

SHADOWED EARTH

VEILED SUPPLEMENTS #01



THE BURNING CROW



CONTENTS

Introduction.....	<u>4</u>
History.....	<u>4</u>
Members.....	<u>7</u>
Lycanthropy.....	<u>8</u>
Special Abilities.....	<u>8</u>
Weapons.....	<u>9</u>
New Members.....	<u>9</u>
Elders.....	<u>9</u>
Devon and Isabella Miller.....	<u>9</u>
Jeffrey and Allina Mathias.....	<u>12</u>
Frederick and William Sillstone.....	<u>13</u>
Harald Tillman.....	<u>16</u>
Druid.....	<u>18</u>
Samantha Brennan.....	<u>18</u>
Warriors.....	<u>19</u>
Cult Missions.....	<u>21</u>
Inquisitional Investigation.....	<u>21</u>
Adventure Hooks.....	<u>22</u>
The Miners.....	<u>22</u>
The Northern Woods.....	<u>22</u>
Meeting Hall.....	<u>23</u>



THE BURNING CROW

BY

Aaron T. Huss

EDITING

Sarah Lyon

COVER ART

BortN66

INTERIOR ART

Bradley K. McDevitt, The Forge Studios

CARTOGRAPHY

Aaron T. Huss

COPYRIGHT

This game references the Savage Worlds game system, available from Pinnacle Entertainment Group at www.peginc.com. Savage Worlds and all associated logos and trademarks are copyrights of Pinnacle Entertainment Group. Used with permission. Pinnacle makes no representation or warranty as to the quality, viability, or suitability for purpose of this product.

No parts of this book may be reproduced without permission except for review or journalistic critique.

Shadowed Earth is a work of fiction and is presented as such.

© 2012-2017 Mystical Throne Entertainment. All rights reserved.
MYL10104 Veiled Supplements #01: The Burning Crow (Savage Worlds)
Second Revised 1st Edition November 2017

Permission is granted to print this ebook. No site license is provided.

INTRODUCTION

Deep within the northern highlands of Wisconsin prowls the Burning Crow cult. Dedicated to the proliferation of supernatural beasts, they are said to be the creators of new species. One often wonders how so many were-creatures are able to exist and the Burning Crow is just one explanation.

HISTORY

During the colonial years of the United States, many sought refuge from religious persecution. It seemed the religious leaders simply didn't understand, or didn't *want* to understand, other people's beliefs. The adherents of mythological beliefs dedicated to the worship of beasts of nature were victims of regular manhunts to rid the land of these supposed heretics. But in their eyes, they were protecting Earth by nurturing her creature children. Fearing death, the worshipers fled to the recently formed colonies and began a new religion.



INTRODUCTION

The followers of this nature-embracing religion spent much of their lives living off the land, avoiding the urban life for one of quietness. Throughout the open land of Pennsylvania, the worshipers worked their land mainly through traditional farming means. They would gather weekly to discuss their personal lives and how they could better the natural world around them through worship and labor.

The religion did not have a name and felt adding a religious label would simply attract too much attention. But one night, while burning dead branches and brush near a field, a crow was unfortunate enough to land atop a broken

tree limb near the fire. The tree limb broke and the crow fell far enough to catch a bit of fire on its feathers before flying off. As the crow flew off with a now singed set of feathers, one of the worshipers coined the term Burning Crow. The name was quickly accepted by all members to represent the fire one feels (metaphorically) when protecting the creatures of the world.

As time went on, the Burning Crow, now loosely organized, spent more and more time researching the various creatures of the world. In the waning years of the 18th century, the Burning Crow were spending much time searching for books wherever they could for the soul purpose of collecting this information. This was no small feat as many new species were being properly identified or rediscovered. A book titled *Creatures of the Damned* spoke briefly about an old Celtic belief where a human could be imbued with the soul of an animal, becoming a therianthropic hybrid. This appeared to be a power gifted to the Celts by the pantheon they worshiped.

Information about therianthropy was laughed off as fiction for centuries and the Burning Crow almost did the same; that is until they found other books speaking of this ability. What a glorious find it was, to think of a worshiper of nature gaining the ability to transform into a creature of nature. The idea of protecting nature against the building threat of humanity's technology became a central focus for the Burning Crow. The scholar theorized there had to be more information and maybe even a way of harnessing this supposed power.

The scholar called forth the Burning Crow's brightest members for a trek across the ocean to search libraries filled with ancient lore. Great knowledge was found in London, Paris, Rome, and Istanbul. Numerous accounts of therianthropic encounters included wolves, bears, jackals, tigers, alligators, goats, bulls, hyenas, and the often hated rat. The scholarly team brought their research back the United States and presented it to their kin.

The Burning Crow was drawn to the druidic legends about therianthropy. By harnessing this ability, they felt they could truly become the saviors of the natural world by protecting it using supernatural means.

In the 18th century, the Burning Crow called the mountains in Pennsylvania their home. Due to the western expansion of the United States, they fled to the Wisconsin territory and settled in what is now considered the Wisconsin highlands.

