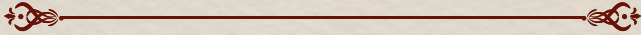




TORMENTED NECROMANCER



YOUR NAME:

WHAT MAKES YOU TENEBROUS:

WHAT MAKES YOU ARISTOCRATIC:

WHAT MAKES YOU ELEGANT:

PERSONALITY

YOU ARE OFTEN...



CREATIVE

Inventive, spontaneous actions



LEARNED

Actions of knowledge, enquiry



PROUD

Actions with determination, confrontation



PASSIONATE

Irrational, reckless actions



RATIONAL

Prudent, actions of observation



PHYSICAL

Pragmatic, physical actions

TO KNOW WHAT PERSONALITY TO USE:

how am I being or acting 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 you might one day avoid it, but whether you are prepared for it.



YOU HAVE THE UNSETTLING 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 connect the current situation to it. The Voice will give you a clue to: a mystery of Raven, the current tale, someone who is Corvus, a faction or threat from Raven. Once per tale.

YOUR CURSED BELOVED

Their name... -----
Their conflict... -----

YOUR CORVUS ACTIONS

Indulge obsessively in your addiction or in your beloved to recover from or ease a mental or physical Aftereffect. This may generate a twist with complications involving your addiction or your beloved.

Explore your Mystery. Once per tale, you can request a scene that examines 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. Complication: it entails debt.
- If you don't have something that is forbidden, you know someone who does. Complication: it entails future problems.
- You can see the last thing a dead person saw in the pupils of their eyes. Complication: it entails danger.

YOUR CURSED ACTIONS (CHOOSE 1)

- You can resurrect anyone. Complication: this entails future problem.
- You can indefinitely delay the death of someone, even yourself. Complication: it entails a terrible sacrifice.
- You can cause a person's slow death. Complication: it 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 instant spell. Always at the cost of a sacrifice consistent with the art used.

Undertake a ritual for a complex or permanent effect. As well as a sacrifice, this always comes at a cost (you choose 1 and the Tenebrous Voice 1). Costs can include strange or scarce components; unreliable results; too much time; too much effort; unknown, forbidden, or dangerous magic; effect not exactly as you wanted; family plunged into debt; you need the help of someone in particular.

YOUR MAGIC SACRIFICES

Magic that gives a relevant twist to the story will require a sacrifice. The more powerful the magic, the greater the sacrifice. 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 muscles, Sprains, Illness, Broken bones...

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

Dangerous necromantic ring belonging to your grandfather or grandmother _____

YOUR SOCIAL CIRCLE

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

- _____: Gave you your first corpses and is possibly responsible for your obsession with necromancy.
- _____: Offered to be your teacher.
- _____: Wants your secrets about death.
- _____: In debt. You tried to reanimate their beloved but it did not go well.
- _____: Your confidant or best friend, 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 CIRCLE OF MAGIC POWER

- I. APPRENTICE. Spells: Simple, common. (Initiation: Offer a jar of your blood to the Order)
- II. INITIATE. Spells: Detailed, not their own. (Initiation: Destroy something you hold dear)
- III. MAGE. Spells: Complex, ancient. (Initiation: Destroy, unaided, something dangerous and above your power)
- IV. MASTER. Spells: Powerful, cursed. (Initiation: Make a pact with a powerful being by offering them something essential)
- V. ARCHMAGE. Spells: Dangerous, unknown, legendary. (Initiation: Sacrifice a loved one who has committed a terrible deed)



CLUES TO YOUR MYSTERY

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



YOUR PATH THROUGH THE MIST

I. ON THE EDGE OF THE MIST □□□□

Magic:..... Cursed effect:.....

II. TOUCHING THE MIST □□□□

Magic:..... Cursed effect:.....

III. CROSSING THE MIST □□□□

Magic:..... Cursed effect:.....

IV. IN THE HEART OF THE MIST □□□□

Magic: Larvae Cursed effect:.....

V. NO WAY BACK □□□□

Magic: Mist 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; is 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 beloved
- You made things difficult for your family or the Order with your necromancy
- You did something unsettling with a dead body

When all the boxes are ticked, erase and choose an Advance.

- ADVANCES**
- New Vocation Action or Cursed Action
 - Advance your Power Circle if you pass the test
 - New Unsettling Tendency
 - New Art if you pass your initiation
 - New Vocation Action or Cursed Action
 - Advance your Power Circle if you pass the test
 - New Unsettling Tendency
 - New Art if you pass your initiation
 - New Vocation Action or Cursed Action
 - Advance your Power Circle if you pass the test
 - New Unsettling Tendency
 - New Art if you pass your initiation
 - Advance your Power Circle if you pass the test

HOW TO CREATE YOUR NECROMANCER

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

Dedicate some time, or a Session 0, to defining your CCs. This will enable 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 Aristocratic:** Bored aristocrat, Philosopher, Collector...
- **What makes you Tenebrous:** Solemn, Ambitious, Melancholic, Distant, Vulnerable, Preoccupied...
- **What makes you Elegant:** Refined, Old-fashioned, Cloak, Nails that are long or painted black, Eye makeup, 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 to the living...
- **Your curse:** Create 1 sentence, inspired by:

WHAT HAPPENS TO YOU: A *daemon* possesses you or searches 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 THIS IS CONNECTED WITH: a loved one, an enemy, someone close to you or someone unknown, a family member, something yours, something belonging to someone else, tombs, or living/dead organs.

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

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

AND THEY ARE CONNECTED WITH: Order, Lodge, Guild, Corvus 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), Made a pact

with a daemon looking for someone or something you or they loved, Became obsessed with someone/something dead.

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

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

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

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

AND IT 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 to a relationship: your Mother, your Father, the Leader of the Order, the Custodian.

You could also assign the following: the Guild Leader, a troublesome family member, a butler or housekeeper in the mansion.

DURING THE GAME: you can add a pre-existing relationship, or a new one, when someone relevant appears in the story.

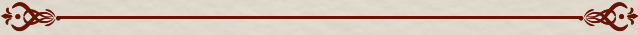
- Define **Your magic initiation trauma** from when you learnt your art.
- **How You Do Magic:** Whispering in the Corvid language, Mesmerising gaze, Convoluted movements...
- **When Your Magic Fails:** You pass out, You injure someone, The opposite happens...
- **Your Valet:** (write 2) Has a strange 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's never 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 ARISTOCRATIC:

WHAT MAKES YOU ELEGANT:

PERSONALITY

YOU ARE OFTEN...



CREATIVE

Inventive, spontaneous actions



LEARNED

Actions of knowledge, enquiry



PROUD

Actions with determination, confrontation



PASSIONATE

Irrational, reckless actions



RATIONAL

Prudent, actions of observation



PHYSICAL

Pragmatic, physical actions

TO KNOW WHAT PERSONALITY TO USE:

how am I being or acting 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 UNSETTLING 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 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 connect the current situation to it. The Voice will give you a clue to: a mystery of Raven, the current tale, someone who is Corvus, a faction or threat from Raven. Once per tale.

YOUR CURSED BELOVED

Their name...
Their conflict...

YOUR CORVUS ACTIONS

Indulge obsessively in your addiction or in your beloved to recover from or ease a mental or physical Aftereffect. This may generate a twist with complications involving your addiction or your beloved.

Explore your Mystery. Once per tale, you can request a scene that examines 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. Complication: it entails debt.
You have access to anyone of high society through your spiritualist sessions. Complication: it entails future problems.
You have heard a useful story involving spectres. Complication: it entails danger.

YOUR CURSED ACTIONS (CHOOSE 1)

- You can summon any human spectre with your spirit board. Complication: it entails a price.
You can resurrect in yourself the life of a human spectre. Complication: it entails their death.
You can see any invisible spectre. Complication: it that entails danger.

YOUR CURSED MAGIC ART

SPECTRES

Invocation, subjugation, destruction, or 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 instant spell. Always at the cost of a sacrifice consistent with the art used.

Undertake a ritual for a complex or permanent effect. As well as a sacrifice, this always comes at a cost (you choose 1 and the Tenebrous Voice 1). Costs can include strange or scarce components; unreliable results; too much time; too much effort; unknown, forbidden, or dangerous magic; effect not exactly as you wanted; family plunged into debt; you need the help of someone in particular.

YOUR MAGIC SACRIFICES

Magic that gives a relevant twist to the story will require a sacrifice. The more powerful the magic, the greater the sacrifice. 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 muscles, Sprains, Illness, Broken bones...

.....
.....
.....

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 that only you can understand, _____

YOUR SOCIAL CIRCLE

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

- _____: Shut you in a basement of the mansion with spirits for several nights when you were little 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 best friend, 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 CIRCLE OF MAGIC POWER

- I. APPRENTICE. Spells: Simple, common. (Initiation: Offer a jar of your blood to the Order)
- II. INITIATE. Spells: Detailed, not their own. (Initiation: Destroy something you hold dear)
- III. MAGE. Spells: Complex, ancient. (Initiation: Destroy, unaided, something dangerous and above your power)
- IV. MASTER. Spells: Powerful, cursed. (Initiation: Make a pact with a powerful being by offering them something essential)
- V. ARCHMAGE. Spells: Dangerous, unknown, legendary. (Initiation: Sacrifice a loved one who 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 loose threads.)

.....
.....
.....
.....
.....
.....



YOUR PATH THROUGH THE MIST

I. ON THE EDGE OF THE MIST □□□□

Magic:..... Cursed effect:.....

II. TOUCHING THE MIST □□□□

Magic:..... Cursed effect:.....

III. CROSSING THE MIST □□□□

Magic:..... Cursed effect:.....

IV. IN THE HEART OF THE MIST □□□□

Magic: Larvae Cursed effect:.....

V. NO WAY BACK □□□□

Magic: Mist 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; is 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 beloved
- You made things difficult for your family or the Order with your invocations
- You did something unsettling with a spectral being

When all the boxes are ticked, erase and choose an Advance.

- ADVANCES**
- New Vocation Action or Cursed Action
 - Advance your Power Circle if you pass the test
 - New Unsettling Tendency
 - New Art if you pass your initiation
 - New Vocation Action or Cursed Action
 - Advance your Power Circle if you pass the test
 - New Unsettling Tendency
 - New Art if you pass your initiation
 - New Vocation Action or Cursed Action
 - Advance your Power Circle if you pass the test
 - New Unsettling Tendency
 - New Art if you pass your initiation
 - Advance your Power Circle if you pass the test

HOW TO CREATE YOUR SUMMONER

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

Dedicate some time or a Session 0 to defining your CCs. This will enable you to create complex 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:** Annabel, Pluto, Hecate, Egeus...
- **What makes you Aristocratic:** Erudite, Spiritist, Scientific...
- **What makes you Tenebrous:** Addicted to invocation, Insecure, Overconfident, Paranoid, Too fearless...
- **What makes you Elegant:** Languid, 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 discover people's 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 THIS IS CONNECTED WITH: a loved one, an enemy, someone close to you or someone unknown, a family member, something of yours, something belonging to someone else or another being, with appearances in cursed places.

• **Your Cursed Beloved:** Create 1 sentence, inspired by:
THEY ARE: Ethereal, Languid, Prone to feeling pain when their skin is touched, A spectre.

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

AND THIS 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: Endangered their/your soul by summoning with your spirit board, Destroyed a beloved/hated spectre, Possessed you/Were possessed for a personal/selfish reason, Made you lose yourself/Stopped you losing yourself among spectres in search of forbidden secrets.

AND THIS INVOLVED: your beloved, someone close to you, an enemy or family member.

