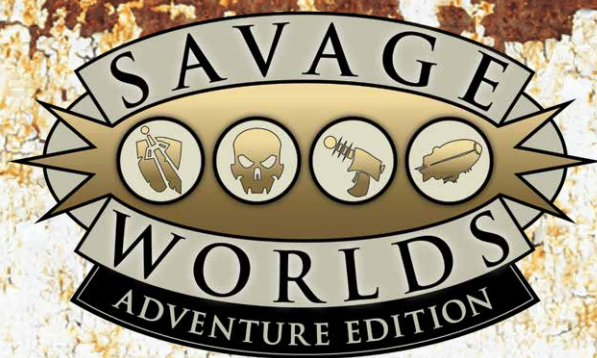




HORROR COMPANION



**PAGE ADDED FOR EASIER
TWO-SIDED PRINTING**



HORROR COMPANION

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Special thanks to Dog House Rules for the inspiration for our Slaughter Rules!

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"EVERYONE IS A BOOK OF BLOOD;
WHEREVER WE'RE OPENED, WE'RE RED."

-Red, quoting Clive Barker's "Books of Blood"

"YOU MIGHT WANT
TO TRY SOME DAVE
BARRY, EM."

-Gabe



CHAPTER ONE

CHARACTERS

Something is out there. And it's coming for you. But you don't have to be a victim. Whether the threat is a thing from beyond the stars or a psychopath with a chainsaw, these are *Savage Worlds*. You are a *hero*. You will fight and struggle and survive. And with courage, brains, and a little luck, you might be able to triumph over the things that lurk in the darkness. Maybe you'll save your life. Maybe you'll save your friends' lives. Maybe you'll even save the world.

And if the darkness overwhelms you, at least you'll go down swinging...

WHAT'S IN THIS BOOK?

Most *Savage Worlds* feature horrific elements of some sort—a zombie apocalypse, alien-infested starships, or the grim prairie tales of *Deadlands*®. This book shines a flickering lantern into the darkest recesses of those worlds, granting players and Game Masters alike more options and ideas to expand the more terrible elements of their setting.

Chapter One features new types of monstrous heroes, Edges, and Hindrances. Here we show you how to play those heroes tainted with supernatural evil. They battle not only the forces of destruction but their own internal corruption as well!

Chapter Two presents new tools of the monster hunter's trade, gear and gadgets such as holy water to ward off vampires or EMF detectors to track and communicate with troublesome spirits.

Chapter Three contains a wealth of information about different types of horror and Setting Rules to represent them.

Chapters Four and Five provide details of arcane powers and items, including several Arcane Backgrounds.

Chapter Six presents a new tome detailing the darkest fiends for the Game Master.



NEW HINDRANCES

AMOROUS (MINOR)

Due to lust or true admiration for form, this individual is easily enamored with a pretty face. Amorous characters suffer a -2 penalty to resist Tests by any character with the Attractive or Very Attractive Edge.

BLEEDER (MAJOR)

Some individuals bleed more freely than others. Maybe it's an actual genetic condition, or maybe the victim is just unlucky and her attackers nick a vein or artery every time she gets stuck by some psycho with a knife.

Any time the victim suffers a Wound that doesn't Incapacitate her, she begins to bleed. Each round after suffering the Wound she must make a Vigor roll as a free action or suffer a level of Fatigue that can lead to death. The bleeding can be stopped with a raise on the Vigor roll or a successful Healing roll.

BULLET MAGNET (MINOR)

Some people are always in the wrong place at the wrong time. This unfortunate soul is hit by accidental fire (using the Innocent Bystander rules) on a 1-2 for single-shot weapons, and a 1-3 for shotguns or full-auto fire.

BULLY (MINOR/MAJOR)

Nothing entertains this miscreant more than making others' lives miserable, especially if they're "different." As a Minor Hindrance the Bully frequently belittles anyone she doesn't like, threatens her, or she feels doesn't belong. As a Major Hindrance, the Bully is willing and able to turn confrontations physical.

CORRUPTION (MAJOR)

NOTE: This Hindrance may only be taken by a character with an Arcane Background.

The caster's magic draws on some foul, evil, or tainted source. Whenever he rolls a Critical Failure on his arcane skill roll, he gains a new Minor Hindrance, or trades or upgrades a Minor Hindrance gained by Corruption for a Major Hindrance, that reflects his degrading mind and body. A wizard might become Jealous (Minor), for example, as he realizes how difficult it is to gather his power. Then Bloodthirsty (Major) as his rage turns to violent thoughts.

These Hindrances last until the spell-user's next Advance, at which time he may remove one Minor Hindrance gained by Corruption, or reduce or trade a Major Hindrance gained by Corruption for a Minor. This is in addition to his regular Advance.

CURSED (MAJOR)

NOTE: This Hindrance may only be taken in a setting that allows the Arcane Background (Miracles) Edge.