THE BURNING CROW

The Burning Crow was able to remain beneath the Inquisition's radar for much of its existence. However, this solitude was not to remain as rumors of "beastmen" in the Wisconsin highlands during the 1980s led the Inquisition to investigate. To date, the Inquisition has not been able to fully discern the machinations of the Burning Crow nor do they have any evidence of their imbuing ritual.

The Burning Crow began accumulating all the lore-filled texts concerning these man-beasts including occult books which spoke of the rituals required to imbue one's soul with that of a natural creature. Throughout the 19th century the Burning Crow experimented with the many rituals to create an army of beastmen to protect nature and the lands they fought so hard to survive on. But with the spread of civilization west and the threats of industrialization, the Burning Crow were forced out of their lands to avoid the

discovery of their esoteric knowledge and occult tendencies.

All members of the Burning Crow and their families fled to the Wisconsin Territory in the early years of the 19th Century. They sought refuge in the isolated forests where they met many natives who taught the refugees to live off the Wisconsin land. It is within the northern stretches of Wisconsin where the Burning Crow found solitude to continue their cultic practices and further their studies of the therianthropic condition.

The members of the Burning Crow and their families continued to farm, living off the land the way their ancestors did. While they kept in contact with the rest of civilization, they're encounters were limited to farm activities and the occasional medical emergency. This prevented the general public from knowing what was going on throughout the Wisconsin highland or gaining any knowledge of the Burning Crow. That was until the Inquisition took notice.

Late in the 20th Century, the Inquisition researched rumors of beastmen sighted throughout northern Wisconsin with little success. While they were unable to confirm the existence of these beastmen, they came across numerous individuals who claimed to have heard unnatural noises in the woods either while hunting, fishing, or camping. While these claims were continually investigated, the Inquisition found little evidence of what was going on.

After spending a countless number of days in the northern woods of Wisconsin, scholars came across information about a supposed cult calling themselves the Burning Crow. However, searches through historical texts and Inquisitional archives showed no mention of the cult or anything relating to or sounding like Burning Crow. They were truly a mystery, flying completely under everyone's radar.

MEMBERS

The Burning Crow cult is not a traditional cult in the sense that they worship a single being. They are followers of nature, practicing methods of preservation and protection. Their devotion to nature includes the protection of natural creatures and their habitats. However, this zealous belief has led to their discovery and embrace of becoming beasts of nature through metamorphosis – also known as therianthropy.

All members of the Burning Crow cult are imbued with the essence of an animal of their choosing (the only requirement is that the animal has four legs). This is done through the ritual performed by their hierophant, druid, and shaman. The hierophant must first kill the host, causing its soul to travel into the spiritual realm and tapping into the energy this creates. The cult's shaman travels into the spiritual realm, ensnaring the essence of an indigenous animal and rescuing the soul of the host. The cult's druid then taps into the residual energy throughout nature, imbuing that animal's essence into the host (i.e. a member of the cult) while the shaman and hierophant work to combine it with the host's original soul as it's put back into the host. Through this ritual, the host is gifted with the ability to morph their body using the essence of that animal, shapeshifting between human, animal, and hybrid.



THE BURNING CROW



When combining the essence of a human with that of an animal through the ritual, the host's body's aging slows down significantly, allowing it to age at a much slower pace (about half the normal aging rate). This is a side-effect of the residual energy druids have been tapping into throughout Celtic mythology. Additionally, the power used to imbue the animal's essence strengthens the host's resistance to physical harm, but not without a drawback: silver can penetrate this resistance. It's believed the gods of old were weak to silver and when a druid weaves that pantheon's residual energy into the host, this hindrance cannot be overcome.

LYCANTHROPY

The shapeshifting members of the Burning Crow cult are not inflicted with the lycanthropy disease, such as those found elsewhere. They instead have their souls fused with the essence of a natural creature to give them the power of that creature along with many of its characteristics. The recipient of this fusion is able to control what part they display to the rest of the world. They learned this power from occult books describing old Celtic rituals.

All Burning Crow cult members, except the druid, can shapeshift at will; they do not transform only at certain times of the day or month. Taking only one Action to do so, they can control their transformation as if it was a part of them and not simply a lycanthropic infliction or disease. If they bite a victim, that victim does not gain lycanthropy.

This ability and imbuelement is due to the occult knowledge they have along with their shaman, druid, and hierophant's ability to capture an animal's essence, perform the imbuelement ritual, and train the recipient to control their new abilities.

SPECIAL ABILITIES

Mechanically, these therianthropic beings have the following Special Abilities:

INVULNERABILITY

Therianthropic beings are immune to all attacks, except those from silver weapons. They can only be Shaken by weapons that are not silver, not Wounded.