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

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

- **Your Personal Mystery.** Create 1 question inspired by: WHO OR WHAT...: Locked you in a basement full of spectres when you were a child and why? Keeps some of the spectres you summon? Created this spirit board that only you are obsessed with? Sends spectres that you have not summoned?

AND THIS IS CONNECTED WITH: Lodge, Order, Guild, Origin of Raven, War of Raven, 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, a troublesome member of the family, a butler or housekeeper in 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, Repels your ghosts, Attracts ghosts, Cared for a member of your family who died, Asks for advice about you from 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 may not be found when needed, Addictive...

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



CURSED POET

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



YOUR NAME:

WHAT MAKES YOU TENEBROUS:

WHAT MAKES YOU ARISTOCRATIC:

WHAT MAKES YOU ELEGANT:

PERSONALITY

YOU ARE OFTEN...



CREATIVE

Inventive, spontaneous actions



LEARNED

Actions of knowledge, enquiry



PROUD

Actions with determination, confrontation



PASSIONATE

Irrational, reckless actions



RATIONAL

Prudent, actions of observation



PHYSICAL

Pragmatic, physical actions

TO KNOW WHAT PERSONALITY TO USE:

how am I being or acting 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 HAVE THE UNSETTLING TENDENCY TO...

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

YOUR CURSE

THE MASQUE OF THE RED DEATH
THEME: THE OBSESSION OF CREATION

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 connect the current situation to it. The Voice will give you a clue to: a mystery of Raven, the current tale, someone who is Corvus, a faction or threat from Raven. **Once per tale.**

YOUR CURSED BELOVED

Their name... -----
Their conflict... -----

YOUR CORVUS ACTIONS

Indulge obsessively in your addiction or in your beloved to recover from or ease a mental or physical Aftereffect. This may generate a twist with complications involving your addiction or your beloved.

Explore your Mystery. Once per tale, you can request a scene that examines 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's a work of art. **Complication:** it entails danger.
- You know the right people from the worst taverns. **Complication:** it entails debt.
- Anyone with an artistic sensibility admires you. **Complication:** it entails fear.

YOUR CURSED ACTIONS (CHOOSE 1)

- What you create with your art becomes a reality. **Complication:** it entails turmoil.
- Your work reveals a truth that can help you. **Complication:** it entails inaccuracy.
- You can move and convince anyone through your writing. **Complication:** it 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 instant spell. Always at the cost of a sacrifice consistent with the art used.

Undertake a ritual for a complex or permanent effect. As well as a sacrifice, this always comes at a cost (you choose 1 and the Tenebrous Voice 1). Costs can include strange or scarce components; unreliable results; too much time; too much effort; unknown, forbidden, or dangerous magic; effect not exactly as you wanted; family plunged into debt; you need the help of someone in particular.

YOUR MAGIC SACRIFICES

Magic that gives a relevant twist to the story will require a sacrifice. The more powerful the magic, the greater the sacrifice. 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 your triumph to another person.

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MENTAL AFTEREFFECTS

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

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Trauma:

PHYSICAL AFTEREFFECTS

Fatigue, Exhaustion, Dizziness, Injury, Pulled muscles, Sprains, Illness, Broken bones...

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Disability:

PROBLEMS THAT THREATEN YOU

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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 to 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 lose control when they visit you.
- _____: Has several works of yours without your consent.
- _____: Wants you to use your art to help...
- _____: Your confidant or best friend, 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 CIRCLE OF MAGIC POWER

- I. APPRENTICE. Spells: Simple, common. (Initiation: Offer a jar of your blood to the Order)
- II. INITIATE. Spells: Detailed, not their own. (Initiation: Destroy something you hold dear)
- III. MAGE. Spells: Complex, ancient. (Initiation: Destroy, unaided, something dangerous and above your power)
- IV. MASTER. Spells: Powerful, cursed. (Initiation: Make a pact with a powerful being by offering them something essential)
- V. ARCHMAGE. Spells: Dangerous, unknown, legendary. (Initiation: Sacrifice a loved one who 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 loose threads.) _____

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YOUR PATH THROUGH THE MIST

I. ON THE EDGE OF THE MIST □□□□

Magic:..... Cursed effect:.....

II. TOUCHING THE MIST □□□□

Magic:..... Cursed effect:.....

III. CROSSING THE MIST □□□□

Magic:..... Cursed effect:.....

IV. IN THE HEART OF THE MIST □□□□

Magic: Larvae Cursed effect:.....

V. NO WAY BACK □□□□

Magic: Mist 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; is 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 beloved
- You made things difficult for your family or the Order with your art
- You did something unsettling with one of your creations

When all the boxes are ticked, erase and choose an Advance.

ADVANCES

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

HOW TO CREATE YOUR POET

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

Dedicate some time or a Session 0 to defining your CCs. This will enable you to create complex 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:** Mary, Victor, Edgar, Rowena...
- **What makes you Aristocratic:** Poet, Writer, Painter, Sculptor, Actress/Actor...
- **What makes you Tenebrous:** Eccentric, Chaotic, Passionate, Histrionic, Addicted to smoking mist or drinking raven 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 but to reveal it would bring death, You are obsessed with creating the perfect work of art and you obsess others to achieve it, Your art reveals to you the terrible but the terrible also sees you.

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

- **Your Cursed Beloved:** Create 1 sentence, inspired by:

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

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

AND THIS 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, Make someone you/they shouldn't have mad or obsessed, Plagiarise something dangerous, Get hooked on drugs to see something that you/they do not want to see.

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

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

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

- **Your Personal Mystery.** Create 1 question inspired by: WHO OR WHAT...: Is not affected by what you create, Tricked you into creating something, Reads a horrific poem to you with unknown effects, 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 troublesome in the family, a butler or housekeeper in the mansion. DURING THE GAME: you can add a pre-existing relationship, 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) Has no tongue, Knows more than you would expect, Tells your secrets to the other servants, Is a better artist than you, Is very old but looks young, Is not affected by your magic, Has been affected by your magic on occasions, Protects your works, Destroys your works, Protects you.
- **Your laboratory:**

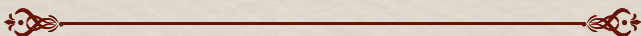
APPEARANCE (write 2): Library, Huge desk, Art workshop in attic, Art crypt, Old cloisters...

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 ARISTOCRATIC:

WHAT MAKES YOU ELEGANT:

PERSONALITY

YOU ARE OFTEN...



CREATIVE

Inventive, spontaneous actions



LEARNED

Actions of knowledge, enquiry



PROUD

Actions with determination, confrontation



PASSIONATE

Irrational, reckless actions



RATIONAL

Prudent, actions of observation



PHYSICAL

Pragmatic, physical actions

TO KNOW WHAT PERSONALITY TO USE:

how am I being or acting 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 without your soul, save for a few fragments that are just enough to allow you to live. You are tormented by the thought that one day you may be buried by mistake and never unearthed... and by what you see each time on the Other Side.



YOU HAVE THE UNSETTLING TENDENCY TO...

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

YOUR CURSE

A PREMATURE BURIAL

THEME: THE STRUGGLE AGAINST DEATH

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 connect the current situation to it. The Voice will give you a clue to: a mystery of Raven, the current tale, someone who is Corvus, a faction or threat from Raven. **Once per tale.**

YOUR CURSED BELOVED

Their name... -----
Their conflict... -----

YOUR CORVUS ACTIONS

Indulge obsessively in your addiction or in your beloved to recover from or ease a mental or physical Aftereffect. This may generate a twist with complications involving your addiction or your beloved.

Explore your Mystery. Once per tale, you can request a scene that examines 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 UNSOULLED BEING (CHOOSE 1)

- Spectres ignore you because you have no soul.** **Complication:** it involves your addiction or your beloved.
- People ignore you because you died.** **Complication:** it entails spectres.
- You have already been here, only on the Other Side.** **Complication:** it 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.** **Complication:** it entails danger.
- You laugh at death.** **Complication:** it entails a person you hold dear.
- You find the path on the Other Side.** **Complication:** it entails future problems.

YOUR CURSED MAGIC ART

THE OTHER SIDE

Handle breaches, move around 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 instant spell. Always at the cost of a sacrifice consistent with the art used.

Undertake a ritual for a complex or permanent effect. As well as a sacrifice, this always comes at a **cost** (you choose 1 and the Tenebrous Voice 1). Costs can include strange or scarce components; unreliable results; too much time; too much effort; unknown, forbidden, or dangerous magic; effect not exactly as you wanted; family plunged into debt; you need the help of someone in particular.

YOUR MAGIC SACRIFICES

Magic that gives a relevant twist to the story will require a sacrifice. The more powerful the magic, the greater the sacrifice. 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 to one of your CCs)

- _____: Would sometimes call you... mistaking you for someone else who also lived in the mansion.
- _____: Expelled... from... for something that 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 best friend, 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 muscles, Sprains, Illness, Broken bones...

Disability: _____

PROBLEMS THAT THREATEN YOU

HELP YOU ARE OWED

OTHER PENDING TWISTS

YOUR CIRCLE OF MAGIC POWER

- I. APPRENTICE. Spells: Simple, common. (Initiation: Offer a jar of your blood to the Order)
- II. INITIATE. Spells: Detailed, not their own. (Initiation: Destroy something you hold dear)
- III. MAGE. Spells: Complex, ancient. (Initiation: Destroy, unaided, something dangerous and above your power)
- IV. MASTER. Spells: Powerful, cursed. (Initiation: Make a pact with a powerful being by offering them something essential)
- V. ARCHMAGE. Spells: Dangerous, unknown, legendary. (Initiation: Sacrifice a loved one who has committed a terrible deed)



YOUR VALET

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

YOUR LABORATORY

Appearance: _____
Problem: _____

YOUR LIBRARY AND TENEBROUS OBJECTS

Bell which can be heard 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 loose threads.)



YOUR PATH THROUGH THE MIST

I. ON THE EDGE OF THE MIST □□□□

Magic:_____ Cursed effect:_____

II. TOUCHING THE MIST □□□□

Magic:_____ Cursed effect:_____

III. CROSSING THE MIST □□□□

Magic:_____ Cursed effect:_____

IV. IN THE HEART OF THE MIST □□□□

Magic: Larvae Cursed effect:_____

V. NO WAY BACK □□□□

Magic: Mist 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; is 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 your beloved's secret life
- You made things difficult for your family or the Order due to the Other Side
- You did something unsettling with the Other Side

When all the boxes are ticked, erase and choose an Advance.

- ADVANCES**
- New Vocation Action or Cursed Action
 - Advance your Power Circle if you pass the test
 - New Unsettling Tendency
 - New Art if you pass your initiation
 - New Vocation Action or Cursed Action
 - Advance your Power Circle if you pass the test
 - New Unsettling Tendency
 - New Art if you pass your initiation
 - New Vocation Action or Cursed Action
 - Advance your Power Circle if you pass the test
 - New Unsettling Tendency
 - New Art if you pass your initiation
 - Advance your Power Circle if you pass the test

HOW TO CREATE YOUR UNSOULLED BEING

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

Dedicate some time, or a Session 0, to defining your CCs. This will enable you to create complex 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:** Virginia, Edgar, Valdemar, Margaret...
- **What makes you Aristocratic:** Student, Lawyer, Trader...
- **What makes you Tenebrous:** Silent, Observant, Curious, Reckless, 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 do not wake up, The Other Side calls you and pulls you in, When you sleep you wander uncontrollably around the Other Side, You are dead and people shrink away from you or worse. AND THIS IS CONNECTED WITH: a loved one, an enemy, someone close to you or unknown, a family member, something of yours, something belonging to someone else, a place you don't remember from the Other Side.