Your heroine crossed some dark power and has forever after been marked by its tainted touch. Beneficial magical powers and effects intended to aid her, including those cast by allies or even herself, suffer a -2 penalty to the arcane skill roll. Worse, if the roll is a Critical Failure, the caster is Stunned! The penalty applies if the Cursed character is within an area effect power or targeted by the Additional Recipients modifier.

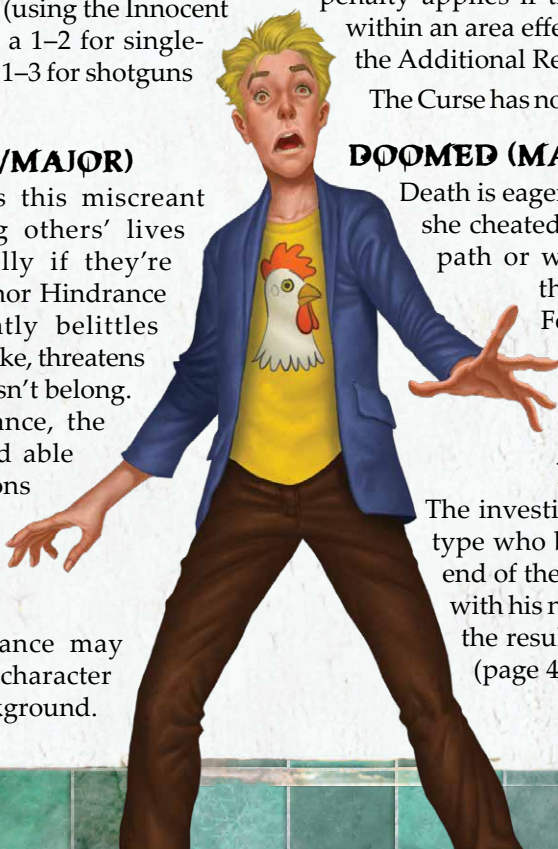
The Curse has no effect on hostile powers.

DOOMED (MAJOR)

Death is eager for your hero. Perhaps she cheated it at some point in her path or was brought back from the dead and owes the Ferryman a fee. Whatever the reason, the heroine subtracts 2 from Soak rolls.

DREAD (MINOR)

The investigator is the pessimistic type who believes the light at the end of the tunnel is a freight train with his name on it. He adds +2 to the results of failed Fear checks (page 43).



HEAVY SLEEPER (MINOR)

A thunderstorm from Hell itself doesn't wake this Dozing Doolie. Once he drops off, he must make a Notice roll (-4) to wake up. He also suffers a -4 penalty to Vigor rolls made to stay awake.

JUMPY (MINOR)

Every little thing makes this individual nervous and scared. Any time there's a sudden noise, shock, or surprise (GM's call), the Jumpy hero must make a Fear check.

MATERIAL COMPONENTS (MAJOR)

NOTE: This Hindrance may only be taken by a character with an Arcane Background.

The spellcaster's powers consume material items. Maybe a medium must burn sage to cast *banish* or a priest needs sacramental bread to confer the *smite* power to his allies.

Such items are assumed to be at hand—usually in a pocket, bag, or convenient pouch. If the caster is ever stripped of her possessions and can't get the materials she needs, she reduces all arcane skill rolls by 4 until they're restored (\$50 × the caster's Rank at a shop or a day's worth of gathering or foraging in an appropriate environment with a Survival roll per Rank).

A caster also runs out of material components if she rolls a Critical Failure, then may replenish as above.

NIGHT TERRORS (MAJOR)

The Land of Nod is a constant nightmare for your investigator. He tosses and turns like a victim on a hot rack and likely keeps everyone within earshot of him awake with his nightly torment. The repeated barrage on his psyche results in an overall weakened resolve. He subtracts 1 from *all* Spirit rolls.

Anyone who sleeps nearby likely has a long night ahead of them as well (see *Sleep in Savage Worlds* for possible consequences).

SCREAMER (MINOR/MAJOR)

No matter how much your investigator fights it, fear and terror elicit an ear-splitting scream. Any time the character fails a Fear check, she automatically screams at the top of her lungs.

As a Major Hindrance, she continues to scream and is Distracted until she makes a Smarts roll as a limited free action. Allies (who can hear) within a Large Blast Template centered on the Screamer are also Distracted until the screaming ends, or they move out of the template.

SUPERSTITIOUS (MINOR)

The victim finds something that helps him deal with the terrors he faces. Pick a simple routine or object to be the focus of this disorder. As long as the focus is undisturbed, this character is fine. If the focus is lost or disturbed all Trait rolls are made at -1.

UNNATURAL APPETITE (MINOR)

Your investigator snacks on something most others find disgusting, such as paper, food from trashcans, insects, or even rotten food.

This reduces his Persuasion by -2 when dealing with those who see or know of his strange eating habits.

VICTIM (MAJOR)

We've all seen the movies. Some lone hero or heroine is destined to survive while her friends are slowly picked off one by one. Your hero is rarely the final guy or girl of the story.

Anytime the Game Master decides to choose a target randomly, she should usually choose the Victim instead. Any extra adversaries "left over" when piling onto the party should also go to the Victim as well.