SHAPESHIFT (SPECIFY)

Therianthropic beings are able to change their shape to mimic other creatures, beings, or humanoids. At a cost of one Action, the being can alter its shape between one of those specified in the Special Abilities entry. If the new shape is of a human, the being can no longer benefit from any supernatural or animal-like Special Abilities or characteristics until shapeshifting again. If the new shape is an animal, the being takes on the physical Attributes of that animal, including any natural armor and weapons, which it doesn't already receive in a creature-humanoid form.

MEMBERS

WEAKNESS (SILVER)

Therianthropic beings suffer normal damage from silver weapons.

WEAPONS

Werebeasts have natural weapons; these humanoid hands can also hold and use weapons, but none of them are trained that way. Due to living off the land, they do have a number of farm implements that can be used as weapons such as knives (Str+d4), sickles (Str+d6), and reapers (Str+d6, Reach 1). If the Burning Crow cult is encountered on a member's farm, these items may be close-by.

NEW MEMBERS

New members are uncommon in the Burning Crow cult and most come from the descendants of, or are somehow affiliated with, current and former members. If an outside member were to join, which hasn't occurred in 15 years, they need to be sponsored by four current members and pass all initiation tests set forth by the elders.

ELDERS

The Burning Crow is headed by a group of elders comprising the cult's five oldest members. The elders are not voted in but are rather chosen by their age in regards to who is a living member of the cult. As being imbued with the essence of a natural creature increases one's life expectancy, elders are typically over 120-years old.

DEVON AND ISABELLA MILLER

Devon Miller is the oldest elder of the Burning Crow. At 135 years of age, his body is beginning to show signs of wear and his actions are limited to mentor, scholar, and general – he avoids combat if possible, preferring to command his warriors to protect the cult.

Devon's family has been part of the Burning Crow since its inception. Due to the long-life experienced by the cult members, Devon's father, Otto, and Mother, Gisila, were born in the early 1800s.

Devon is married to Isabella, a mere 115 years in age, and they are getting ready to celebrate their 90th anniversary. Isabella's family has been part of the Burning Crow since the beginning of the 1800s shortly before they fled to the Wisconsin Territory. Isabella is considered a spouse of an elder and therefore not eligible to be an actual elder. However, she is often sought after for counsel.

Devon and Isabella have two children. Their son, Emmon, is 45 and engaged while their daughter, Avina, is 55 and has been married for 20 years. Emmon lives in California and thinks his parents are deceased while Avina lives with the cult and is a current member. Avina is currently inactive while she raises her children while her husband, Gerold Krueger, is an active member at the age of 60.

THE BURNING CROW

Because they age much slower than regular humans, Avina and Gerold's children think their parents are in their early 40s as they are kept distant from the cult until reaching the age of 18.

Devon Miller is a traditional type of man and felt it right to keep with the original line of lycanthropes found in the world. When choosing his essence for the ritual, he chose that of a wolf.



DEVON MILLER (WEREWOLF)

Devon Miller is the oldest Burning Crow elder and imbued with the essence of a wolf.

Attributes: Agility d8, Smarts d12, Spirit d10, Strength d6, Vigor d8

Pace: 8; **Parry:** 6; **Toughness:** 8 (1)

Skills: Climbing d8, Fighting d8, Knowledge (Battle) d12, Knowledge (Occult) d8, Knowledge (Therianology) d12+2, Notice d6, Stealth d6, Tracking d10

Special Abilities

- **Bite:** Str+d6
- **Claws:** Str+d8
- **Command (Inspire):** Subordinates within Devon's command radius receive a +2 bonus to Spirit rolls to recover from being Shaken.
- **Command Presence:** Devon has a command radius of 10 in. instead of the usual 5 in.
- **Fear -2:** Werewolves are frightening creatures to see.
- **Fearless:** Immune to Fear and Intimidation.
- **Fervor:** Devon is a natural leader and has been commanding the cult's warriors for many years. Subordinates within his command radius receive a +1 bonus to Fighting damage rolls.
- **Hold the Line!** Devon has trained his warriors to protect their kin. All warriors under his command add +1 to their Toughness.
- **Invulnerability:** Therianthropes can only be Shaken by weapons that are not silver, not Wounded.
- **Level Headed:** Devon acts on the better of two cards.
- **Low Light Vision:** Therianthropes ignore penalties for Dim and Dark lighting.
- **Shapeshift (Human, Werewolf, Wolf):** May spend an action to shapeshift between the given forms.
- **Size +1:** Burning Crow werewolves are fairly large creatures.
- **Tough Skin:** Armor +1
- **Weakness (Silver):** Therianthropes suffer normal damage from silver weapons.



ISABELLA MILLER (WEREJACKAL FORM)

Isabella Miller is the spouse of Devon Miller and imbued with the essence of a jackal.

