other Side

When they are all ticked, erase and choose an Advance.

ADVANCES

- ☐ New Vocation Action or Cursed Action
- ☐ Advance your Power Circle if you pass the test
- ☐ New disturbing Tendency
- ☐ New Art if you pass your initiation
- ☐ New Vocation Action or Cursed Action
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HOW TO CREATE YOUR UNSOULED BEING

The ravens welcome you to the most important step in Raven: defining your Character.

Dedicate some time or a Session 0 to defining your CCs, enabling you to create complex personal stories and tenebrous family relationships. Use these suggestions or use them as inspiration to create what you want, ensuring you maintain the tone and premises of Raven and the CC type.

CREATING YOUR TENEBROUS ESSENCE (for independent tales)

- **Your name:** Virginia, Edgar, Valdemar, Margaret...
- **What makes you an Aristocrat:** Student, Lawyer, Trader,...
- **What makes you Tenebrous:** Silent, Observant, Curious, Rash, Calm,...
- **What makes you Elegant:** Go unnoticed, Pale, Threadbare clothes, Stiff movements,...
- **Personality:** Distribute Very (3dC), Quite (2dC), Quite (2dC), Not very (1dC), Not very (1dC), Not at all (0dC) across Creative, Learned, Proud, Passionate, Rational, Physical
- **Tendency:** Define 1. Suggestion: To defy authority no matter what,...
- **Your Curse:** An Early Burial (Theme: The struggle against death) Create 1 sentence, inspired by:

WHAT HAPPENS TO YOU: You suffer from catalepsy at untimely or dangerous moments and you do not wake up, The Other Side calls you and drags you, When you sleep you wander without control around the Other Side, You are dead and people shrink away from you or worse. AND IS CONNECTED WITH: someone who is a loved one, an enemy, close to you or unknown, family, something of yours, something of someone else, a place you do not remember from the Other Side.

- **Your Cursed Loved One:** Create 1 sentence, inspired by: THEY ARE: Incomprehensible, Adorable, Dangerous, Magic practitioner. BUT: They are dead, There are two that are the same as them, You fell in love because of a painting of someone that is dead, They came back to life through a ritual that will be costly for you, Belligerent, They have saved you many times from the Other Side. AND IS CONNECTED WITH: Order, Lodge, Guild, Corvus Family.

- **Your Sisters and Brothers.** Agree on 1 relationship per CC, inspired by: YOU / ANOTHER CC: You helped them to..., You almost killed them to/for... or They always help you to...

YOU / THEY: Save you from/put you in a coffin for dark reasons, Take you from/enter into the depths of the Other Side, feign life at the expense of someone else's life, not to die, although at a terrible cost, Get your revenge and cause another problem.

AND INVOLVED: someone who is a loved one, close to you, an enemy or family.

- Choose **1 Vocation Action** and **1 Cursed Action** from your CC book. Choose the **Personality you do Magic with.** In **Magic Power Circle** choose "Apprentice".
- **Social Circle:** Only if the Voice needs an initial relationship.

DELVING DEEPER INTO YOUR STORY (for long stories or to define as you play)

- **Your Personal Mystery.** Create 1 question inspired by: WHAT OR WHO...: Wants to take their revenge on you, Controls your lost soul so that this can take over your body, Caused your first catalepsy, Caused the loss of your soul, Calls you by another name and why.

AND IS CONNECTED WITH: Lodge, Order, Guild, Origin of Raven, War and curse of Raven, Mist, Other Side, Corvus Family, Corvus Mansion?

- **Your Social Circle.**

WHEN CREATING YOUR CHARACTER: Assign these people a relationship: your Mother, your Father, the Leader of the Order, the Custodian.

You could also assign the following: the Guild Leader, someone problematic in the family, butler or housekeeper of the mansion.

DURING THE GAME: you can add a relationship that already exists or a new one when someone relevant appears in the story.

- Define **Your magic initiation trauma** from when you learnt your art.
- **How You Do Magic:** Whispering in the Corvid language, Mesmerising gaze, Convulsed movements...
- **When Your Magic Fails:** You pass out, You injure someone, The opposite happens...
- **Your Valet:** (write 2) Is distrustful since you lost your soul, Gossips about you with the other servants, Protects you at any price, Watches over you, Knows the Other Side but says nothing to you about it, Has seen the soul you lost, Helps you with what you need except when it comes to the Other Side, Will betray you.
- **Your laboratory:**

APPEARANCE (write 1): Professional office with books and arcane notes, Bedroom with antiques that were already there, Windowless basement with a bell and cord, Old attic with big windows...

PROBLEM (write 1): Too far from everything, Sometimes you are isolated...

- **Your initial object** in Your Library and Tenebrous Objects. Create a brief and sinister story for it.



CORVUS CHARACTER RECORD AND IDEAS FOR THE SESSION



CURRENT SITUATION : _____
THEMES TO EXPLORE IN THE SESSION : _____
PENDING TWISTS : _____

CC: _____



CURSE

RELEVANT RELATIONSHIPS:

PENDING PROBLEMS:

LOVED ONE

MOTIVATION: _____

SITUATION: _____

RELEVANT SACRIFICES:

PENDING HELP:

PERSONAL MYSTERY:

RELATIONSHIPS WITH CCs:

OTHER TWISTS:

POSSIBLE TWIST _____

NOTES _____





NOTES



Lined area for notes, consisting of multiple horizontal lines.