- **Your Cursed Beloved:** Create 1 sentence, inspired by: THEY ARE: Incomprehensible, Adorable, Dangerous, Magic practitioner. BUT: They are dead, There are two others just like them, You fell in love with a portrait of someone 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 THIS 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 motives, Pull you out of/go into the depths of the Other Side, Feign life at the expense of someone else's life, Don't die but at a terrible cost, Get revenge but cause another problem.

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

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

DELVING DEEPER INTO YOUR NOVEL

(for long stories or to define as you play)

- **Your Personal Mystery.** Create 1 question inspired by: WHO OR WHAT...: Wants to take revenge on you? Controls your lost soul so it can take over your body? Caused your first catalepsy? Caused the loss of your soul? Calls you by another name and why? AND THIS 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, a troublesome family member, a butler or housekeeper in the mansion.

DURING THE GAME: you can add a pre-existing relationship, 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 to what you intended happens...
- **Your Valet:** (write 2) Distrusts you since you lost your soul, Gossips about you with 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 unless it concerns 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.



GUILT-RIDDEN LUNATIC

YOUR NAME:

WHAT MAKES YOU TENEBROUS:

WHAT MAKES YOU ARISTOCRATIC:

WHAT MAKES YOU ELEGANT:

PERSONALITY

YOU ARE OFTEN...



CREATIVE

Inventive, spontaneous actions



LEARNED

Actions of knowledge, enquiry



PROUD

Actions with determination, confrontation



PASSIONATE

Irrational, reckless actions



RATIONAL

Prudent, actions of observation



PHYSICAL

Pragmatic, physical actions

TO KNOW WHAT PERSONALITY TO USE:

how am I being or acting 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 the tormented life of a murderer, but you don't know if you really are one. People around you die, and maybe you are to blame, but then again, maybe everyone else is mistaken.



YOU HAVE THE UNSETTLING TENDENCY TO...

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

YOUR CURSE

THE CASK OF AMONTILLADO

THEME: THE TORMENTED STRUGGLE AGAINST YOUR HIDDEN EVIL

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 connect the current situation to it. The Voice will give you a clue to: a mystery of Raven, the current tale, someone who is Corvus, a faction or threat from Raven. Once per tale.

YOUR CURSED BELOVED

Their name... -----
Their conflict... -----

YOUR CORVUS ACTIONS

Indulge obsessively in your addiction or in your beloved to recover from or ease a mental or physical Aftereffect. This may generate a twist with complications involving your addiction or your beloved.

Explore your Mystery. Once per tale, you can request a scene that examines 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 LUNATIC (CHOOSE 1)

- You see another's tenebrous motives as if they were your own. **Complication:** it entails losing control.
- You know the person who can do the most terrible deeds. **Complication:** it entails a future problem.
- You know how to do something questionable with discretion. **Complication:** it entails addiction.

YOUR CURSED ACTIONS (CHOOSE 1)

- You can commit evil against anyone. **Complication:** it entails terrible punishment.
- You can prevent any act of evil against anyone, but not against yourself. **Complication:** it entails your accusation
- You can drive anyone mad. **Complication:** it entails new madness.

YOUR CURSED MAGIC ART

OBSESSION

Manipulation of minds, passions, emotions, obsession, guilt, loss.

RISK: Suffer the effect you are trying to inflict
INITIATION: Make an enemy obsessed with you forever.

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 instant spell. Always at the cost of a sacrifice consistent with the art used.

Undertake a ritual for a complex or permanent effect. As well as a sacrifice, this always comes at a **cost** (you choose 1 and the Tenebrous Voice 1). Costs can include strange or scarce components; unreliable results; too much time; too much effort; unknown, forbidden, or dangerous magic; effect not exactly as you wanted; family plunged into debt; you need the help of someone in particular.

YOUR MAGIC SACRIFICES

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

Suggestions: an important day or night, something very dear to you, drive someone close to you mad, a pact, sacrifice someone dear to you, the life of a loved one, your soul when you die.

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MENTAL AFTEREFFECTS

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

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Trauma:

PHYSICAL AFTEREFFECTS

Fatigue, Exhaustion, Dizziness, Injury, Pulled muscles, Sprains, Illness, Broken bones...

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Disability:

PROBLEMS THAT THREATEN YOU

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HELP YOU ARE OWED

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OTHER PENDING TWISTS

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.....

YOUR SOCIAL CIRCLE

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

-: Helped you commit your first murder and possibly drove you insane.
-: Offered to be your confidant.
-: Wants your secrets about madness.
-: In debt. You killed their beloved without realising or meaning to.
-: Your best friend, with whom you spend days in taverns consuming alcohol and drugs.
-: Your rival, who blackmails you with dangerous knowledge about you.
-: Your mentor, who taught you to love the magic of Obsession and madness.
-: Protects you.
-: Saved you.
-: You saved them.
-: Wants to kill you.
-: Is hiding something from you.
-: Wants to manipulate you.
-:
-:
-:

YOUR CIRCLE OF MAGIC POWER

- I. APPRENTICE. Spells: Simple, common. (Initiation: Offer a jar of your blood to the Order)
- II. INITIATE. Spells: Detailed, not their own. (Initiation: Destroy something you hold dear)
- III. MAGE. Spells: Complex, ancient. (Initiation: Destroy, unaided, something dangerous and above your power)
- IV. MASTER. Spells: Powerful, cursed. (Initiation: Make a pact with a powerful being by offering them something essential)
- V. ARCHMAGE. Spells: Dangerous, unknown, legendary. (Initiation: Sacrifice a loved one who has committed a terrible deed)



YOUR VALET

Their name:
They are (write 2):

YOUR LABORATORY

Appearance:
Problem:

YOUR LIBRARY AND TENEBROUS OBJECTS

Dagger with a black obsidian handle that you found as a child,

CLUES TO YOUR MYSTERY

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

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YOUR PATH THROUGH THE MIST

I. ON THE EDGE OF THE MIST □□□□

Magic:_____ Cursed effect:_____

II. TOUCHING THE MIST □□□□

Magic:_____ Cursed effect:_____

III. CROSSING THE MIST □□□□

Magic:_____ Cursed effect:_____

IV. IN THE HEART OF THE MIST □□□□

Magic: Larvae Cursed effect:_____

V. NO WAY BACK □□□□

Magic: Mist 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; is 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 your beloved's secret life
- You made things difficult for your family or the Order due to your dementia
- You did something unsettling with your dementia

When all the boxes are ticked, erase and choose an Advance.

- ADVANCES**
- New Vocation Action or Cursed Action
 - Advance your Power Circle if you pass the test
 - New Unsettling Tendency
 - New Art if you pass your initiation
 - New Vocation Action or Cursed Action
 - Advance your Power Circle if you pass the test
 - New Unsettling Tendency
 - New Art if you pass your initiation
 - New Vocation Action or Cursed Action
 - Advance your Power Circle if you pass the test
 - New Unsettling Tendency
 - New Art if you pass your initiation
 - Advance your Power Circle if you pass the test

HOW TO CREATE YOUR LUNATIC

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

Dedicate some time, or a Session 0, to defining your CCs. This will enable you to create complex 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:** Rowena, Fortunato, Ellet, Julien, ...
- **What makes you Aristocratic:** Erudite, Spoilt, Addicted to social events...
- **What makes you Tenebrous:** Decadent, Tormented, Passionate, Remorseful...
- **What makes you Elegant:** Impeccable, Perfect face, Dark circles under your eyes, Expensive clothes, the colour red, Refined, Delirious...
- **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: You forget who is on your side...
- **Your curse:** Create 1 sentence inspired by:

WHAT HAPPENS TO YOU: People around you die but you never remember, You hear voices in your head and everything makes sense, Sometimes you act without knowing why and that's when you do things best.

AND THIS IS CONNECTED WITH: a loved one, an enemy, someone close to you or someone unknown, a family member, something of yours, something belonging to someone else, your murderous craving that you don't understand.

- **Your Cursed Beloved:** Create 1 sentence inspired by:

THEY ARE: Murderer, Doctor, Mage, Innocent, Dangerous, Corrupt

BUT: They assess you to lock you up, You killed them, They are in danger but not from you, They know everything you have done, They enjoy stirring up your madness.

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

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

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

YOU/THEY: Drove someone insane that you/they didn't want to, Committed murder for wicked reasons, Calmed your madness at too high a price, Seemed innocent despite yourself/themselves, Fled from you/something/someone.

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

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

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

• **Your Personal Mystery.** Create 1 question inspired by: WHO OR WHAT...: Kills like you to incriminate you, Changes things around to drive you mad, Manipulates your mind and your memories, Threatens you with something terrible that you did.

AND THIS 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, a troublesome family member, a butler or housekeeper in the mansion.

DURING THE GAME: you can add a pre-existing relationship, 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 to what you intended happens...
- **Your Valet:** (write 2) Knows things about you that you don't, Tells the other servants everything, Sometimes drugs you to calm you down, You have killed them more than once and they have come back (or that's what you believe), Protects you from your madness, Worsens your madness, Helps you with anything as long as it doesn't involve the mansion.
- **Your laboratory:**

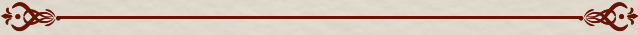
APPEARANCE (write 1): Elegant room, Abandoned attic, Tunnel with alcoves, Bedroom with bolts on the outside...

PROBLEM (write 1): It speaks to you, Hides too many of your secrets...

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



TRAPPED GHOST



YOUR NAME:

WHAT MAKES YOU TENEBROUS:

WHAT MAKES YOU ARISTOCRATIC:

WHAT MAKES YOU ELEGANT:

PERSONALITY

YOU ARE OFTEN...



CREATIVE

Inventive, spontaneous actions



LEARNED

Actions of knowledge, enquiry



PROUD

Actions with determination, confrontation



PASSIONATE

Irrational, reckless actions



RATIONAL

Prudent, actions of observation



PHYSICAL

Pragmatic, physical actions

TO KNOW WHAT PERSONALITY TO USE:

how am I being or acting 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 are not alive. You got lost on the Other Side long ago, but you don't want to reach death's end. You die a little more each day and you don't know how much of you is left.



YOU HAVE THE UNSETTLING TENDENCY TO...

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

YOUR CURSE

THE OBLONG BOX

(THEME: THE LOSS OF WHAT KEEPS YOU CLINGING TO LIFE)

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 connect the current situation to it. The Voice will give you a clue to: a mystery of Raven, the current tale, someone who is Corvus, a faction or threat from Raven. Once per tale.

YOUR CURSED BELOVED

Their name... -----
Their conflict... -----

YOUR CORVUS ACTIONS

Indulge obsessively in your addiction or in your beloved to recover from or ease a mental or physical Aftereffect. This may generate a twist with complications involving your addiction or your beloved.

Explore your Mystery. Once per tale, you can request a scene that examines 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 GHOST (CHOOSE 1)

- You can sense where a spectre has been. **Complication:** it entails danger.
- You knew that spectre when you were alive. **Complication:** it entails a complicated relationship.
- You've seen things being done that people thought were secret. **Complication:** it entails a dangerous revelation.

YOUR CURSED ACTIONS (CHOOSE 1)

- You can appear wherever and whenever. **Complication:** it entails a conflict.
- You can deceive any spectre. **Complication:** it entails a future problem.
- You can possess someone for a time. **Complication:** it entails your memories.

YOUR CURSED MAGIC ART

DECADENCE

Death, deterioration, destruction, sickness, abandonment.

RISK: Deterioration of your own body.

INITIATION: Make someone dear to you sick or cure them.

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 instant spell. Always at the cost of a sacrifice consistent with the art used.