Attributes: Agility d10, Smarts d8, Spirit d6, Strength d8, Vigor d8

Pace: 10; **Parry:** 7; **Toughness:** 8 (2)

MEMBERS

Skills: Climbing d8, Fighting d10, Knowledge (Occult) d6, Knowledge (Therianology) d8, Notice d8, Stealth d8, Tracking d6

Special Abilities

- **Bite:** Str+d6
- **Claws:** Str+d8
- **Fear -2:** Werejackals are frightening creatures to see.
- **Fleet-Footed:** Werejackals roll d10s when running instead of d6s.
- **Invulnerability:** Therianthropes can only be Shaken by weapons that are not silver, not Wounded.
- **Low Light Vision:** Therianthropes ignore penalties for Dim and Dark lighting.
- **Scavengers:** Werejackals are scavengers with a high tolerance for ingesting the unknown. They are immune to disease and poison.
- **Shapeshift (Human, Werejackal, Jackal):** May spend an action to shapeshift between the given forms.
- **Thick Skin:** Armor +2
- **Weakness (Silver):** Therianthropes suffer normal damage from silver weapons.



GEROLD KRUEGER (WEREBEAR FORM)

Gerold Krueger is the son-in-law of Devon and Isabella Miller and imbued with the essence of a bear.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d12+6, Vigor d12+2

Pace: 8; **Parry:** 8; **Toughness:** 13 (2)

Skills: Climbing d8, Fighting d12, Knowledge (Occult) d8, Knowledge (Therianology) d10, Notice d10, Stealth d6, Swimming d8, Tracking d8

Special Abilities

- **Bear Hug:** Werebears often fight by attempting to pin their foes. They receive a +2 bonus to Fighting rolls when attempting to grapple.
- **Bite:** Str+d4
- **Claws:** Str+d6
- **Fear -3:** Werebears are terrifying creatures to see.
- **Fearless:** Immune to Fear and Intimidation.
- **Invulnerability:** Therianthropes can only be Shaken by weapons that are not silver, not Wounded.
- **Low Light Vision:** Therianthropes ignore penalties for Dim and Dark lighting.
- **Shapeshift (Human, Werebear, Bear):** May spend an action to shapeshift between the given forms.
- **Size +2:** Werebears are very big creatures standing around 8 ft. tall.
- **Thick Skin:** Armor +2
- **Weakness (Silver):** Therianthropes suffer normal damage from silver weapons.

JEFFREY AND ALLINA MATHIAS

Jeffrey Mathias is the second oldest Burning Crow elder at 132 years of age. He is a first generation Burning Crow after befriendng Devon Miller when they were young. His primary duties are to offer counsel to Devon and serve as the cult's hierophant. Jeffrey is primarily a hierophant with little desire for combat. However, he is quite formidable when necessary.

Jeffrey Mathias was orphaned at a young age when his parents were killed in a railroad accident. While the state wanted to put him into an orphanage, Jeffrey ran away to the woods looking for a place to stay. He came upon the Miller house and was taken in after befriendng Devon. An eternal bond of friendship was born and the two were inseparable throughout their youth.

Jeffrey knew nothing about the Burning Crow and was eased into its lore upon Devon reaching the age of 18. As the two were like brothers, it was impossible to keep the knowledge away from one while teaching the other.

Jeffrey Mathias fell in love with his now wife, Allina, during their youth. Her family was close friends of the Miller family and part of the Burning Crow. Being only a couple years apart, the two learned all about the cult and the ways of protecting nature together. Prior to their imbueement rituals, Jeffrey and Allina married with the blessings of her parents and the Millers, Jeffrey's adopted parents. The couple has been married for 108 years.

Jeffrey and Allina have had ten children throughout their long years, but none are alive. Five of their children died during the imbueement ritual with the other five dying from various diseases and injuries. While this may drive other couples apart, it has brought Jeffrey and Allina closer to improve upon the rituals performed by the cult along with finding better ways to protect its members.

Jeffrey Mathias is very non-traditional and considered experimental. Wanting to properly compete with his best friend Devon, he chose the essence of a bull for his imbueement ritual.



JEFFREY MATHIAS (WEREBULL FORM)

Jeffrey Mathias is the second oldest elder and the Burning Crow's adept, imbued with the essence of a bull. Although he is the cult's hierophant, none of his abilities are usable outside of the imbuing ritual.

Attributes: Agility d10, Smarts d10, Spirit d12, Strength d12+2, Vigor d12

Pace: 10; **Parry:** 6; **Toughness:** 11 (2)

Skills: Fighting d8, Knowledge (Occult) d12+2, Knowledge (Therianology) d12+2, Notice d8

Special Abilities

- **Fear -2:** Werebulls are frightening creatures to see.
- **Fearless:** Immune to Fear and Intimidation.
- **Fleet-Footed:** Werebulls roll d10s when running instead of d6s.
- **Horns:** Str+d8
- **Invulnerability:** Therianthropes can only be Shaken by weapons that are not silver, not Wounded.

MEMBERS

- **Low Light Vision:** Therianthropes ignore penalties for Dim and Dark lighting.
- **Shapeshift (Human, Werebull, Bull):** May spend an action to shapeshift between the given forms.
- **Size +1:** Werebulls are fairly large creatures.
- **Thick Skin:** Armor +2
- **Weakness (Silver):** Therianthropes suffer normal damage from silver weapons.