**"WOULDEST THOU LIKE
TO LIVE DELICIOUSLY?"**

Black Phillip,
-The Witch

NEW SKILL**ALCHEMY (SMARTS)**

This is the arcane skill for alchemists (see page 58) and may also be used to craft alchemical items (page 99), or in place of Science when examining chemical reactions, studying reagents, and other related topics.

NEW EDGES

Below are a number of new Edges appropriate for horror-themed games, but don't forget many such tropes are already covered in the *Savage Worlds* rules. If a player wants to build an occult specialist, for example, the Investigator or Scholar Edges already cover it, and a monster slayer might already be well-served by the Champion Edge.

BACKGROUND EDGES

GALLOW'S HUMOR

REQUIREMENTS: Novice, Taunt d6+

Some people use humor to deal with horrific circumstances, or are maybe just so tough they can laugh in the Grim Reaper's face.

A character with Gallows Humor may use her Taunt skill instead of Spirit when making a Fear check (and all the usual modifiers apply as normal). If she gets a raise, she mocks the threat so effectively it acts as +1 Support for all allies making the same Fear check.

RELENTLESS

REQUIREMENTS: Novice, Spirit d8+

Your slayer is truly driven to defeat evil. He must seek it out wherever he suspects it lies, and brooks no interference from those he thinks bar his way.

In exchange for this dogged determination and unflinching dedication to the chase, Relentless characters who are Shaken may still take a single action at a -2 penalty.

VETERAN OF THE DARK WORLD

REQUIREMENTS: Novice, Smarts d8+

Your hero has been around a little longer than the rest of the party. Maybe she's older, or maybe she's already fought more than her share of abominations.

Veterans of the Dark World begin play at Seasoned (or one Rank higher than the other hunters in your campaign), giving them four immediate Advances during character creation. The price for this experience is a roll on the **Veteran of the Dark World** table below to see what misfortunes lie in your hero's past.

VETERAN OF THE DARK WORLD

D20 EFFECT

- | | |
|-------|--|
| 1-6 | Major Hindrance: The being gains an additional Major Hindrance of her choice. |
| 7-8 | Jinxed: The veteran is cursed or ran into something that jinxed him forever. He gains the Bad Luck Hindrance. |
| 9-10 | Night Terrors: The character's dreams are haunted by the many terrible things she's seen. She has the Night Terrors Hindrance (page 7). If she already has it, she subtracts 2 from Spirit rolls instead of 1. |
| 11-12 | Flashbacks: The survivor's thoughts often hearken back to times long past and friends long dead. Anytime her Action Card is a Club in combat, she's Distracted. |
| 13 | Forlorn: The veteran begins to believe he will not win his long and terrible struggle. He subtracts 2 from all Spirit rolls. |
| 14-15 | Maimed: An encounter with some supernatural creature left one of the character's limbs maimed or entirely missing. Roll a d6. On a 1-3, he's Slow (Minor); on a 4-6, he lost his non-weapon hand and has the One Arm Hindrance. |
| 16-17 | Hunted: The being has powerful or numerous enemies who want him dead. Most likely, they're in the right—he wronged them, their family, or their kind long ago and they want vengeance. He has the Enemy (Major) Hindrance. |
| 18-19 | Reckless: The character has seen it all before. She gains the Impulsive Hindrance. |
| 20 | Marked for Death: The veteran crossed some powerful supernatural force in the distant past that wants him dead. He has the Doomed Hindrance. |

LEADERSHIP EDGES

COURAGE

REQUIREMENTS: Seasoned, Command, Persuasion d8+

A calm, stalwart hero inspires those around her, even in the face of overwhelming horror. Every ally within Command Range gets a free reroll on a failed Fear check.

POWER EDGES

FAVORED POWER

REQUIREMENTS: Seasoned, Arcane Background (Blighted, Occultist, Warlock/Witch), arcane skill d8+

The caster has dedicated his time to mastering a particular spell, miracle, or weird science device.

Choose one of your character's powers. She may ignore up to 2 points of *any* penalties (Multi-Action, Wounds, Fatigue, etc.) when activating that power.

SILENT CASTER

REQUIREMENTS: Novice, Arcane Background (Any), Occult d8+

The character has learned how to cast spells or invoke miracles without speaking. She may cast underwater, in a vacuum, while gagged, within a *silence* spell, etc.

PROFESSIONAL EDGES

MONSTER HUNTER

REQUIREMENTS: Seasoned, Spirit d6+

The character is completely immune to Fear checks from one general type of creature, such as ghosts, werewolves, vampires, zombies, or constructs (GM's call). It does not negate Fear checks from the *fear* power.

The Edge may be taken multiple times, each applying to a different creature type.

SCREAM QUEEN/KING

REQUIREMENTS: Veteran

Your hero has faced everything the darkness has thrown at her and survived. She's overcome monsters, madness, mayhem, and perhaps most importantly, Fear.

Whenever the Scream Queen or King must roll on the **Fear Effects** table, she may reroll her first result, but must accept the second!