Undertake a ritual for a complex or permanent effect. As well as a sacrifice, this always comes at a **cost** (you choose 1 and the Tenebrous Voice 1). Costs can include strange or scarce components; unreliable results; too much time; too much effort; unknown, forbidden, or dangerous magic; effect not exactly as you wanted; family plunged into debt; you need the help of someone in particular.

YOUR MAGIC SACRIFICES

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

Suggestions: an important day or night, something very dear to you, use the spirit of someone dear to you, a memory, possess someone to bring you problems, a wicked act against a soul that is dear to you, a pact, sacrifice a spectre you hold dear, your soul when you return to the Other Side.

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.....

MENTAL AFTEREFFECTS

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

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Trauma:

PHYSICAL AFTEREFFECTS

Fatigue, Exhaustion, Dizziness, Injury, Pulled muscles, Sprains, Illness, Broken bones...

.....
.....
.....

Disability:

PROBLEMS THAT THREATEN YOU

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HELP YOU ARE OWED

.....
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OTHER PENDING TWISTS

.....
.....

YOUR SOCIAL CIRCLE

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

-: Rescued your spirit when you died and helped to prevent you from disappearing into the sea of the Other Side.
-: Offered to be your guide or protector.
-: Wants your secrets about life in death.
-: In debt. You tried unsuccessfully to help their deceased beloved.
-: Your confidant or best friend, with whom you spend nights in absolute darkness.
-: Your rival, who tries to destroy you at any price.
-: Your mentor, who taught you to love life after death.
-: Protects you.
-: Saved you.
-: You saved them.
-: Wants to kill you.
-: Is hiding something from you.
-: Wants to manipulate you.
-:
-:

YOUR CIRCLE OF MAGIC POWER

- I. APPRENTICE. Spells: Simple, common. (Initiation: Offer a jar of your blood to the Order)
- II. INITIATE. Spells: Detailed, not their own. (Initiation: Destroy something you hold dear)
- III. MAGE. Spells: Complex, ancient. (Initiation: Destroy, unaided, something dangerous and above your power)
- IV. MASTER. Spells: Powerful, cursed. (Initiation: Make a pact with a powerful being by offering them something essential)
- V. ARCHMAGE. Spells: Dangerous, unknown, legendary. (Initiation: Sacrifice a loved one who has committed a terrible deed)



YOUR VALET

Their name:
They are (write 2):

YOUR LABORATORY

Appearance:
Problem:

YOUR LIBRARY AND TENEBROUS OBJECTS

Old cursed black mirror in which you can see yourself,

.....

CLUES TO YOUR MYSTERY

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

.....
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.....
.....



YOUR PATH THROUGH THE MIST

I. ON THE EDGE OF THE MIST □□□□

Magic: _____ Cursed effect: _____

II. TOUCHING THE MIST □□□□

Magic: _____ Cursed effect: _____

III. CROSSING THE MIST □□□□

Magic: _____ Cursed effect: _____

IV. IN THE HEART OF THE MIST □□□□

Magic: Larvae Cursed effect: _____

V. NO WAY BACK □□□□

Magic: Mist 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; is 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 your beloved's secret life
- You made things difficult for your family or the Order witu your spectral essence
- You did something unsettling as a spectre

When all the boxes are ticked, erase and choose an Advance.

- ADVANCES**
- New Vocation Action or Cursed Action
 - Advance your Power Circle if you pass the test
 - New Unsettling Tendency
 - New Art if you pass your initiation
 - New Vocation Action or Cursed Action
 - Advance your Power Circle if you pass the test
 - New Unsettling Tendency
 - New Art if you pass your initiation
 - New Vocation Action or Cursed Action
 - Advance your Power Circle if you pass the test
 - New Unsettling Tendency
 - New Art if you pass your initiation
 - Advance your Power Circle if you pass the test

HOW TO CREATE YOUR GHOST

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

CREATING YOUR TENEBROUS ESSENCE (for independent tales)

- **Your name:** Annabel, Lenore, Luchesi, Bossuet...
- **What makes you Aristocratic:** Naturalist, Musician, Horse rider...
- **What makes you Tenebrous:** Tangible, Intangible, Translucent, Pallid, Silent, Immobile, Icy skin...
- **What makes you Elegant:** Old fashioned or gauzy clothing, faded colours, grey face, vague features, deep voice...
- **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 act as if you were still alive...
- **Your Curse:** Create 1 sentence inspired by:

WHAT HAPPENS TO YOU: You lose another memory which endangers your beloved; An obsession with what you left behind, for which you repeatedly return; You become a dangerous, all-seeing spectre; You can no longer interact with the living...

AND THIS IS CONNECTED WITH: your beloved, an enemy, someone close to you or someone unknown, a family member, something of yours, something belonging to someone else, your spectral essence that you don't understand.

- **Your Cursed Beloved:** Create 1 sentence inspired by:
THEY ARE: Alive, Spectre, Daemon, Sinister, Erudite, Preoccupied, Mage, Ruthless

BUT THEY: Don't know you died, Fear spectres, Want to save you at all costs, Place you in danger, Are to blame for your death.

AND THEY ARE CONNECTED WITH: Order, Lodge, Guild, Corvus Family.

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

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

YOU/THEY: Survive/hide among spectres/people, Finish/destroy unfinished business you left in life, Interact with people to ensure they (don't) destroy you, (Don't) cause mortal terror with your presence, Find something out about your life

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

- Choose 1 **Vocation Action** and 1 **Cursed Action** from your CC book. Choose the **Personality you do Magic** with. In **Circle of**

Magic Power choose "Apprentice".

- **Social Circle:** Only if the Voice needs an initial relationship.

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

- **Your Personal Mystery.** Create 1 question inspired by: WHO OR WHAT...: Did you leave behind when you died which - though terrible - you don't remember? Killed you and tries to destroy everything that's left of you? Prevents you from concluding unfinished business? Wants to draw you in to take you to your end? AND THIS 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, a troublesome family member, a butler or housekeeper in the mansion.

DURING THE GAME: you can add a pre-existing relationship, 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 to what you intended happens...
- **Your Valet:** (write 2) Cannot see you, Can touch you, Prevents you from fading away, Requests assistance from other servants in order to help you, Distrusts you, Is always a different person, Helps you with anything as long as you stay away from the Other Side.
- **Your laboratory:**

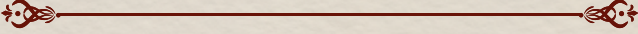
APPEARANCE (write 1): Cemetery, Crypt, Ruins, Basement, Passageway, Shadowy room...

PROBLEM: (write 1): There are other spectres, Nothing stays alive there for long...

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



SELFLESS REFLECTION



YOUR NAME:

WHAT MAKES YOU TENEBROUS:

WHAT MAKES YOU ARISTOCRATIC:

WHAT MAKES YOU ELEGANT:

PERSONALITY

YOU ARE OFTEN...



CREATIVE

Inventive, spontaneous actions



LEARNED

Actions of knowledge, enquiry



PROUD

Actions with determination, confrontation



PASSIONATE

Irrational, reckless actions



RATIONAL

Prudent, actions of observation



PHYSICAL

Pragmatic, physical actions

TO KNOW WHAT PERSONALITY TO USE:

how am I being or acting 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 are just a reflection. You killed and took the place of a Corvus family member and now you are that Corvus: you have their life, their memories, their family and their blood... and, therefore, their curse. But you are tormented by the question of whether you deserve it and who you'd be if you ceased to be that person.



YOU HAVE THE UNSETTLING TENDENCY TO...

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

YOUR CURSE

WILLIAM WILSON

THEME: THE STRUGGLE TO FIND OUT WHO YOU ARE

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 connect the current situation to it. The Voice will give you a clue to: a mystery of Raven, the current tale, someone who is Corvus, a faction or threat from Raven. Once per tale.

YOUR CURSED BELOVED

Their name... -----
Their conflict... -----

YOUR CORVUS ACTIONS

Indulge obsessively in your addiction or in your beloved to recover from or ease a mental or physical Aftereffect. This may generate a twist with complications involving your addiction or your beloved.

Explore your Mystery. Once per tale, you can request a scene that examines 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 REFLECTION (CHOOSE 1)

- You can meet someone from another life that you absorbed. **Complication:** it entails danger.
- You have secret things that you left in other lives. **Complication:** it entails old debts.
- You can recognise reflection victims. **Complication:** it entails provoking a threat.

YOUR CURSED ACTIONS (CHOOSE 1)

- You can absorb someone's identity for a while. **Complication:** it entails mistaken actions.
- You can gain anyone's confidence easily. **Complication:** it entails future problems.
- You can ruin someone's life. **Complication:** it entails ruthless suspicion

YOUR CURSED MAGIC ART

OBSESSION

Manipulation of minds, passions, emotions, obsession, guilt, loss.

RISK: Suffer the effect you are trying to inflict.
INITIATION: Make an enemy obsessed with themselves/you forever.

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 instant spell. Always at the cost of a sacrifice consistent with the art used.

Undertake a ritual for a complex or permanent effect. As well as a sacrifice, this always comes at a **cost** (you choose 1 and the Tenebrous Voice 1). Costs can include strange or scarce components; unreliable results; too much time; too much effort; unknown, forbidden, or dangerous magic; effect not exactly as you wanted; family plunged into debt; you need the help of someone in particular.

YOUR MAGIC SACRIFICES

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

Suggestions: an important day or night, something very dear to you, steal the identity of someone dear to you, an object from another life you were saving, an identity that will bring you problems, a wicked act against someone dear to you, a pact, a sacrifice of someone dear to you, the soul of a loved one, to be devoured on the Other Side when you die.

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MENTAL AFTEREFFECTS

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

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.....
.....

Trauma:

PHYSICAL AFTEREFFECTS

Fatigue, Exhaustion, Dizziness, Injury, Pulled muscles, Sprains, Illness, Broken bones...

.....
.....
.....

Disability:

PROBLEMS THAT THREATEN YOU

.....
.....
.....

HELP YOU ARE OWED

.....

OTHER PENDING TWISTS

.....
.....

YOUR SOCIAL CIRCLE

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

- _____: Accepted you as a Corvus and perhaps taught you that you're better than the person you're impersonating.
- _____: Offered to be your teacher.
- _____: Wants your reflection secrets.
- _____: In debt. The Corvus person you killed was their beloved.
- _____: Your confidant or best friend, to whom you can open your identity-less heart and disclose your confusion.
- _____: Your rival, who will not stop until you are destroyed.
- _____: Your mentor, who taught you a love for human life and the magic of obsession.
- _____: Protects you.
- _____: Saved you.
- _____: You saved them.
- _____: Wants to kill you.
- _____: Is hiding something from you.
- _____: Wants to manipulate you.
- _____:
- _____:
- _____:

YOUR CIRCLE OF MAGIC POWER

- I. APPRENTICE. Spells: Simple, common. (Initiation: Offer a jar of your blood to the Order)
- II. INITIATE. Spells: Detailed, not their own. (Initiation: Destroy something you hold dear)
- III. MAGE. Spells: Complex, ancient. (Initiation: Destroy, unaided, something dangerous and above your power)
- IV. MASTER. Spells: Powerful, cursed. (Initiation: Make a pact with a powerful being by offering them something essential)
- V. ARCHMAGE. Spells: Dangerous, unknown, legendary. (Initiation: Sacrifice a loved one who has committed a terrible deed)



YOUR VALET

Their name: _____
They are (write 2):

YOUR LABORATORY

Appearance: _____
Problem:

YOUR LIBRARY AND TENEBROUS OBJECTS

A cameo with a portrait of the person you suffered the most for impersonating.

.....