ALLINA MATHIAS (WEREJACKAL FORM)

Allina Mathias is the spouse of Jeffrey Mathias and imbued with the essence of a jackal.

Attributes: Agility d10, Smarts d8, Spirit d10, Strength d8, Vigor d8

Pace: 10; **Parry:** 6; **Toughness:** 8 (2)

Skills: Climbing d8, Fighting d8, Knowledge (Occult) d12, Knowledge (Therianology) d12, Notice d8, Stealth d8, Tracking d6

Special Abilities

- **Bite:** Str+d6
- **Claws:** Str+d8
- **Fear -2:** Werejackals are frightening creatures to see.
- **Fleet-Footed:** Werejackals roll d10s when running instead of d6s.
- **Invulnerability:** Therianthropes can only be Shaken by weapons that are not silver, not Wounded.
- **Low Light Vision:** Therianthropes ignore penalties for Dim and Dark lighting.
- **Scavengers:** Werejackals are scavengers with a high tolerance for ingesting the unknown. They are immune to disease and poison.
- **Shapeshift (Human, Werejackal, Jackal):** May spend an action to shapeshift between the given forms.
- **Thick Skin:** Armor +2
- **Weakness (Silver):** Therianthropes suffer normal damage from silver weapons.

FREDERICK AND WILLIAM SILLSTONE

Frederick and William Sillstone are twins and the third oldest Burning Crow elders at 128. Their family has been involved in the Burning Crow cult since its inception and they trace their ancestors back to Wales as some of the first followers of the cult's pagan heritage.

Frederick and William are the leaders of the cult's warriors, directly underneath the command of Devon Miller. While Devon leads from the back, Frederick and William lead from the front, carrying out the orders given by Devon. While being 128 years old, the twins are still capable of besting their foes in battle and continually train the youngest members.

Frederick and William are dedicated soldiers and have yet to marry. They have had hundreds of girlfriends between the two of them, but none that either felt

THE BURNING CROW

right to marry. Most girlfriends are outside of the cult to avoid inter-cult issues between the families. Because Frederick and William look to be 45, they are able to attract new generations of women with each passing decade.

Frederick and William form the backbone of the cult's militant force. They have protected the cult for 100 years, preventing outsiders from divulging any of their secrets. They are not very intelligent men, choosing brawn over brains, but know the ins and outs of why the cult does what it does. They are protectors of nature and nature's creatures and have a particularly strong bond with life in the wild – they often leave for weeks at a time just to test their survival skills.

Frederick and William both chose to be imbued with the essence of an alligator to strengthen their bodies and drive fear into those who oppose them. While being the greatest warriors the cult has ever seen, they are also the most vicious and bloodthirsty.



MEMBERS



FREDERICK SILLSTONE (WEREALLIGATOR FORM)

Frederick Sillstone is the twin of William, the third oldest elders, and imbued with the essence of an alligator.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d12+4, Vigor d12+2

Pace: 5; **Parry:** 8; **Toughness:** 14 (4)

Skills: Fighting d12, Knowledge (Occult) d6, Knowledge (Therianology) d8, Notice d10, Survival d12, Swimming d10, Tracking d8

Special Abilities

- **Claws/Bite:** Str+d6
- **Command:** Subordinates within Devon's command radius receive a +1 bonus to Spirit rolls to recover from being Shaken.
- **Fear -3:** The Sillstone werealligators are terrifying creatures to see.
- **Fearless:** Immune to Fear and Intimidation.
- **Invulnerability:** Therianthropes can only be Shaken by weapons that are not silver, not Wounded.
- **Scaly Skin:** Armor +4
- **Shapeshift (Human, Werealligator, Alligator):** May spend an action to shapeshift between the given forms.
- **Size +1:** Werealligators are fairly large creatures.
- **Tail Lash:** Werealligators can use their tails to trip all opponents within 3 in. of their rear. This is a standard Fighting roll; targets are allowed an Agility roll to avoid.
- **Weakness (Silver):** Therianthropes suffer normal damage from silver weapons.



WILLIAM SILLSTONE (WEREALLIGATOR FORM)

William Sillstone is the twin of Frederick, the third oldest elders, and imbued with the essence of an alligator.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d12+5, Vigor d12+2

Pace: 5; **Parry:** 8; **Toughness:** 14 (4)

Skills: Fighting d12, Knowledge (Occult) d6, Knowledge (Therianology) d6, Notice d8, Survival d12, Swimming d10, Tracking d10

Special Abilities

- **Claws/Bite:** Str+d6
- **Command:** Subordinates within Devon's command radius receive a +1 bonus to Spirit rolls to recover from being Shaken.
- **Fear -3:** The Sillstone werealligators are terrifying creatures to see.
- **Fearless:** Immune to Fear and Intimidation.
- **Invulnerability:** Therianthropes can only be Shaken by weapons that are not silver, not Wounded.
- **Scaly Skin:** Armor +4
- **Shapeshift (Human, Werealligator, Alligator):** May spend an action to shapeshift between the given forms.
- **Size +1:** Werealligators are fairly large creatures.