SOCIAL EDGES

FINAL GIRL/GUY

REQUIREMENTS: Novice, a generally "virtuous" person relative to the setting

Your character rarely indulges in vices. She believes in the power of good and true love. While others may tease her for being a "goody two-shoes," they secretly admire her inner peace and strength of character.

Once during any combat encounter (GM's call), a Final Girl can spend a Benny to gain five Inspiration Tokens. This is a limited free action. For the remainder of the encounter, the heroine may give these tokens to anyone within a Range of Smarts except herself. This may be done at any time as long as the heroine is conscious, but the recipient must use the token immediately—it cannot be saved.

Each Inspiration Token allows a character to reroll a Trait or damage roll. The roll may only benefit from a single Inspiration Token, even if there are multiple "Final" Girls present. Further rerolls require spending a regular Benny or a special ability.

Inspiration Tokens aren't Bennies, don't trigger Edges that use Bennies (such as Elan), and can't be used as such in any other way such as drawing new Action Cards or Soaking Wounds.

WEIRD EDGES

VISIONS

REQUIREMENTS: Novice

Dark dreams or flashing images of doom and dread fill this person's thoughts. While the visions are often disturbing, they are useful as well.

Once per game session, the character is granted a vision. This may be a sudden flash that can occur at any time, a nightmare that only happens when sleeping, or it may be an active process such as reading tea leaves or tarot cards.

When this occurs, use the Signs and Portents system described on page 46.

MONSTROUS HEROES

Sometimes the monsters are the heroes. Maybe there are worse threats out there, as in DC Comics' Creature Commandos™ who fought against the all-too human horrors of World War II. Or maybe the monsters are part of a hidden society of beings who lurk in the shadows of humanity, like the popular World of Darkness™ roleplaying games. Or perhaps the monsters are all that's left after some terrible catastrophe ravaged their world.

Whatever the cause, the rules in this chapter allow the player characters to take on the powers—and weaknesses—of monstrous supernatural beings.

Monstrous profiles are in addition to a hero's ancestral abilities. A human, for example, still gets a free Edge from Adaptable, and an elf retains her Agile, All Thumbs, and Low Light Vision abilities (assuming the campaign uses the standard ancestries presented in *Savage Worlds*).

The rules here assume all the player characters are monsters and will face threats suitable to their power level. If this isn't the case (perhaps one hero is bitten by a werewolf but the rest of the party remains human) we suggest making this a temporary condition so the player doesn't overwhelm the rest of the group for more than a session or two.

These rules also assume the monstrous heroes must hide in the shadows. Humans may be weak individually, but mobs of them with torches and pitchforks—or assault rifles and UV flashlights—are deadly. If this isn't the case, the monsters likely live in a world where other creatures of similar power reign.

Traits: Any ability that increases a monstrous hero's Trait increases the limit a like amount.

OTHER TYPES OF CHARACTERS

Players who want to create their own monster type may do so using 15 points of powers from the *Savage Worlds Super Powers Companion*. A veteran vampire slayer, a freak of nature, a powered vigilante, or a rogue mage can all walk alongside the creatures presented here.

PLAYING MONSTROUS CHARACTERS

Arcane Backgrounds: Monstrous heroes can take Arcane Backgrounds as usual. This grants a wide variety of powers that can greatly accentuate their supernatural abilities. A vampire sorcerer or werewolf necromancer is a powerful foe indeed!

Fear & Monsters: Monsters cause Fear checks in mortals in most settings, but only make Fear checks from other monsters if the creature has a Fear penalty higher than their own. This ability does not protect against Intimidation.

Healing: Undead and other beings without living flesh can't be healed with the Healing skill. Magical healing works normally.

Supernatural Strength: Monstrous heroes may increase their physical Traits (Agility, Strength, and Vigor) with any Advance—they aren't limited to once per Rank like most player characters.

RAGE

Inside every monstrous being is preternatural energy waiting to be unleashed on the mortal world. Tapping into that power puts such creatures into bestial rage—that may one day cost them their humanity!

Once per game session, a monstrous hero may trigger her Rage by spending a Benny as Conviction. Rage expresses itself in different ways—divine inspiration, possession, or the simple exertion of will. A werewolf becomes feral and savage, a mummy surges with ancient energy, or an angel lets loose a frightening display of divine power.

The price for such power is that when the Rage ends, the hero must make a Spirit roll at -2. Failure means she gains a Major Psychosis (see page 44). Narratively, these should take on some aspect of anger—a vampire who gains the Screamer Hindrance, for example, screams with rage rather than fright, a werewolf who becomes Mute is so distraught he cannot howl, and so on. Psychoses from Rage may be recovered normally (page 43).

The Beast Within: If a monstrous hero would ever gain a fourth Psychosis, either from Rage or Fear, he has a Psychotic Break instead (see the **Fear Effects** table). Psychoses gained from Rage can be treated just as those from Fear.

MONSTROUS EDGES

The following Edges may be taken by any of the monstrous hero types presented on the following pages.