CLUES TO YOUR MYSTERY

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

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YOUR PATH THROUGH THE MIST

I. ON THE EDGE OF THE MIST □□□□

Magic:_____ Cursed effect:_____

II. TOUCHING THE MIST □□□□

Magic:_____ Cursed effect:_____

III. CROSSING THE MIST □□□□

Magic:_____ Cursed effect:_____

IV. IN THE HEART OF THE MIST □□□□

Magic: Larvae Cursed effect:_____

V. NO WAY BACK □□□□

Magic: Mist 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; is 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 your beloved's secret life
- You made things difficult for your family or the Order being a reflection
- You did something unsettling being a reflection

When all the boxes are ticked, erase and choose an Advance.

ADVANCES

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

HOW TO CREATE YOUR REFLECTION

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

CREATING YOUR TENEBROUS ESSENCE (for independent tales)

- **Your name:** Ligeia, William, Laplace, Bedloe...
- **What makes you Aristocratic:** Charming host/hostess, Lover of rumours, Cricket player...
- **What makes you Tenebrous:** Mournful, Polite, Bipolar, Tormented, Wicked, Sensitive, Strange mentality...
- **What makes you Elegant:** Perfect clothes, Imitate the latest in fashion, Impeccable manners, Melodious voice, Skin mostly covered up, Gloves, Hat...
- **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.
- **Tendency:** Define 1. Suggestions: Imitate the person who behaves the most appropriately...
- **Your Curse:** Create 1 sentence inspired by:

WHAT HAPPENS TO YOU: You lose your Corvus identity and something/someone rejects you dangerously; You are obsessed with absorbing someone, whatever it takes; Sometimes you fall out of love with someone and this torments you

AND THIS IS CONNECTED WITH: your beloved, an enemy, someone close to you or someone unknown, a family member, something of yours, something belonging to someone else, what you do to the people you impersonate.

- **Your Cursed Beloved:** Create 1 sentence inspired by:
THEY ARE: Widow, Perceptive, Scientific, Mage, Tolerant, Distrustful, Friendly, In danger
BUT THEY: Loved the person you impersonated, Don't know what you are, Know what you are, Are seeking revenge, Forgive you but suffer, Want you to absorb them, Make your curse worse.
AND THEY ARE CONNECTED WITH: Order, Lodge, Guild, Corvus Family.

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

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

YOU/THEY: Impersonate people you (don't) want to, Kill to take possession of something/someone, (Don't) unleash your cruelty in the presence of innocents, Find out/hide something terrible about you, (Don't) control you and it (doesn't) end(s) badly.

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

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

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

- **Your Personal Mystery.** Create 1 question inspired by: WHO OR WHAT...: Is the one you impersonated and now seeks to replace you? Wants to get their revenge and why? Has been looking for you for a long time but doesn't show themselves? Knows who you were before even though you don't remember?
AND THIS 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, a troublesome family member, a butler or housekeeper in the mansion.

DURING THE GAME: you can add a pre-existing relationship, 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 to what you intended happens...
- **Your Valet:** (write 2) Knows who you are, Refuses to do anything for you, Watches you, Tells the other servants everything about you, Feels sorry for you, Is worse than you, Fears for your life.
- **Your laboratory:**

APPEARANCE: (write 1) Mirror room; Empty bedroom; Room with portraits of everyone you've replaced; Bedroom of the person whose identity you've stolen, filled with all their things...

PROBLEM: (write 1) You cannot have anything yours here, You are not in peace...

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



IMMORTAL MESMERIST



YOUR NAME:

WHAT MAKES YOU TENEBROUS:

WHAT MAKES YOU ARISTOCRATIC:

WHAT MAKES YOU ELEGANT:

PERSONALITY

YOU ARE OFTEN...



CREATIVE

Inventive, spontaneous actions



LEARNED

Actions of knowledge, enquiry



PROUD

Actions with determination, confrontation



PASSIONATE

Irrational, reckless actions



RATIONAL

Prudent, actions of observation



PHYSICAL

Pragmatic, physical actions

TO KNOW WHAT PERSONALITY TO USE:

how am I being or acting 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 for your science, and your science keeps you from dying. You cheated death and can no longer die. But the question is how can you live forever with that intolerable pain?

YOU HAVE THE UNSETTLING TENDENCY TO...

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

YOUR CURSE

THE TRUTH REGARDING THE CASE OF MR VALDEMAR (THEME: THE DREADFUL PAIN OF ETERNAL LIFE)

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 connect the current situation to it. The Voice will give you a clue to: a mystery of Raven, the current tale, someone who is Corvus, a faction or threat from Raven. Once per tale.

YOUR CURSED BELOVED

Their name... -----
Their conflict... -----

YOUR CORVUS ACTIONS

Indulge obsessively in your addiction or in your beloved to recover from or ease a mental or physical Aftereffect. This may generate a twist with complications involving your addiction or your beloved.

Explore your Mystery. Once per tale, you can request a scene that examines 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 MESMERIST (CHOOSE 1)

- You can cure any non-natural illness. **Complication:** it entails its cause.
- You know every rumour or unsavoury person in science. **Complication:** it entails conspiracy.
- Your scientific reputation opens doors for you. **Complication:** it entails envy.

YOUR CURSED ACTIONS (CHOOSE 1)

- You can manipulate anyone's mind with your mesmerism. **Complication:** it entails a future problem.
- The living are deeply afraid of you. **Complication:** it entails enmity.
- You can create any scientific apparatus. **Complication:** it entails unsettling experiments.

YOUR CURSED MAGIC ART

EPISTEME

Science, electricity, mesmerism, the artificial.
RISK: Dangerous, physical or powerful, detonations.

INITIATION: Controlling or damaging a live body with science.

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 instant spell. Always at the cost of a sacrifice consistent with the art used.

Undertake a ritual for a complex or permanent effect. As well as a sacrifice, this always comes at a **cost** (you choose 1 and the Tenebrous Voice 1). Costs can include strange or scarce components; unreliable results; too much time; too much effort; unknown, forbidden, or dangerous magic; effect not exactly as you wanted; family plunged into debt; you need the help of someone in particular.

YOUR MAGIC SACRIFICES

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

Suggestions: an important day or night, something very dear to you, mesmerising someone dear to you to make them forget something, suffering an attack of pain, manipulating a mind that will bring you problems, a wicked act against someone dear to you, a pact, the mind of a loved one, an increase in your daily suffering.

.....
.....

YOUR SOCIAL CIRCLE

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

-: Mesmerised you to save your life, but also caused your unending pain.
-: Offered to be your teacher.
-: Wants your secrets about mesmerism.
-: In debt. Your mesmerism did not stop their beloved from dying or suffering.
-: Your confidant or best friend who spends nights with you, helping you deal with your unbearable pain.
-: Your rival, whose foul deeds put you in danger.
-: Your mentor, who taught you to love mesmerism and the art of Episteme.
-: Protects you.
-: 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 muscles, Sprains, Illness, Broken bones...

.....
.....
.....

Disability:

PROBLEMS

THAT THREATEN YOU

.....
.....
.....

HELP YOU ARE OWED

.....

OTHER PENDING TWISTS

.....
.....

YOUR CIRCLE OF MAGIC POWER

- I. APPRENTICE. Spells: Simple, common. (Initiation: Offer a jar of your blood to the Order)
- II. INITIATE. Spells: Detailed, not their own. (Initiation: Destroy something you hold dear)
- III. MAGE. Spells: Complex, ancient. (Initiation: Destroy, unaided, something dangerous and above your power)
- IV. MASTER. Spells: Powerful, cursed. (Initiation: Make a pact with a powerful being by offering them something essential)
- V. ARCHMAGE. Spells: Dangerous, unknown, legendary. (Initiation: Sacrifice a loved one who has committed a terrible deed)



YOUR VALET

Their name:
They are (write 2):

YOUR LABORATORY

Appearance:
Problem:

YOUR LIBRARY AND TENEBROUS OBJECTS

A briefcase containing painkillers and pendulums for mesmerism,

.....

CLUES TO YOUR MYSTERY

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

.....
.....
.....
.....
.....



YOUR PATH THROUGH THE MIST

I. ON THE EDGE OF THE MIST □□□□

Magic:..... Cursed effect:.....

II. TOUCHING THE MIST □□□□

Magic:..... Cursed effect:.....

III. CROSSING THE MIST □□□□

Magic:..... Cursed effect:.....

IV. IN THE HEART OF THE MIST □□□□

Magic: Larvae Cursed effect:.....

V. NO WAY BACK □□□□

Magic: Mist 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; is 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 your beloved's secret life
- You made things difficult for your family or the Order with your mesmerism
- You did something unsettling with your mesmerism

When all the boxes are ticked, erase and choose an Advance.

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

HOW TO CREATE YOUR MESMERIST

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

CREATING YOUR TENEBROUS ESSENCE (for independent tales)

- **Your name:** Cognoscenti, Templeton, Victorine, Doctor/a F.
- **What makes you Aristocratic:** Doctor, Scientist, Erudite...
- **What makes you Tenebrous:** Cavernous voice, Limp, Penetrating stare, Yellowing skin, Smell of formaldehyde...
- **What makes you Elegant:** Formal clothes, Mirror glasses, Thick cloak, Polite speech, Long and watchful silences, Advanced age...
- **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. Suggestions: The good of science at any price...
- **Your curse:** Create 1 sentence inspired by:

WHAT HAPPENS TO YOU: Your pain is increasingly incapacitating; You need more drugs, but they make you irrational; Daemoni stalk you, waiting for your soul to die; You are obsessed with mesmerising to share your destiny

AND THIS IS CONNECTED WITH: your beloved, an enemy, someone close to you or unknown, a family member, something of yours, something belonging to someone else, your experiments.

- **Your Cursed Beloved:** Create 1 sentence inspired by:

THEY ARE: Your patient, Dead, Sick, Doctor, Scientist, Mage, Discredited, Persecuted

BUT: You break their mind, Your mesmerism prevents them from dying, They use you to live, You use them to live, They want you to go further with your experiments, They are investigating something that threatens you.

AND THEY ARE CONNECTED WITH: Order, Lodge, Guild, Corvus Family

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

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

YOU/THEY: Alleviated/worsened your/their pain, Saved someone you/they (didn't) want to with your mesmerism, Carried out an experiment that caused (you) pain, (Didn't) drive you to obsession with your failure, Mesmerised someone against their will.

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

- Choose 1 **Vocation Action** and 1 **Cursed Action** from your CC

book. Choose the **Personality you do Magic** with. In **Circle of Magic Power** choose "Apprentice".

- **Social Circle:** Only if the Voice needs an initial relationship.

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

- **Your Personal Mystery.** Create 1 sentence inspired by: WHO OR WHAT...: Spies on you and steals your secrets? Experiments on the people you have dealings with? Mesmerises you without you realising? Sabotages everything you do?

AND THIS 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, a troublesome family member, a butler or housekeeper in the mansion.

DURING THE GAME: you can add a pre-existing relationship, 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 to what you intended happens...
- **Your Valet:** (write 2) Knows medicine, Disproves of your methods, Looks after you during your bouts of pain, Talks about you with the other servants, Knows your machines and drugs well, Helps you with anything as long as you put yourself in their hands.
- **Your laboratory:**

APPEARANCE: (write 1) Science laboratory, Mesmerism consulting room with divan, Room with assortment of drugs for your pain, Scientific library, Basement filled with apparatus...

PROBLEM: (write 1) Echoes of the ones you mesmerise, Only here can you soothe your pain...

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



HEARTLESS CHILD



YOUR NAME:

WHAT MAKES YOU TENEBROUS:

WHAT MAKES YOU ARISTOCRATIC:

WHAT MAKES YOU ELEGANT:

PERSONALITY

YOU ARE OFTEN...