THE BURNING CROW

- **Tail Lash:** Werealligators can use their tails to trip all opponents within 3 in. of their rear. This is a standard Fighting roll; targets are allowed an Agility roll to avoid.
- **Weakness (Silver):** Therianthropes suffer normal damage from silver weapons.

HARALD TILLMAN

At a mere 120 years of age, Harald Tillman (his chosen name) is the youngest of the Burning Crow elders. Harald is the Burning Crow's shaman and first generation member. The Burning Crow always needs at least one shaman to obtain the essence of the animal during the imbue process. The previous shaman died 90 years ago and a replacement was necessary. Harald Tillman, a learned Native American shaman and a friend to the Burning Crow, stepped up to fill that role.



Harald has had many wives over the years and a countless number of children. As an elder of the Burning Crow, many of his children have become the warriors that fill the militant force headed by Frederick and William Sillstone. Many of his children, and often their mothers, have died during combat, but Harald is determined to keep the cult properly stocked.

No one knows Harald's tribal name, but stories tell of a brave warrior named Spirit Walker who learned the ways of the shaman. Many tell these stories as if Harald and Spirit Walker are the same, but Harald will not divulge his secret. Although he is the legendary Spirit Walker, he wishes to remain anonymous in the eyes of outsiders and only allows those around him to use his chosen name. Devon Miller and Jeffrey Mathias know the truth, but they too choose not to speak of the secret.

Harald Tillman is imbued with the essence of a goat; the only current member of the cult to be imbued with the essence of a goat. He claims the goat is very resilient and perceptive, allowing him to perform his spiritual rituals without worrying about how strong he is. His strength is his mind, not his fists.



HARALD TILLMAN (WEREGOAT FORM)

Harald Tillman, the fifth oldest elder, is the cult's shaman and imbued with the essence of a goat. He uses centuries-old shaman icons to create supernatural abilities.

Attributes: Agility d6, Smarts d8, Spirit d12+2, Strength d6, Vigor d10

Pace: 8; **Parry:** 5; **Toughness:** 7

Skills: Faith d12, Fighting d6, Knowledge (Occult) d12+2, Knowledge (Therianology) d12, Notice d10, Survival d12+2, Tracking d8

Special Abilities

- **Clairvoyant:** Harald Tillman can see and speak to spirits and ghosts, regardless if they allow themselves to be seen.
- **Fear:** Weragoats are alarming creatures to see.
- **Fearless:** Immune to Fear and Intimidation.
- **Fleet-Footed:** Weragoats roll d10s when running instead of d6s.
- **Horns:** Str+d6
- **Invulnerability:** Therianthropes can only be Shaken by weapons that are not silver, not Wounded.
- **Level Headed:** Harald acts on the better of two cards.
- **Powers:** Harald Tillman has 40 Power Points and knows the following spells with a spiritual: *armor, beast friend, blast, confusion, disguise, divination, intangibility, and puppet*
- **Realm Walker:** Harald Tillman is capable of passing between the different realms at will. During combat, this requires a full round action.
- **Shapeshift (Human, Weragoat, Goat):** May spend an action to shapeshift between the given forms.
- **Weakness (Silver):** Therianthropes suffer normal damage from silver weapons.

DRUID

The Burning Crow's philosophy is rooted in the legacy of the Celtic druids; protect and respect nature and its creatures and become one with them. To properly please nature and obtain the essence of its creatures, the cult taps into the rituals established by the ancient druids.

The druid is never imbued with the essence of a creature and thus does not live as long as the others. While not being an elder or one of the cult's warriors, the druid is the most highly respected individual in the entire cult. Age and shape-shifting does not define the druid, as they are always defined by their knowledge and ability. When a druid dies, a new one must immediately be found.

SAMANTHA BRENNAN

Samantha Brennan is the Burning Crow cult's current druid. She comes from a line of druids that have always remained close to the Burning Crow and other worshipers like them. Her father, Roderick, taught Samantha from a young age how to tap into the residual energy throughout nature while respecting its boundaries. Now at the age of 45, she teaches her son Alexander about the druidic legacy and how someday he will be a powerful man.

Samantha is an extremely powerful druid, able to weave the residual energy and speak to indigenous creatures at will. Her strength does not come from any weapon or object, but from the knowledge she possess and natural energy that flows through her bloodline. Many say the Brennan family (she uses the surname of her ancestors) has been involved in druidic activities for thousands of years.