AGGRAVATED DAMAGE

REQUIREMENTS: Seasoned

Those attacks made with the creature's own claws, bite, or inherent powers such as holy light or hellfire can hurt any other supernatural creature, regardless of its invulnerabilities or Weaknesses. Foes with Regeneration (Slow or Fast) regenerate those Wounds at a -4 penalty.

FEAR (-2)

REQUIREMENTS: Novice, Spirit d8+

All the monsters listed in this chapter cause Fear in mortals the first time they're seen—unless such creatures are common in the setting. If this Edge is taken, those Fear checks are made at a -2 penalty.

OLD

REQUIREMENTS: Novice

Some monstrous beings may have watched Rome burn, Mark Twain speak, or even been present when Lucifer fell. They've likely had numerous lives, multiple lovers or families, and lived in many parts of the world.

Their years of accumulated experience gives them +2 to all Smarts and Common Knowledge rolls.

Obviously, the other skills, Edges, and abilities such long-lived beings should have aren't normally possible with the usual character creation rules, so the player should work with the Game Master to figure out why those abilities aren't present. Perhaps they were wiped clean or are repressed for some reason, but return as the creature gains new Advances and begins its current life anew.

SAVAGERY

REQUIREMENTS: Seasoned, Strength d10+

The monster can summon her bestial savagery, jagged claws, or raw fury in desperate times. The creature's Wild Attacks cause +4 damage instead of +2.

MYSTIC POWERS

Several of the monstrous beings can take the Mystic Powers Edge. Specifics vary, but all use the rules below unless otherwise specified:

The character has 10 dedicated Power Points that recharge normally. As a limited free action, she automatically activates the power with success for its regular cost, or with a raise for an additional 2 Power Points. She may use applicable Power Modifiers if desired (at the usual cost).

If a power requires an opposed roll, the caster must use Spirit as her arcane skill (even if she has another arcane skill).

Mystic Powers doesn't grant access to Edges that require an Arcane Background, but the character may take the Power Points or Soul Drain Edge (substituting Spirit for the arcane skill Requirement for the latter). Abilities noted as "Self Only" do not get any additional benefit from that Limitation.

If a hero also has an Arcane Background, none of its Edges or abilities can be used with Mystic Powers and vice-versa. See page 57 for additional rules on multiple Arcane Backgrounds, Mystic Powers, Power Points, and other issues.

"WHOEVER FIGHTS
MONSTERS SHOULD SEE
TO IT THAT IN THE
PROCESS HE DOES NOT
BECOME A MONSTER.
AND IF YOU GAZE LONG
ENOUGH INTO AN ABYSS,
THE ABYSS WILL GAZE
BACK INTO YOU."

—Friedrich Nietzsche

ANGEL

Angels are not “monsters” *per se*, but they are great and terrible beings to ordinary mortals. They have the power to smite their makers’ foes with great vengeance and furious anger.

They shepherd their followers and serve as divine avengers who sometimes destroy entire cities to purge them of their wickedness.

- **AGELESS:** Angels do not age by mortal standards.
- **BEAUTIFY:** Angels may create minor beauty as a limited free action. They might clean an ally’s clothes with a gesture, make an infant coo, straighten a painting knocked askew from a fight, banish minor cuts and bruises, cause the flowers in a planter to grow lush and colorful, and so on.
- **DIVINE MIGHT:** Increase the angel’s Strength and Vigor two die types.
- **FAITH:** Increase the angel’s Faith one die type.
- **FLIGHT:** Angels can materialize or sprout great feathery wings as a limited action. This gives them Flight at Pace 12. Retracting the wings is also a limited action.
- **IMMUNE TO DISEASE AND POISON:** Angels shirk off mortal ailments.
- **SERVANT OF HEAVEN:** Angels must obey their deity and have the Vow (Major) Hindrance.

ANGEL EDGES

DIVINE BLADE

REQUIREMENTS: Veteran, Angel

The angel has a magical weapon that can slay other immortals. It ignores the Immortality Edge and adds +d6

damage to its basic type. A divine long sword, for example, causes Str+d8+d6 damage.

HOLY LIGHT

REQUIREMENTS: Novice, Angel

The angel can create dim or bright light in a single Large Blast Template anywhere within 12” (24 yards), and may move it as a limited free action each round.

As a limited action, the angel can also focus the holy light into a searing Cone (or Stream) Template. The attack uses Faith and causes 2d4 damage that may be Evaded (at –2 with a raise on the attack roll). A Critical Failure on the attack roll Fatigues the angel.

