

FENALIK REVISITED

I am not very pleased with the idea of vampires and Call of Cthulhu, they don't mix in my opinion, and I've therefore reimagined Fenalik as something more in line with my vision of the Mythos. ~Jonas Steverud

What Fenalik has become

The terrible fate of Tribuni Comites Tillius Corvus in Constantinople of 330 AD (q.v. the scenario “Sanguis Omnia Vincet”) corrupts him and makes him into a monster. The power of the blood of Unwen has given Corvus sufficient insight into the Mythos to be able to communicate with The Skinless One (Nyarlathotep), which gave him magical knowledge to prolong his life as well as change his body.

The insane mind of Corvus started to use this magic for his own gains but it corrupted his body and his mind even more. It did not make him into a vampire, as stated in the campaign, but the descriptions of his appearance is still the same. He stalks the countryside and feeds on humans as well as animals, it is during the 4th and 5th century, the first hundred to two hundred years of his new existence, that Turkish peasants refer to the mysterious murderer using their word for unclean, evil, sick and brutal: *Fenalik*. The legend of the byzantine vampire is born (see the section “The Byzantine Vampire” at the end of the scenario “Sanguis Omnia Vincet”).

Fenalik uses its magic to change its body's shape according to the current need. Typically it extends its arms and legs so it can run faster, climb higher, jump farther and fall from higher. It also changes its body to be able to squeeze through narrow passages (e.g. small windows and sewer systems). This gives Fenalik a vampiresque ability, albeit it cannot change into mist, bats or other animals. Something that can pass narrow holes, run fast, jump far and climb high is as much a deadly enemy as something that can fly.

Fenalik shuns the sun, it scares Fenalik but it does not fully hurt as it would hurt a vampire. Neither does garlic or religious symbol affect it, but the Elder Sign repels Fenalik and direct contact would inflict wounds that is hard to “repair” with spells. Neither does Fenalik needs to go back to its coffin during the day, but “healing” takes time and sufficient blunt trauma kills Fenalik.

Fenalik's spell

Metamorphose body

The caster might metamorphose one or several parts of a body in some specific way. Typical metamorphoses are:

Change length of limb – one or several limbs grows longer with 1 cm/s (the mass might increase according to the will of the caster).

Transformation – the limbs change shape but not mass, e.g. the fingers might grew into claws or hands and feet adopt to climbing. The transformation usually takes one or two rounds.

Transformation of hide – the skin thickens and is much harder to wound, adds one armour point per two seconds.

Repair wounds – “heals” one point of damage per five rounds. The caster needs to concentrate on the spell and an Intelligence roll is required to ignore any interruptions. Someone talking is a Normal Intelligence roll while damage from fighting is an Extremely Hard roll. The caster usually retreats to some place where the spell can be cast without interruptions.

To watch, and hear, the metamorphoses requires a SAN roll of 1d3/1t6 as the sight is hideous but the sound of hearing tendons, bones and muscles change place, grind at each other and occasionally snap is too much for any sane mind.

It costs 1 POW to cast the spell and 1 POW per five rounds the spell is sustained (i.e. the time it takes for the limbs to reach the desired form).

Influence

The caster can suggest to the victim to perform some action (this is the typical hypnosis from vampire legend) and the victim has to comply if the caster wins a POW vs. POW resistance roll.

Statistics

Call of Cthulhu

Fenalik has the spell *Metamorphose body* at 85 % and *Influence* at 65 %.

Fate of Cthulhu

See <https://muorji.se/Refuge/FoC.pdf> for an adoption of *Fate Core* to *Call of Cthulhu*.

Fenalik has the skill Magic at Great (+4) and all spells are tricks to this skill.

METAMORPHOSE BODY

When Fenalik uses the spell *Metamorphose body* the roll is interpreted as follows. Some of the advantages takes some time to fully form, it is up to the Keeper to decide what happens if Fenalik is interrupted or how long it takes.

-  **Overcome:** Fenalik may use the spell to heal physical consequences. A success with style removes the consequence completely. The target number for the passive opposition is the level of the consequence.
-  **Create and advantage:** Fenalik has changed the shape of its body in such a way that an advantage has been created for it (e.g. *Feet and hands for climbing* or *Ten centimetre claws*).
-  **Attack:** Not used for attacks (claws or extra reach is an advantage).
-  **Defend:** Not used for defending (skin armour is an advantage).

INFLUENCE

The spell *Influence* is an opposed roll against the victim's Will.



Overcome: The victim does Fenalik's bidding until the given order is fulfilled, the victim succeeds with breaking out of the spell (by succeeding a Will roll against Fenalik's spell roll).



Create an advantage: Not used to create advantages.



Attack: Not used for attacks.



Defend: Not used for defending.

SPECIFIC THINGS IN THE *HORROR ON THE ORIENT EXPRESS*

Lover's Heart

The *Lover's heart* that can be acquired in the Dreamland Express can be used to repel Fenalik. The wielder needs to challenge Fenalik in a combat of wills using the Mythos skill against Fenalik's Mythos skill. The fight will give Mental Stress and Consequences, a Good Sanity roll might be called for to realise what the character is doing (both for the wielder and any onlookers); the wielder is channeling his own soul through the hate of the Lover's Heart into Fenalik to undo the abomination. Fenalik will usually flee before the consequences become too severe.