CREATIVE

Inventive, spontaneous actions



LEARNED

Actions of knowledge, enquiry



PROUD

Actions with determination, confrontation



PASSIONATE

Irrational, reckless actions



RATIONAL

Prudent, actions of observation



PHYSICAL

Pragmatic, physical actions

TO KNOW WHAT PERSONALITY TO USE:

how am I being or acting 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)



Emotions are not for you. Your pleasures come from making those that do have emotions suffer, and doing so in the most sophisticated, elegant and darkly painful ways. Because you have never had and will never have a childhood. Because you were born with an old soul in a world that doesn't understand you, and all you can do is cause pain. Otherwise, your life would be dull.

YOU HAVE THE UNSETTLING TENDENCY TO...

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

YOUR CURSE

THE PIT AND THE PENDULUM

THEME: YOU MAKE EVERYONE SUFFER, WHETHER FRIENDS OR ENEMIES, PEOPLE YOU LOVE OR DESPISE.

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 connect the current situation to it. The Voice will give you a clue to: a mystery of Raven, the current tale, someone who is Corvus, a faction or threat from Raven. Once per tale.

YOUR CURSED BELOVED

Their name... -----
Their conflict... -----

YOUR CORVUS ACTIONS

Indulge obsessively in your addiction or in your beloved to recover from or ease a mental or physical Aftereffect. This may generate a twist with complications involving your addiction or your beloved.

Explore your Mystery. Once per tale, you can request a scene that examines 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 CHILD (CHOOSE 1)

- ☐ What bores you has no power over you. Complication: Addiction, in spite of yourself.
- ☐ Your pale and listless nature allows you to go unnoticed by everything and everyone. Complication: You are ignored.
- ☐ Your dark, acute and beautiful sensitivity drives minds and souls to madness. Complication: Future vengeance.

YOUR CURSED ACTIONS (CHOOSE 1)

- ☐ You are the one that does the torturing around here. You save someone that is suffering... so that you can torture them. Complication: It gets out of your control.
- ☐ Nothing is worse than you. Nothing intimidates you. You do the intimidating. Complication: Uncomfortable nightmares.
- ☐ Your mind as an instrument of torture. You know everything that can help in making someone suffer. Complication: Annoying victim.

YOUR CURSED MAGIC ART

DECADENCE

Death, deterioration, destruction, sickness, abandonment.

RISK: Your own body deteriorates.

INITIATION: Make someone dear to you sick or cure them.

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 instant spell. Always at the cost of a sacrifice consistent with the art used.

Undertake a ritual for a complex or permanent effect. As well as a sacrifice, this always comes at a cost (you choose 1 and the Tenebrous Voice 1). Costs can include strange or scarce components; unreliable results; too much time; too much effort; unknown, forbidden, or dangerous magic; effect not exactly as you wanted; family plunged into debt; you need the help of someone in particular.

YOUR MAGIC SACRIFICES

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

Suggestions: sacrifice an important day or night, something very dear to you, make someone dear to you sick, create something to destroy it, forget something, forget someone, put yourself or someone dear to you in danger, collateral damage, someone forgets you, make someone sick, you cannot stop destroying.

YOUR SOCIAL CIRCLE

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

- _____: Offered themselves as your first victim and taught you the art of torture.
- _____: Offered to be your teacher.
- _____: Wants your secrets about torture.
- _____: In debt. You tortured their beloved because you thought they were harming them, but you were mistaken.
- _____: Your confidant or best friend, with whom you spend your nights torturing people you don't know.
- _____: Your rival, who uses dirty and dangerous tactics against you.
- _____: Your mentor, who taught you to love the art of Decadence.
- _____: Protects you.
- _____: 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 muscles, Sprains, Illness, Broken bones...

Disability: _____

PROBLEMS

THAT THREATEN YOU

HELP YOU ARE OWED

OTHER PENDING TWISTS

YOUR CIRCLE OF MAGIC POWER

- I. APPRENTICE. Spells: Simple, common. (Initiation: Offer a jar of your blood to the Order)
- II. INITIATE. Spells: Detailed, not their own. (Initiation: Destroy something you hold dear)
- III. MAGE. Spells: Complex, ancient. (Initiation: Destroy, unaided, something dangerous and above your power)
- IV. MASTER. Spells: Powerful, cursed. (Initiation: Make a pact with a powerful being by offering them something essential)
- V. ARCHMAGE. Spells: Dangerous, unknown, legendary. (Initiation: Sacrifice a loved one who has committed a terrible deed)



YOUR VALET

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

YOUR LABORATORY

Appearance: _____
Problem: _____

YOUR LIBRARY AND TENEBROUS OBJECTS

A small, old dagger made from black ancestral stone, which is ideal for extracting small things. _____

CLUES TO YOUR MYSTERY

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



YOUR PATH THROUGH THE MIST

I. ON THE EDGE OF THE MIST □□□□

Magic:_____ Cursed effect:_____

II. TOUCHING THE MIST □□□□

Magic:_____ Cursed effect:_____

III. CROSSING THE MIST □□□□

Magic:_____ Cursed effect:_____

IV. IN THE HEART OF THE MIST □□□□

Magic: Larvae Cursed effect:_____

V. NO WAY BACK □□□□

Magic: Mist 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; is 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 each session tick 1 box for each if:

- You did something Corvus.
- You triggered your Curse at least once.
- You discovered a clue to your Mystery.
- You discovered something about the secret life of your beloved.
- You made things difficult for your family or the Order because of your torture.
- You did something unsettling with your absence of emotions.

When all the boxes are ticked, erase and choose an Advance.

ADVANCES

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

HOW TO CREATE YOUR CHILD

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

Dedicate some time, or a Session 0, to defining your CCs. This will enable 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:** Wednesday, Christina, Jenna, Gomez, Tim, Sweeney, Eric, Abby, Lydia, Richmond, ...
- **What makes you aristocratic:** Musician, Nihilist, Scientist, Exquisitely cultured, Scathing conversationalist, Master of pain, ...
- **What makes you tenebrous:** Blood-stained clothes, Your stare, You never smile, Black eyes, Delicate skin, Quiet, Knife protruding from somewhere, You creep around, When they look, you're always there, ...
- **What makes you elegant:** Old-fashioned black clothes, Raven black hair, Black eyes, Silent movements, Vaporous like the mist, You melt into the shadows, ...
- **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. Suggestions: You are cruel but elegant in taking revenge at the slightest offence,...
- **Your curse:** Create 1 sentence, inspired by:

WHAT HAPPENS TO YOU: You get carried away by your emotions and someone dear to you suffers, You need to torture someone to keep your strength, You fall in love with someone else, who you'll make suffer.

AND THIS IS CONNECTED WITH: another beloved, an enemy, someone close to you or someone unknown, a family member, something of yours, something belonging to someone else, someone you tortured.

- **Your cursed beloved:** Create 1 sentence inspired by:

THEY ARE: Extremely naïve, Extremely cruel, Never dies, Dead, Poor, Have a very high social standing, Defender of the law.

BUT THEY: Have you under their control, so you look after them, Are even worse than you and compel you to compete, Accept you as you are because they plan to ask something terrible of you, which you know nothing about, Have the feelings you lost, It hurts you to make them suffer and you don't know why, Are your soulmate, which you don't like but at the same time it draws you to them.

AND THEY ARE CONNECTED WITH: Order, Lodge, Guild, Corvus Family.

- **Your sisters and brothers.** Agree on 1 relationship with each CC, inspired by

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

YOU/THEY: Feign a torture that went wrong, (Don't) stop you

from airing your emotions, (Don't) stop you from being cruel, (Don't) kill someone you/they are torturing, Pretend to be a normal person, Act in a way that makes people seem to like you.

AND THIS INVOLVED: your beloved, someone close to you, an enemy or family member.

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

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

• **Your Personal Mystery.** Create 1 question inspired by: WHO OR WHAT...: Seem to be looking for you to torture you and always come back alive, Ruin your reputation with alleged proof of your inner kindness, Conducted traumatic experiments with you as a baby, Writes anonymous messages to you claiming you are actually a daemon.

AND THIS IS CONNECTED WITH: Lodge, Order, Guild, Origin of Raven, War of Raven, 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, a troublesome member of the family, a butler or housekeeper in 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) Is mute, Looks after your instruments, Teaches you techniques, Carries a weapon, Distrusts you, Never obeys you, Is charming, Is sinister.
- **Your laboratory:**

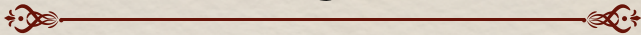
APPEARANCE: (write 1) Room with cells and machines for torture and experiments, Library with books on torture and poetry, Mausoleum with statues and a tomb you sleep in, Empty and dark room with a chair in the middle for contemplation, ...

PROBLEM: (write 1) Dull because nobody wants to go there, Too many people there who won't stop bothering you...

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



SOUL LIBRARIAN



YOUR NAME:

WHAT MAKES YOU TENEBROUS:

WHAT MAKES YOU ARISTOCRATIC:

WHAT MAKES YOU ELEGANT:

PERSONALITY

YOU ARE OFTEN...



CREATIVE

Inventive, spontaneous actions



LEARNED

Actions of knowledge, enquiry



PROUD

Actions with determination, confrontation



PASSIONATE

Irrational, reckless actions



RATIONAL

Prudent, actions of observation



PHYSICAL

Pragmatic, physical actions

TO KNOW WHAT PERSONALITY TO USE:

how am I being or acting 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 life is your library, your collection. It speaks to you and tells you stories. You use the books to keep souls in, which you have so been devoted to collecting. Perhaps they were already dead, or perhaps not, before you extracted them, so you could preserve and study their most valuable stories. Because only by gathering knowledge on Raven will you one day remember your own story.

YOU HAVE THE UNSETTLING TENDENCY TO...

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

YOUR CURSE

MS. FOUND IN A BOTTLE

THEME: HUNGRY FOR NEW STORIES THAT CAN ONLY LEAD TO DEATH.

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 connect the current situation to it. The Voice will give you a clue to: a mystery of Raven, the current tale, someone who is Corvus, a faction or threat from Raven. Once per tale.

YOUR CURSED BELOVED

Their name... -----
Their conflict... -----

YOUR CORVUS ACTIONS

Indulge obsessively in your addiction or in your beloved to recover from or ease a mental or physical Aftereffect. This may generate a twist with complications involving your addiction or your beloved.

Explore your Mystery. Once per tale, you can request a scene that examines 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 LIBRARIAN (CHOOSE 1)

- You have the cherished souls of anyone in Raven in your library. Complication: revenge.
- You find a soul in your library that knows that story. Complication: high price.
- You can sacrifice a soul from your library so that it does something terrible. Complication: persecution.

YOUR CURSED ACTIONS (CHOOSE 1)

- You collect a soul for your library, whether the person is alive or dead. Complication: damage to your soul.
- You visit your library on the Other Side to obtain a forbidden story. Complication: not returning.
- You hide your soul in your library to free you of something terrible. Complication: not wanting or unable to go out.

YOUR CURSED MAGIC ART

SPECTRES

Summon, subdue, destroy and protect from human spectres and, at great risk, daemons.
RISK: the being becoming obsessed with the magic practitioner.
INITIATION: Summoning the ghost of a loved one and binding 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 instant spell. Always at the cost of a sacrifice consistent with the art used.

Undertake a ritual for a complex or permanent effect. As well as a sacrifice, this always comes at a **cost** (you choose 1 and the Tenebrous Voice 1). Costs can include strange or scarce components; unreliable results; too much time; too much effort; unknown, forbidden, or dangerous magic; effect not exactly as you wanted; family plunged into debt; you need the help of someone in particular.