SEARING BLAST

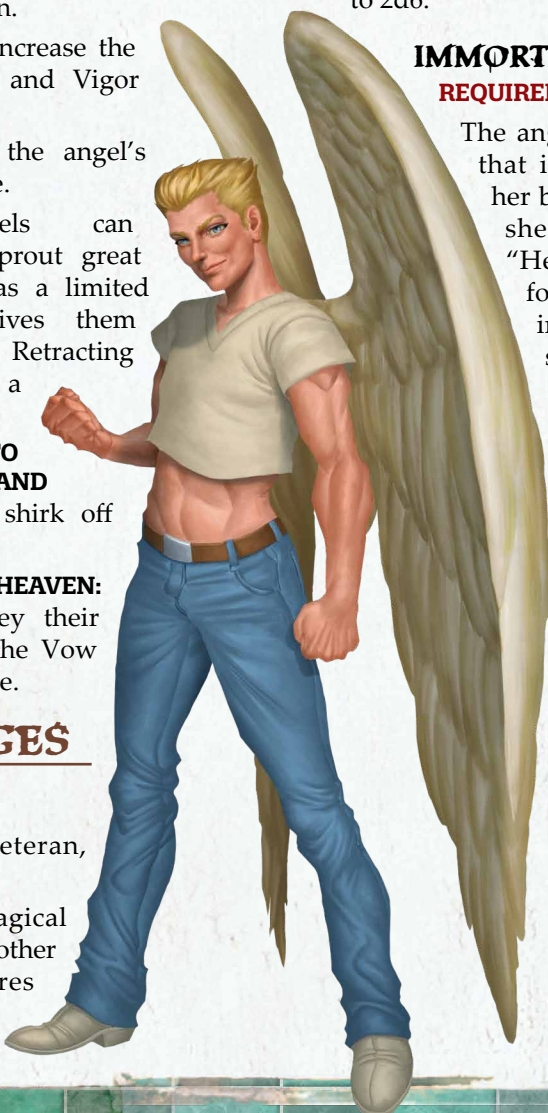
REQUIREMENTS: Veteran, Holy Light

The angel’s Holy Light damage increases to 2d6.

IMMORTALITY

REQUIREMENTS: Heroic, Angel

The angel has an eternal soul that isn’t destroyed even if her body is “killed.” If slain, she returns to whatever “Heaven” she came from for d4 days, then returns in a new body with the same statistics. She can only be permanently slain with a weapon forged in Hell or other methods designed by the GM.



MYSTIC POWERS (ANGEL)**REQUIREMENTS:** Seasoned, Angel

Some angels have full Arcane Backgrounds, but others are blessed with a limited but more certain set of abilities granted by their creator. Choose one of the following packages, and see the Mystic Powers sidebar on page 11 for other details.

- **DEATH:** *Boost Trait (self only), deflection, protection (self only), smite.*
- **HERALD:** *Boost/lower Trait, divination, healing, crying.*

SENSE SUPERNATURAL**REQUIREMENTS:** Novice, Angel

The angel can sense supernatural beings and magical effects within 10" (20 yards). The ability doesn't pinpoint or track such beings, just that they are present and general numbers (a few or many).

SPEED**REQUIREMENTS:** Seasoned, Angel

The angel's Flight Pace increases to 24. The Edge may be taken a second time to increase Pace to 48.

TONGUES**REQUIREMENTS:** Seasoned, Angel

The angel can read, write, and speak any languages known to humanity. She would not understand alien tongues or messages written in code, however.

TOUGHNESS**REQUIREMENTS:** Seasoned, Angel

The angel is protected by an invisible aura of divine favor that grants her +2 Toughness.

DIVINE TOUGHNESS**REQUIREMENTS:** Seasoned, Toughness

The angel is protected by an invisible aura of divine favor that grants her an additional 2 points of Toughness (+4 total).

WING STRIKE**REQUIREMENTS:** Seasoned, Angel

The angel's wings become weapons. He can strike with them at Str+d8, Reach 2, and may use them with the Sweep Edge.

If the angel flies at least 5" (10 yards) in a relatively straight line, the first strike with his wings in a turn causes +4 damage.

The wings also become tougher, allowing the angel to envelop himself within. While the wings are extended, he gains +2 Toughness—this may be ignored with a Called Shot at -2.

"WHY DO ANGELS ALWAYS START THEIR SPEECHES WITH 'FEAR NOT?'"

-Gabe

"HAVE YOU EVER SEEN ONE? NOT THE FORM THEY WANT YOU TO SEE, BUT THEIR REAL FORM? LIKE IN THE BIBLE? WHEELED THINGS WITH FOUR FACES, FOUR WINGS, & BRONZE FEET. SERIOUSLY. CHECK OUT EZEKIEL 1. YOU'LL PEE YOURSELF."

-Red

DEMON

Your character is a minor demon or has demonic heritage—perhaps due to mixed parentage or an infusion of demonic blood. He lacks some of the starting abilities of nonplayer character demons presented in **Chapter Six**, but are still evil for purposes of game mechanics (such as the Champion Edge), and should take Hindrances that reflect their generally cruel or selfish natures.

They may not actually *be* evil depending on the setting and circumstances, however. For example, a demon might be rebelling against some lord of Hell and—at least for a while—act on behalf of humanity. Or the demon might simply be opposed to “self-righteous” angels and the divinity who commands them.