SAMANTHA BRENNAN

Attributes: Agility d6, Smarts d12, Spirit d12, Strength d6, Vigor d8

Pace: 6; **Parry:** 5; **Toughness:** 6

Skills: Faith d12, Fighting d6, Knowledge (Nature) d12, Knowledge (Occult) d12, Notice d6, Riding d10, Taunt d8

Armor: None

Weapons: Staff (Str+d4)

Special Abilities

- **Beast Bond:** If Samantha has any animal companions, she can spend her own Bennies for the animal under her control.
- **Beast Master:** Natural creatures are drawn to Samantha and will not attack her.
- **Druid:** Samantha is a powerful druid. Each raise she gets on a Faith roll reduces the cost of the power by 1 Power Point, to a minimum of 1. She must have the points available first before casting.
- **Powers:** Samantha has 40 Power Points and knows the following spells with a nature or bestial trapping: *armor, barrier, beast friend, blast, burrow, damage field, elemental manipulation, entangle, environmental protection, farsight, fly, and shape change*

WARRIORS

The Burning Crow cult is dedicated to the protection of nature and nature's creatures. To do this, they need warriors to protect the cult and perform missions against those in opposition to their purpose. As members of the cult, these warriors too are imbued with the essence of an animal, creating a militant force of werebeasts. This force is usually limited to 30 to avoid possible detection; should the force get too big, the elders may be unable to control it.

Most Burning Crow warriors are imbued with animals ideal for hunting and speed. As such, not all creatures are ideal and the cult chooses only the wolf, tiger, and hyena for their warriors. Should these warriors become something greater, they may have their essence stripped away and a new creature imbued.

The Burning Crow's warriors are monitored closely for adherence to the cardinal rules of the cult. If one were to violate those cardinal rules, they would either be killed or imbued with a less violent animal. However, warriors have been known to go rogue. When this occurs, the cult hunts down the traitor and eliminates him.

WEREWOLF

The werewolf is the traditional creature of the Burning Crow cult, chosen most often by its warriors.

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d12+2, Vigor d10

Pace: 8; **Parry:** 9; **Toughness:** 8

Skills: Fighting d12+2, Knowledge (Occult) d8, Knowledge (Therianology) d8, Notice d10, Stealth d8, Survival d10, Tracking d10

Special Abilities

- **Bite:** Str+d4
- **Claws:** Str+d6
- **Fear -2:** Werewolves are frightening creatures to see.
- **Invulnerability:** Therianthropes can only be Shaken by weapons that are not silver, not Wounded.
- **Low Light Vision:** Therianthropes ignore penalties for Dim and Dark lighting.
- **Shapeshift (Human, Werewolf, Wolf):** May spend an action to shapeshift between the given forms.
- **Size +1:** Burning Crow werewolves are fairly large creatures.
- **Weakness (Silver):** Therianthropes suffer normal damage from silver weapons.

THE BURNING CROW

WEREHYENA

Due to their powerful bite and natural blood thirst, some warriors are choosing the werehyena.

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d12, Vigor d12

Pace: 8; **Parry:** 8; **Toughness:** 9

Skills: Fighting d12, Knowledge (Occult) d8, Knowledge (Therianology) d8, Notice d8, Stealth d8, Survival d10, Tracking d8

Special Abilities

- **Bite:** Str+d6
- **Claws:** Str+d4
- **Fear -2:** Werehyenas are frightening creatures to see.
- **Fleet-Footed:** Werehyenas roll d10s when running instead of d6s.
- **Invulnerability:** Therianthropes can only be Shaken by weapons that are not silver, not Wounded.
- **Low Light Vision:** Therianthropes ignore penalties for Dim and Dark lighting.
- **Shapeshift (Human, Werehyena, Hyena):** May spend an action to shapeshift between the given forms.
- **Size +1:** Burning Crow werehyenas are fairly large creatures.
- **Weakness (Silver):** Therianthropes suffer normal damage from silver weapons.

WERETIGER

A weretiger's imbuelement is the most difficult due to the creature's natural resistance; although warriors who live through it are the strongest of them all.

Attributes: Agility d12, Smarts d6, Spirit d6, Strength d12+4, Vigor d12+2

Pace: 8; **Parry:** 9; **Toughness:** 10

Skills: Fighting d12+2, Knowledge (Occult) d8, Knowledge (Therianology) d8, Notice d12, Stealth d12, Survival d10, Tracking d10

Special Abilities

- **Bite/Claws:** Str+d6
- **Fear -2:** Weretigers are frightening creatures to see.
- **Fleet-Footed:** Weretigers roll d10s when running instead of d6s.
- **Invulnerability:** Therianthropes can only be Shaken by weapons that are not silver, not Wounded.
- **Low Light Vision:** Therianthropes ignore penalties for Dim and Dark lighting.
- **Shapeshift (Human, Weretiger, Tiger):** May spend an action to shapeshift between the given forms.
- **Size +1:** Weretigers are fairly large creatures.
- **Weakness (Silver):** Therianthropes suffer normal damage from silver weapons.

CULT MISSIONS

Members of the Burning Crow are essentially overzealous activists, although they hide their identities and try to stay out of the public eye. They are dedicated to protecting nature and its indigenous animals in all forms. They exist to kill those who wish to use nature for unnatural purposes, destroy it for selfish means, overpopulate, or install technology that causes damage (knowingly or unknowingly). They retain a group of warriors for this purpose and for the purpose of protecting the cult.