YOUR MAGIC SACRIFICES

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

Suggestions: sacrifice an important day or night, something very dear to you, hand over something from a spectre held dear, make a pact to do something uncomfortable for a spectre, carry out their revenge in spite of yourself, allow yourself to be possessed, offer them a memory, offer them the body of a loved one who has just died.

.....
.....

YOUR SOCIAL CIRCLE

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

- _____: Helped you to create your library of souls or perhaps left it to you as inheritance.
- _____: Offered to be your teacher.
- _____: Wants the stories from your library.
- _____: In debt. You collected the soul of someone dear to them (unwittingly or on purpose).
- _____: Your confidant or bestfriend, with whom you spend days in your library, searching through stories.
- _____: Your rival, who uses dirty and dangerous tactics against you.
- _____: Your mentor, who taught you to love libraries and/or human souls.
- _____: Protects you.
- _____: 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 muscles, Sprains, Illness, Broken bones...

.....
.....
.....

Disability:

PROBLEMS

THAT THREATEN YOU

.....
.....
.....

HELP YOU ARE OWED

.....

OTHER PENDING TWISTS

.....
.....

YOUR CIRCLE OF MAGIC POWER

- I. APPRENTICE. Spells: Simple, common. (Initiation: Offer a jar of your blood to the Order)
- II. INITIATE. Spells: Detailed, not their own. (Initiation: Destroy something you hold dear)
- III. MAGE. Spells: Complex, ancient. (Initiation: Destroy, unaided, something dangerous and above your power)
- IV. MASTER. Spells: Powerful, cursed. (Initiation: Make a pact with a powerful being by offering them something essential)
- V. ARCHMAGE. Spells: Dangerous, unknown, legendary. (Initiation: Sacrifice a loved one who has committed a terrible deed)



YOUR VALET

Their name: _____
They are (write 2):

YOUR LABORATORY

Appearance: _____
Problem:

YOUR LIBRARY AND TENEBROUS OBJECTS

A pocket book containing the first soul you collected _____
.....
.....

CLUES TO YOUR MYSTERY

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

.....
.....
.....
.....



YOUR PATH THROUGH THE MIST

I. ON THE EDGE OF THE MIST □□□□

Magic:_____ Cursed effect:_____

II. TOUCHING THE MIST □□□□

Magic:_____ Cursed effect:_____

III. CROSSING THE MIST □□□□

Magic:_____ Cursed effect:_____

IV. IN THE HEART OF THE MIST □□□□

Magic: Larvae Cursed effect:_____

V. NO WAY BACK □□□□

Magic: Mist 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; is 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 your Curse at least once.
- You discovered a clue to your Mystery.
- You discovered something about your beloved's secret life.
- You made things difficult for the family or the Order with your library or your soul collection.
- You did something unsettling with your library or your soul collection.

When all the boxes are ticked, erase and choose an Advance.

ADVANCES

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

HOW TO CREATE YOUR LIBRARIAN

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

Dedicate some time, or a Session 0, to defining your CCs. This will enable 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:** Hipatia, Otlet, La Fontaine, Dewey, Ranganathan, Moliner, Borges...
- **What makes you aristocratic:** Book lover, bookseller, Scholar, Cataloguer, Book restorer...
- **What makes you tenebrous:** You talk with books, You always carry a razor-sharp knife, You're uncomfortable around others, You're unaccustomed to the light,...
- **What makes you elegant:** Great conversationalist, Dust from books on your fingers, Silent, Clothes that trail on the floor, Ornate silver eyeglasses...
- **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. Suggestions: To take all kinds of risks to obtain a story, ...
- **Your curse:** Create 1 sentence inspired by:

WHAT HAPPENS TO YOU: You need to collect something that will end up dying, You unwillingly add someone dear to you to your library, Something escapes from your library that will seek revenge. AND THIS IS CONNECTED WITH: a loved one, an enemy, someone close to you or unknown, a family member, something of yours, something belonging to someone else, your thirst for stories you don't have control over.

- **Your cursed beloved:** Create 1 sentence, inspired by:

THEY ARE: Writer, Scholar, Illiterate, Blind, Persecuted, Corrupt, Competitive collector, Murderer...

BUT: They are looking for something forbidden in your library, They escaped from your library and are hiding something, They are being blackmailed, They can destroy your library, They know how you collect, They fear your library, They sometimes release or use souls.

AND THIS 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: Fall in love with a soul from your library, Catch or steal a new story that puts them/you/all of you/ in danger, Obtain new souls but ensuring you/they keep your/their hands clean, Burn part of your library, Hide secrets about/in your library.

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

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

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

• **Your Personal Mystery.** Create 1 question inspired by: WHO OR WHAT...: Has been keeping unknown souls in your library for years, and why? Wants to stop you collecting at all costs, and why? Is switching around the stories in your library so they make no sense, and why? Reveals your secrets to the Order, Guild or your family, so they don't trust you?...

AND THIS IS CONNECTED WITH: Lodge, Order, Guild, Origin of Raven, War of Raven, 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, a troublesome family member, a butler or housekeeper in the mansion. DURING THE GAME: you can add a pre-existing relationship, 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) Is your library assistant, Is an assassin, Is a scholar, Has a strange fear of books, Helps you with your soul collection, Tells someone all about what you are doing, Knows all the stories, Knows about the library's origin, but won't talk about it, Watches you, ...
- **Your laboratory:**

APPEARANCE: (write 1) A library with several floors and rolling ladders, Vaults with many passageways and hundreds of books with souls in, Your entire wing of the mansion with multiple rooms, all classified, Enormous labyrinthine room full of bookshelves and books of souls...

PROBLEM: (write 1) You always get lost there, The light never allows you to see more than a metre in front of you, The books watch you...

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

FORGOTTEN LOVER

YOUR NAME:

WHAT MAKES YOU TENEBROUS:

WHAT MAKES YOU ARISTOCRATIC:

WHAT MAKES YOU ELEGANT:

PERSONALITY

YOU ARE OFTEN...



CREATIVE

Inventive, spontaneous actions



LEARNED

Actions of knowledge, enquiry



PROUD

Actions with determination, confrontation



PASSIONATE

Irrational, reckless actions



RATIONAL

Prudent, actions of observation



PHYSICAL

Pragmatic, physical actions

TO KNOW WHAT PERSONALITY TO USE:

how am I being or acting 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)



Nobody remembers you, but you have long been roaming Raven in search of a beloved that nobody remembers either. Not even you. You keep falling in love with people you think are the one, but they all end up empty-eyed, memoryless and without a soul. Your quest goes on.

YOU HAVE THE UNSETTLING TENDENCY TO...

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

YOUR CURSE

BERENICE

THEME: THE LOSS OF A BELOVED AS A RESULT OF YOUR OWN ACTIONS.

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 connect the current situation to it. The Voice will give you a clue to: a mystery of Raven, the current tale, someone who is Corvus, a faction or threat from Raven. Once per tale.

YOUR CURSED BELOVED

Their name... -----
Their conflict... -----

YOUR CORVUS ACTIONS

Indulge obsessively in your addiction or in your beloved to recover from or ease a mental or physical Aftereffect. This may generate a twist with complications involving your addiction or your beloved.

Explore your Mystery. Once per tale, you can request a scene that examines 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 LOVER (CHOOSE 1)

- Your charm, words or actions could make anyone fall for you. Complication: obsession.
- You could know anyone's romantic secrets, whether living or dead. Complication: persecution.
- You could know things about anyone's beloved. Complication: a threat.

YOUR CURSED ACTIONS (CHOOSE 1)

- You dominate anyone with your will, but they will never love you. Complication: betrayal.
- You turn someone into your beloved and they reveal something you are looking for, but then die. Complication: accusation.
- You destroy someone's memory, which then mixes with your own. Complication: delirium.

YOUR CURSED MAGIC ART

OBSESSION

Manipulation of minds, passions, emotions, obsession, guilt, loss. .

RISK: Suffer the effect you are trying to inflict. INITIATION: Make an enemy obsessed with you forever.

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 instant spell. Always at the cost of a sacrifice consistent with the art used.

Undertake a ritual for a complex or permanent effect. As well as a sacrifice, this always comes at a cost (you choose 1 and the Tenebrous Voice 1). Costs can include strange or scarce components; unreliable results; too much time; too much effort; unknown, forbidden, or dangerous magic; effect not exactly as you wanted; family plunged into debt; you need the help of someone in particular.

YOUR MAGIC SACRIFICES

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

Suggestions: sacrifice an important day or night, something very dear to you, develop an obsession with something or someone, develop a trauma with something or someone, your memories are altered and you don't know they're not real, damage the mind of someone dear to you, cause unexpected damage to someone you are trying to help, gain someone's obsession or eternal scorn, pass out, make someone dear to you distrustful.

Trauma: _____

YOUR SOCIAL CIRCLE

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

- _____: Taught you to love and perhaps broke your heart.
- _____: Offered to be your beloved.
- _____: Wants your secrets about the human heart
- _____: In debt. You seduced their beloved, who lost their memory because of you.
- _____: Your confidant or best friend, with whom you spend nights in other people's homes, seducing or being seduced.
- _____: Your rival, who uses dirty and dangerous tactics against you.
- _____: Your mentor, who taught you to use Obsession magic and not cause harm with it.
- _____: Protects you.
- _____: Saved you.
- _____: You saved them.
- _____: Wants to kill you.
- _____: Is hiding something from you.
- _____: Wants to manipulate you.

YOUR CIRCLE OF MAGIC POWER

- I. APPRENTICE. Spells: Simple, common. (Initiation: Offer a jar of your blood to the Order)
- II. INITIATE. Spells: Detailed, not their own. (Initiation: Destroy something you hold dear)
- III. MAGE. Spells: Complex, ancient. (Initiation: Destroy, unaided, something dangerous and above your power)
- IV. MASTER. Spells: Powerful, cursed. (Initiation: Make a pact with a powerful being by offering them something essential)
- V. ARCHMAGE. Spells: Dangerous, unknown, legendary. (Initiation: Sacrifice a loved one who has committed a terrible deed)



YOUR VALET

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

YOUR LABORATORY

Appearance: _____
Problem: _____

YOUR LIBRARY AND TENEBROUS OBJECTS

Cameo with a picture of your beloved, whose face you can never distinguish. _____

CLUES TO YOUR MYSTERY

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



YOUR PATH THROUGH THE MIST

I. ON THE EDGE OF THE MIST □□□□

Magic:..... Cursed effect:.....

II. TOUCHING THE MIST □□□□

Magic:..... Cursed effect:.....

III. CROSSING THE MIST □□□□

Magic:..... Cursed effect:.....

IV. IN THE HEART OF THE MIST □□□□

Magic: Larvae Cursed effect:.....

V. NO WAY BACK □□□□

Magic: Mist 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; is 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 your Curse at least once.
- You discovered a clue to your Mystery.
- You discovered something about your beloved's secret life.
- You made things difficult for the family or the Order with your love that induces forgetfulness.
- You did something unsettling while searching for your beloved.

- **When all the boxes are ticked,** erase and choose an Advance.

ADVANCES

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

HOW TO CREATE YOUR LOVER

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

Dedicate some time, or a Session 0, to defining your CCs. This will enable 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:** Auguste, Emma, Helen, Hiddle,...
- **What makes you aristocratic:** Romance writer, You love dances, Eternal dreamer...
- **What makes you tenebrous:** Lost gaze, Cold eyes, Addicted to forgetting those you love, Detached, Superficial, Solitary, You never really love...
- **What makes you elegant:** Delicate conversationalist, Refined morals, Inhumanly attractive, Impeccable, old-fashioned clothing, Always dressed in mist white, Gentle mannerisms...
- **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. Suggestions: Blindly trust those that will do you harm...
- **Your curse:** Create 1 sentence, inspired by:

WHAT HAPPENS TO YOU: Someone you love loses their memory, their gaze, their soul. Someone dangerous develops an obsession for you or you for them. You forget someone you love and no longer recognise them.