- **AGELESS:** Demons do not age.
- **BESPOIL:** Demons may cause small, ruinous effects to mark their passing. Flowers wilt, plants curl, babies cry, milk spoils, food rots, insects gather or die, indoor lighting flickers or becomes harsh and unflattering, and so on. The effect is limited to a few targets and should rarely have any actual game effects.
- **DARKVISION:** The demon ignores Illumination penalties and up to 2 points of penalties from *invisibility* or similar powers within 10” (20 yards) distant.
- **DEALMAKER:** See the **Deal Maker** sidebar on the following page.
- **DOESN'T BREATHE:** Demons don't require oxygen.
- **ENVIRONMENTAL RESISTANCE (Cold, Electricity, Heat):** Demons receive a +4 bonus to resist cold, electricity, and heat-based effects and reduce damage from such sources a like amount.
- **IMMUNE TO DISEASE AND POISON:** Demons shirk off mortal ailments.



- **INFERNAL STAMINA:** Increase the demon's Vigor one die type.
- **SPIRITED:** Increase the demon's Spirit one die type.
- **WEAKNESS (Cold Iron):** Demons take +4 damage from cold iron weapons.

DEMON EDGES

ARMORED HIDE

REQUIREMENTS: Seasoned, Demon

The demon's skin is thick and scaly, giving him +4 Armor over his entire body.

BITE

REQUIREMENTS: Novice, Demon

The demon has fangs that cause Str+d6 damage and may be used against grappled foes (see Grappling in *Savage Worlds*). The Edge may be taken a second time to increase the damage to Str+d6, AP 2.

CLAWS

REQUIREMENTS: Novice, Demon

The demon has retractable claws that cause Str+d4 damage and add +2 to Athletics (climbing) rolls. The Edge may be taken a second time to increase the damage to Str+d6, AP 2.

DEMONIC IMMORTALITY

REQUIREMENTS: Veteran, Demon

The demon has an eternal soul that returns even if her body is destroyed. If slain, she goes to whatever “Hell” she came from for d4 days, then returns in a new body with the same statistics. She can only be permanently slain with a weapon forged in Heaven or Hell, or other methods designed by the GM.

HELLFIRE

REQUIREMENTS: Seasoned, Demon

The demon can create a small (1d6 damage) fire in a single Small Blast Template anywhere within 12” (24 yards), and may move it as a limited free action each round.

As a limited action, the demon can also focus his infernal flame into a blazing Cone Template. The attack uses Athletics and causes 2d4 damage that may be Evaded (at -2 with a raise on the attack roll). A Critical Failure on the attack roll Fatigues the demon.

SCORCH

REQUIREMENTS: Veteran, Hellfire

The demon's Hellfire damage increases to 2d6. It also allows the fire breather to use the Cone (or Stream) Template as desired.

INCORPOREAL

REQUIREMENTS: Novice, Demon

The demon is a spirit of dark energy and malice with no material form. He may pass through barriers and isn't affected by physical weapons or nonmagical energies such as fire, cold, or electricity. Magical or blessed weapons or energy affect him normally.

The demon may become corporeal for one round by making a Spirit roll as a limited free action. While corporeal he may affect the physical world, but may also be harmed by normal weapons and energies.

MYSTIC POWERS (DEMON)

REQUIREMENTS: Seasoned, Demon

Demons are magical beings and sometimes augment their natural abilities with various powers. Choose one of the following packages, and see the Mystic Powers sidebar on page 11 for other details.

- **POSSESSOR:** *Boost/lower Trait, curse, nightmares, puppet.*
- **SUMMONER:** *Protection, summon ally, summon demon, zombie.*
- **TEMPTER:** *Boost/lower Trait, disguise, empathy, mind reading.*
- **TRICKSTER:** *Deflection (self only), disguise, fear, illusionary horrors.*

SENSE SUPERNATURAL

REQUIREMENTS: Novice, Demon

The demon can sense supernatural beings and magical effects within 10" (20 yards). The ability doesn't pinpoint or track such beings, just that they are present and general numbers (a few or many).

TRUE DEMON

REQUIREMENTS: Veteran, Demon

The demon regains the blessings of Hell. She takes half-damage (round up) from nonmagical attacks except cold iron.

WINGS

REQUIREMENTS: Novice, Demon

The demon has retractable wings and can fly at Pace 12. The Edge may be taken a second time to increase Pace to 24, and a third time to increase it to Pace 48.

DEAL MAKER

Demons of this power level can't make the kinds of deals for fame, fortune, or long life that greater demons can. But they can grant small boons in exchange for whatever favor they require or mischief they desire.

The demon gains the ability to make one (and only one) "Pact" with a mortal soul, signed in blood. (Ageless characters can't agree to a Pact—their souls are already spoken for.)

A Pact may be Minor (provides funds equal to starting Wealth, a permanent increase in a skill below its linked attribute, a point of Conviction) or Major (provides an Edge, a permanent increase to an attribute, a permanent increase to a skill equal to or above its linked Attribute).

