

# Kirkgrim

**Got on my dead man's suit and my smilin' skull ring – My lucky graveyard boots and song to sing  
I got a song to sing, keep me out of the cold – And I'll meet you further on up the road.**

Further On Up the Road – *Johnny Cash*

**Quote:** This be hallowed Ground, me brother. Best to be minding yuir manners if'n you wish to continue this night.

Born of long-hallowed churches and graveyards, the Kirkgrims are a kith that blurs the line between Wraith and Fae. Like the Sluagh, the Bean-Si', and other Shadow-touched Changeling, the Kirkgrim dwell in that liminal space between Dreaming and the eternal sleep. They are spiritual inheritors of old Scottish hounds, always black, destined to guard holy places. Some of these blessed dogs were ceremonially slaughtered to be blessedly buried at the threshold of these edifices. From the blood and the dreams of this death came the Kirkgrim.

The dead also have a special relationship with the Kirkgrim, able to affect and touch the kith as if the Kith were in the Shadowlands... the wisest of this Kith learn to keep it a secret and use it only when necessary to carry out an important task.

A morose lot, the Kirkgrim are somber in their undertakings. They are well aware of their destiny and adhere to its functions with the utmost gravity. They are able bodied, and even more-so able-minded. From their first saining they seek to fulfill their God-given (at least they believe so) duty to protect the few still holy places in the United Kingdom. Any given Church in Greater Britain, or any random Grave-site may boast a black-garbed and stern individual as the caretaker. While it is possible for these Kithain to leave their post for any length of time, each one will ensure that their warded demesne is in safe hands. They may ask another Kirkgrim (usually an elder) to watch it while they are gone and will set up a ward to protect it (as the Birthright below). When content that their area will be all right, they can join a motley of other Kith for a season or two. Their natural instincts, iron demeanor, and ability to see through bull-shit endears them to their friends. But sometimes their dour natures, stubborn outlooks, and inability to skirt by the rules may also rub their allies the wrong way. This is why so many of the Elders of this Kith encourage these adventures. Àrd Kirkgrims want the young-ones to know what life has to offer, for good or for ill.

**Appearances:** The Kirkgrims all appear as if they could be siblings, regardless of age. In Mortal Coltach, all sport pale skin, pale green eyes, and shaggy dark hair that covers their ears. As they get older, all grow long bushy side-burns. All wear simple black jackets, black trousers, and shiny black-shoes. The females look the same, but the side-burns are replaced with long locks of shaggy black hair that falls past their cheeks. All also sport slightly crooked teeth. In Fae Coltach, the face elongates slightly, as if some-where between a hound and a human. The eyes grow brighter green, and seem to glow ever-so-slightly.



**Lifestyles:** A Kirkgrim has little time for adventure. They set themselves up as caretakers and janitors of churches, or as grave-diggers and gardeners in Cemeteries. A very rare few even take up the parsonage, exploring the religious world with a candor that most mortals can't match. They are intensely loyal to their jobs, to their consecrated areas, and surprisingly to their faith. While the realm of the Fae and the Church don't always see eye-to-eye, the Kirkgrim have no problem reconciling both.

*Òga Kirkgrims, called Pups*, are enthusiastic about finding their niche. They are taken under the wings of an Elder, who teaches them all there is to know about the roles. Even the youngest of them can be stern, however. They rarely smile, and muse over the smallest infractions, as if their very soul was dependent on proper genuflection and restitution.

*Ghaisgich Kirgrims, called Ratchets*, can either find a place to call their own immediately, or seek out a trial period to discover the world traveling with a motley of others. The Elders encourage the latter, but many budding Ratchets just want to give themselves over to their duty.

*Àrd Kirkgrims, called Yeth*, have traveled the world. They have found it satisfying but are more than happy to stay at their own post. They live out their lives in this manner, still stern, but more understanding. Many seek out Pups to train and encourage the Ratchets to explore as they once did.

**Glamour Ways:** Kirkgrims gain Glainnead around those who find peace and solace in the realms beyond. Families visiting the tomb of family passed, those who honor the departed, and even those reverent few who find peace in religion.

**Unleashing:** Cantrips cast by Kirkgrims are accompanied by a wave of icy frost, the odour of a moist and misty graveyard, and a quiet unease of one's own mortality.

**Affinity:** Nature

**Birthrights:**

**Mauthey-Cu:** At will, a Kirkgrim may adopt the form of a largish and shaggy black dog, with "eyes like great green

glowing saucers, and teeth like the devil's own fork". Most of the mental attributes stay the same, but perception is increased by 3, and Dexterity and Strength are both raised by one dot. The bite of the Kirk-grim in Mauthey-Cu form does str+3 damage. A Kirk-grim may only take this form once per night, and never in daylight.

**Consecration (Coisrigidh):** With the expenditure of one point of Glainead, a Kirk-Grim may ward an area the size of a large-building (such as a church) or a small field (the size of a graveyard). The ward can be set as to only prevent certain creatures from breaching (Demons, Vampires, Wraiths, Red-heads, etc.) and may stem from some ancient Geasa known only to the eldest of Kirkgrims. Anyone attempting to breach this ward must succeed on a willpower roll difficulty of 5+ the Kirk-Grim's willpower. If successful, and the ward is breached, then the Kirk-grim instinctively knows and can go rushing to the sanctified area.

### Frailties

**Touched by the Dead (Bhean leis na Mairbh):** Wraiths can affect the Kirk-Grim like they can affect each other. They are able to touch and interact with him as if he were a Wraith as well. This can lead to all sorts of problems for the unwary Kirk-Grim. In addition, the Kirk-Grim serves as a natural medium, able to see and hear those forlorn spirits of the dead at all time.

**Plagued by Ghosts (Sàrachadh le Taibhsean):** If just one Ghost should hear about the interaction above, then a whole slew of Wraiths will descend upon the unwilling pups to harangue them; asking for favors in the lands of the living.

**Dougal MacBlaggard watches over his beloved Graves while he whispers of his brothers.**

**Annis Haggas:** Long ago, were the good Gentle Annies. What did we do to turn them away so?

**Brollachans:** They are empty creatures playing an empty game.

**Brunnies:** Clean and mop and be happy with the simplicity of it all, I understand more than most.

**Ceasg:** If you go looking for your heart's desire, I pity that you may yet find it.

**Spunchie:** Wayward wicht with their own reasons. Let them be.

**Pechs:** The old ones are good men, strong and wise. That is enough.

**Trow:** If the Pechs were our kings, then these would be our generals.

**Tod Loweries:** Liars and cheats. But as long as they steer clear, we won't have words.

**Shelleycoats:** Older than you might reckon, and just as powerful.

**Urisks:** I wish no ill on anyone, but sometimes hard-ships make you realize what true difficulty is. They don't know true difficulty, only a bit of loneliness.

**Wulver:** God Keep em.

**Taibhsean:** I will not speak of the Unfortunate dead while here. I have my reasons, just as they have theirs.

**Civatateo:** In the new world, we've sisters in the Church. Beautiful skull-faced women who celebrate their faith. God keep'em.

**Diabhals:** I've turned no card, nor spoken foul words in my life. But as God is above, I will kill such a thing in the name of goodness.

**Hounds:** I don't know who or what their horned master is, I only know that the life they lead isn't one fit for neither man nor beast,

