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The Unnatural

The UNNATURAL comes in many forms, all of which are implacably hostile to the concept of Reality. These different forms are not part of a coherent whole. The UNNATURAL has no physical presence, but can influence Reality (or rather, defy it) in localised areas. Each is a concept unto itself, with a cryptic agenda. There is no requirement for the actions of the UNNATURAL to make sense to a mundane mind; but there are always patterns that can be spotted and used as a defence against them.

The UNNATURAL is not bound by the constraints of Reality, and can have attributes higher than **3**. Each form of the UNNATURAL has one specific means of running counter to reality.

The UNNATURAL is an intangible force, but often has physical agents. These agents are generally single-minded thralls to the agenda of the UNNATURAL, and while they may be a focus for its energies, destroying or hindering agents does nothing to weaken the UNNATURAL itself.

Mundane individuals who encounter the UNNATURAL often survive. However, they are more likely to encounter the UNNATURAL in the future; it is not known why this is the case. Ordinary life in the face of such repeated encounters may become impossible.

When the UNNATURAL acts, the GM rolls for it in secret.

The presence of the UNNATURAL is a recent occurrence. Any seeming evidence of the UNNATURAL before a year ago is simply false. There is no requirement that the actions of the UNNATURAL be subtle or capable of being accounted for by mundane explanations. Mundane authorities may be slow to acknowledge that such incredible events are happening, but as time passes denial will be impossible.