When the Burning Crow cult sends out an assembly of warriors, they are typically sent a minimum of 100 miles away. Campaigns closer to home bring unwanted attention while those farther away are easier to deflect investigations. Given their residence in northern Wisconsin, the Burning Crow performs many campaigns in Canada and the thick wooded areas of the United States.

Burning Crow warrior assemblies consist of 5-15 warriors and one leader (Frederick or William Sillstone). Devon Miller rarely ventures out with the warrior assemblies, but is not afraid to defend their home should the need arise. Due to their limited numbers, the Burning Crow can only handle two missions at a time and concurrent missions are rare. The most likely scenario of this is when one team is sent out while the other is on their way back.

However, mankind and its tendencies to devastate nature are on the low end of the cult's concerns. Like many supernatural beings, the Burning Crow are often locked in battles, physical or social, with other supernatural beings, members of The Fallen, occult worshipers who wish to enslave the werebeasts, and of course the Inquisition.

INQUISITIONAL INVESTIGATION

The Burning Crow cult is designed to slot easily into Modern Age *Shadowed Earth* settings such as *Judgment Day*. They are starting to attract the attention of the Inquisition during the latter years of the 20th century and into the 21st century. However, tracking their warriors is proving difficult as they typically travel at night, are able to easily hide in the forest, and are very fast and brutal. Additionally, they often fight on the same side as the inquisitors.

Even though the Inquisition is determined to eradicate all supernatural

The Inquisition has an ally-enemy relationship with the Burning Crow. Officially, they are considered bestial beings that should be hunted and purged. Unofficially, they are often called upon by inquisitors for information. If an inquisitor were discovered to be treating the Burning Crow cult as an ally, he would be labeled as a radical and tried by his inquisitorial judge. That is, unless the inquisitorial judge turns a blind eye...



threats across the world, many inquisitors attempt to learn from these creatures to better their skills in hunting them. As long as the cult's warriors don't harm mankind, the Inquisition mostly backs off. When those warriors threaten mankind, they are hunted to the best of the Inquisition's abilities; almost as if they are being taught a lesson, making sure they always know the Inquisition will be there to hunt and purge their kind.

ADVENTURE HOOKS

The Burning Crow cult can be incorporated into Shadowed Earth adventures and campaigns in multiple ways. Here are a couple ideas:

Although *The Burning Crow*, and all Veiled Supplements, is designed to be used with **Shadowed Earth**, it can just as easily be placed within any fantasy horror setting simply by removing all references to Earth locations.

THE MINERS

Frederick Sillstone brought five warriors to Canada to investigate illegal mining activity. The mines were being set-up by a private investor looking to strip parts of Canada of precious gems and other ores. While remaining behind the scenes, the investor hired a group of men from Toronto to travel through the Canadian Shield and look for the best locations to mine gems.

The miners decided to violate many protected areas while looking for mine locations. They destroyed parts of the landscape and were doing everything they could to dodge the authorities. The Burning Crow knew that to stop these miners, they would need to hunt them down and eliminate them all.

Frederick and his warriors searched through the Canadian Shield in Ontario and found the miners. They slaughtered all 30 of them, leaving a sign to others that nature does not appreciate this violation.

THE NORTHERN WOODS

William Sillstone brought five warriors to the northern woods of Minnesota to search for an unknown creature said to be ravaging the natural creatures of the area. News reports state wolf, bear, and deer carcasses have been found with large claw marks and what appears to be large, inhuman bite marks. Signs show that the animals were partially drained of blood before being left to the carrion birds.

The Burning Crow have heard stories of creatures from the stars that arrive on Earth to feed off her creatures. They sometimes get close enough to civilization to feast off humans, but reports to support that theory are sketchy and often turn out to be fictional. Being the protectors of nature and its creatures, the Burning Crow feel an obligation to end this threat as the National Forest rangers and local sheriffs will be immediately overwhelmed.

William's force searches the forest and finds a large, bat-like creature with a distended jaw and large claws. As the creature is alone, the Burning Crow war-

riors easily overwhelm and kill it, hauling its body back to Wisconsin for further investigation (of their own, not the local authorities). Should the creature's kin find out, the Burning Crow may become involved in a lengthy rivalry between themselves and the bat-like alien.

MEETING HALL

The Burning Crow cult has a well-concealed meeting hall within the Wisconsin highlands for the elders and the highest ranking warriors to use. In the basement of the meeting hall is a ritual room that can be used for the imbue ment process. In the ritual room is a ritual circle surrounding a platform. Next to the ritual circle is a dais for the hierophant to recite the ritual.

During the ritual, the druid and shaman stand on both sides of the platform with the recipient lying on the platform. The druid controls the animal's essence, after the shaman extracts it from the spiritual realm, while the shaman and hierophant control the recipient's soul. Tools are kept in a chest along the wall with nature statues in the nearby corners.