AND THIS IS CONNECTED WITH: your past, your present, a friend, enemy, someone you don't know or a family member.

- **Your cursed beloved:** Create 1 sentence, inspired by:
THEY ARE: A ghost, Daemon, Hazy memory, Mage, Murderer, Horror writer, Socially unattainable, Have a multiple personality, Lost BUT they (choose this): Have a different face each time you see them. And also (choose another): Are never there and you need to replace them, Wants to steal your memories, Needs you to recover their memories, You love them but they will kill you, You only see them at night/in dreams/on the Other Side/drinking/taking drugs/loving another, Was looking for something dangerous you made them forget.
AND THIS 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: Fell in love with someone you/they didn't want to,

Forgot someone or was forgotten but it went wrong, Made someone remember you, Remind you of someone, Develop an obsession for someone, Drive someone to obsession.

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

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

DELVING DEEPER INTO YOUR NOVEL

(for long stories or to define as you play)

- **Your Personal Mystery.** Create 1 question inspired by:
WHO OR WHAT...: Is your beloved and why do you never recognise them? Writes love poems for you day and night? Has made your beloved forget you? Cursed you so you could never truly love?...
AND THIS IS CONNECTED WITH: Lodge, Order, Guild, Origin of Raven, War of Raven, 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, a troublesome family member, a butler or housekeeper in the mansion.
DURING THE GAME: you can add a pre-existing relationship, 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) Was/wanted/wants to be your lover, Judges you morally, Never lets your beloved/lover into the house, Advises you about love, Keeps your secrets, Remembers what you forget but will never tell you.

- **Your laboratory:**

APPEARANCE: (write 1) Mirror room, Study with poems on the wall, Perpetually dark room for remembering, Gallery of portraits of beloveds...

PROBLEM: (write 1) Someone is secretly watching you (your beloved?), You share the space...

- **Your initial object** in your library and tenebrous objects. Create a brief and sinister story for it.



OPPOSITE TWINS

YOUR NAME:

WHAT MAKES YOU TENEBROUS:

WHAT MAKES YOU ARISTOCRATIC:

WHAT MAKES YOU ELEGANT:

PERSONALITY

YOU ARE OFTEN...



CREATIVE

Inventive, spontaneous actions



LEARNED

Actions of knowledge, enquiry



PROUD

Actions with determination, confrontation



PASSIONATE

Irrational, reckless actions



RATIONAL

Prudent, actions of observation



PHYSICAL

Pragmatic, physical actions

TO KNOW WHAT PERSONALITY TO USE:

how am I being or acting 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 are two opposite people, or perhaps just one that is divided in two. You were born the same, but nobody ever sees you together. You are the opposite of each other, and at the same time you are uncannily alike. You love what your other self hates, and your other self hates what you love. You never know who you are, but you do know that the other person exists, because everything they do is to cause you harm... or vice versa..



YOU HAVE THE UNSETTLING TENDENCY TO...

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

YOUR CURSE

A TALE OF THE RAGGED MOUNTAINS

THEME: YOUR DARK SELF IS ALWAYS ACTING AGAINST YOU.

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 connect the current situation to it. The Voice will give you a clue to: a mystery of Raven, the current tale, someone who is Corvus, a faction or threat from Raven. Once per tale.

YOUR CURSED BELOVED

Their name... -----
Their conflict... -----

YOUR CORVUS ACTIONS

Indulge obsessively in your addiction or in your beloved to recover from or ease a mental or physical Aftereffect. This may generate a twist with complications involving your addiction or your beloved.

Explore your Mystery. Once per tale, you can request a scene that examines 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 TWINS (CHOOSE 1)

- Your other self has been here and has done or left something for you. Complication: terrible surprise.
- You become your other self and do or know things you couldn't before. Complication: spoil what has been accomplished.
- You are in two places at once, each one occupied by a different self, but with identical bodies. Complication: madness.

YOUR CURSED ACTIONS (CHOOSE 1)

- You can divide someone's mind into two opposing people, each of which allies with one of your selves. Complication: revenge.
- You see the most tenebrous motivations and actions in someone's mind. Complication: you acquire them.
- Your present self possesses someone else and controls their body, memory and emotions. Your other self controls your body. Complication: prison.

YOUR CURSED MAGIC ART

POETRY

Creation, fate, divination, coincidences.

RISK: Fate turns against whoever has tried to manipulate it.

INITIATION: Sacrifice your biggest dreams to a tragic fate.

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 instant spell. Always at the cost of a sacrifice consistent with the art used.

Undertake a ritual for a complex or permanent effect. As well as a sacrifice, this always comes at a cost (you choose 1 and the Tenebrous Voice 1). Costs can include strange or scarce components; unreliable results; too much time; too much effort; unknown, forbidden, or dangerous magic; effect not exactly as you wanted; family plunged into debt; you need the help of someone in particular.

YOUR MAGIC SACRIFICES

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

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

MENTAL AFTEREFFECTS

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

Trauma: _____

PHYSICAL AFTEREFFECTS

Fatigue, Exhaustion, Dizziness, Injury, Pulled muscles, Sprains, Illness, Broken bones...

Disability: _____

PROBLEMS THAT THREATEN YOU

HELP YOU ARE OWED

OTHER PENDING TWISTS

YOUR SOCIAL CIRCLE

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

- _____: Showed you your other self for the first time and taught you to live with one another (or tried to).
- _____: Offered to be your teacher (or offered this to your other self).
- _____: Wants your secrets about how to be two people.
- _____: In debt. Your other self or you caused irreparable harm to their beloved.
- _____: Your confidant or best friend, with whom you, your other self or both selves spend time doing things you may not remember.
- _____: Your rival, who uses dirty and dangerous tactics against you, your other self or both selves. Perhaps they are allied with one of them.
- _____: Your mentor. Taught you, your other self or both selves to love Poetry.
- _____: Protects you, your other self or both selves.
- _____: Saved you, your other self or both selves.
- _____: Was saved by you or your other self.
- _____: Wants to kill you, your other self or both selves.
- _____: Is hiding something from you, your other self or both selves.
- _____: Wants to manipulate you or your other self.

YOUR CIRCLE OF MAGIC POWER

- I. APPRENTICE. Spells: Simple, common. (Initiation: Offer a jar of your blood to the Order)
- II. INITIATE. Spells: Detailed, not their own. (Initiation: Destroy something you hold dear)
- III. MAGE. Spells: Complex, ancient. (Initiation: Destroy, unaided, something dangerous and above your power)
- IV. MASTER. Spells: Powerful, cursed. (Initiation: Make a pact with a powerful being by offering them something essential)
- V. ARCHMAGE. Spells: Dangerous, unknown, legendary. (Initiation: Sacrifice a loved one who has committed a terrible deed)



YOUR VALET

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

YOUR LABORATORY

Appearance: _____
Problem: _____

YOUR LIBRARY AND TENEBROUS OBJECTS

An old cameo from the Lodge with a picture of one self on the front side and the other self on the back...

CLUES TO YOUR MYSTERY

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



YOUR PATH THROUGH THE MIST

I. ON THE EDGE OF THE MIST □□□□

Magic:_____ Cursed effect:_____

II. TOUCHING THE MIST □□□□

Magic:_____ Cursed effect:_____

III. CROSSING THE MIST □□□□

Magic:_____ Cursed effect:_____

IV. IN THE HEART OF THE MIST □□□□

Magic: Larvae Cursed effect:_____

V. NO WAY BACK □□□□

Magic: Mist 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; is 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 your Curse at least once.
- You discovered a clue to your Mystery.
- You discovered something about your beloved's secret life.
- One of your selves made things difficult for the family or the Order.
- One of your selves did something unsettling.

When all the boxes are ticked, erase and choose an Advance.

ADVANCES

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

HOW TO CREATE YOUR TWINS

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

Dedicate some time, or a Session 0, to defining your CCs. This will enable 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 (choose 1 for each self):** Bedloe, Eoldeb, Wilson, Nosliw, Camille, Ellimac, Aileen, Neelia, Etan, Nate, Leon, Noel, Aydan, Nadya, Elle, Gereg, Nessen, Otto, ...
- **What makes you aristocratic (choose 1 for each self):** Artist, Thief, Extremely refined aristocrat, Bohemian, Fragile soul, Ad-dict, Forgotten child, Spoilt child...
- **What makes you tenebrous (choose 1 for each self):** Eyes look different in the mirror, Cruel eyes, Tender eyes, Hallucinations, No imagination, Untrusting, Too trusting, Incapable of lying, Always lies...
- **What makes you elegant (choose 1 for each self):** Romantic, Solitary, Worn-out clothing, New clothes, Modern tastes, Aristocratic mannerisms, Sinister mannerisms, Always cheerful, Always menacing...
- **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 2 opposites (1 for each self). Suggestions: You're always looking after someone / You're always causing someone harm...
- **Your curse:** Create 1 sentence, inspired by:
WHAT HAPPENS TO YOU: You become your other self and do something terrible. You get lost in your different selves and forget something important. Your different selves start to switch in your head and cause someone harm.
AND THIS IS CONNECTED WITH: a loved one, an enemy, someone close to you or unknown, a family member, something of yours, something belonging to someone else or another being, what your other self did.
- **Your cursed beloved:** Create 1 sentence, inspired by:
THEY ARE: Twins, Your mesmerist, Fragile, Corrupt, Persecuted, Mist drug dealers, Understanding, Hidden, Scientific.
BUT: They study you for mysterious purposes, They love one self and fear the other, You did something tenebrous to them and you don't know what and they won't tell you, They want to help you but might kill you in the process, They hide from one self but not from the other.
AND THIS IS CONNECTED WITH: Order, Lodge, Guild, Corvus Family.
- **Your sisters and brothers.** Agree on 1 relationship per CC, inspired by: (Assign different relationships to each self)
YOU/ANOTHER CC: You helped them to..., You almost killed them to/for... or They always help you to...
YOU/THEY: Do something terrible with your other self that you

(don't) remember, Almost kill your other self, (Don't) cause your selves to hate each other, (Don't) save you from your other self, (Don't) get confused between your identities, (Don't) do something extremely wicked.

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

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

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

• **Your Personal Mystery.** Create 1 question inspired by:
WHO OR WHAT...: Caused you to have two selves, Talks to your other self in secret and schemes against you, Wants to kill one of your selves, but not the other, Was your other self when they were an independent living person.

AND THIS IS CONNECTED WITH: Lodge, Order, Guild, Origin of Raven, War of Raven, 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, a troublesome family member, a butler or housekeeper in the mansion.
DURING THE GAME: you can add a pre-existing relationship, or a new one, when someone relevant appears in the story.
- Define your **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) Two identical people, Looks after one self and ignores the other, Knows what the other self is doing, but never says anything, Criticises your other self, Is careful to dress differently for each self, Sometimes talks to you as if you were your other self.
- **Your laboratory**
APPEARANCE: (write 1) Room with a silver mirror of the Lodge which only shows you, Room with a chamber in which you can lock your other self (if you're able), Artist's studio with pictures of you that change with every self, Padded room so that nobody hears you talking to yourself, ...
PROBLEM: (write 1) Too dark, Too bright, Nothing there is yours, Always messy, There's always something there that shouldn't be...
- **Your initial object** in your Library and Tenebrous Objects. Create a brief and sinister story for it.