Pacts cause a thematically appropriate Minor Hindrance for a Minor Pact and a Major Hindrance for a Major Pact. But this isn't the only cost. The true price is a favor, which the demon may define at the time of the signing or (dangerously) later if the client agrees. If the favor is refused when the time comes the benefit from the Pact is lost but the Hindrance remains. A demon may only have one open Pact at a time, so the favor must be resolved or the client must be dead before a new Pact can be sealed.

MUMMY

Mummies hail from Egyptian pyramids, South American temples, or mountain caves. They are powerful undead, preserved from times long past as rulers or guardians, or sometimes criminals or challengers some ancient regime wanted to punish in the grisliest way possible!

Mummies aren't necessarily dressed in bandages. Once reborn they can wear clothes like any other being. Those who don't feed often enough begin to look dry or rotten, but no more so than other undead.

- **AGELESS:** Mummies do not age. Most are many hundreds of years old.
- **SLOW:** The stiffness of the ages reduces a mummy's Pace by 1 and running die to d4.
- **THE STRENGTH OF AGES:** Mummies increase their Strength and Vigor two die types.
- **UNDEAD:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison.
- **WEAKNESS (Fire):** Mummies are dry and preserved with various flammable oils and resins. They suffer +4 damage from fire and fire-based attacks (but not heat—just open flame).

MUMMY EDGES

BURROW

REQUIREMENTS: Seasoned, Mummy

The mummy can burrow at half Pace through all but solid stone.

MUMMY ROT

REQUIREMENTS: Veteran, Mummy

Anyone touched by the mummy, whether he is damaged or not, must make a Vigor roll. Failure means the character has "mummy rot" and suffers an immediate Wound. Victims who die as a result of "mummy rot" may be brought back as mummies through the *zombie* power.

MYSTIC POWERS (MUMMY)

REQUIREMENTS: Seasoned, Mummy

Some mummies can call on mystical or divine sources for magical powers. Choose one of the following packages, and see the Mystic Powers sidebar on page 11 for other details.

- **ARCHITECT:** *Barrier, detect/conceal arcana, lock/unlock, telekinesis.*
- **ROYAL:** *Blast, burst, spite.*

REGENERATION (SLOW)

REQUIREMENTS: Seasoned, Mummy

Mummies with this Edge may make a Vigor roll every day to regenerate Wounds not caused by fire (which must heal normally).

REGENERATION (FAST)

REQUIREMENTS: Legendary, Regeneration (Slow)

Mummies with this Edge may make a Vigor roll every round to regenerate Wounds not caused by fire or holy water (which must heal normally).

SUMMON STORM

REQUIREMENTS: Seasoned, Mummy

This ability is typically associated with Egyptian mummies but those from other regions may use similar abilities with different Trappings. Once per game week, the mummy can summon a massive sandstorm several miles in diameter. The storm sweeps all before it, causing Dark conditions and Vigor rolls every minute spent without shelter. Those who fail are Fatigued, and this can cause death from suffocation.

SUMMON SWARM

REQUIREMENTS: Seasoned, Mummy

Once per day, a mummy with this Edge may summon a swarm of insects, vermin, or other pests. This is a Medium swarm that does not split and can be given general mental directions such as "protect that door" or "kill those interlopers."

SUMMON GREAT SWARM

REQUIREMENTS: Heroic, Summon Swarm

The mummy's swarm is Large, and when slain, turns into two Medium swarms.

PATCHWORK MONSTER

Your hero wasn't born, he was created, stitched in a laboratory from the parts of others! He is a patchwork man, much like the monster depicted in Mary Shelley's *Frankenstein*.

- **AGELESS:** Patchwork monsters do not age.
- **BERSERK:** Your undead body translates physical and emotional pain into a red cloud of rage. All patchwork monsters have the Berserk Edge.
- **DEATH'S HAZE:** Your monster's brain belonged to a mortal, and any mental Hindrances he suffers belong to it. His past is cloudy and unfocused, appearing only briefly in flashes when triggered by some familiar event. He has the Clueless Hindrance and Smarts may only ever be raised once as an Advance.
- **FIRE BAD!:** Patchwork monsters are terrified of flames. They have a Major Phobia of any fire as large as a torch or greater.
- **PARTS:** Your body was built from the strongest parts. Increase both Strength and Vigor two die types. Lost parts can be reattached with needle and thread, 10 minutes' work, and a Healing roll at -4 (or Weird Science at no penalty).
- **SCIENCE!:** Patchwork monsters are born of mad science and have the Arcane Resistance Edge.
- **UNDEAD:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison.
- **WEAKNESS(Fire):** Fire (flame, not just heat) causes +4 damage to patchwork monsters.

PATCHWORK MONSTER EDGES

DETACHABLE PARTS

REQUIREMENTS: Seasoned, Patchwork Monster

The horror can detach various parts of his body and control them from afar! The maximum

distance the part can operate is one mile. If the part is destroyed, the patchwork monster can regrow it by feasting on an identical body part. Regrowth takes about an hour. He may detach as many of the parts below as he likes and switch between them as an action:

- **EAR:** The ear cannot move but hears as a normal ear. Monsters may leave it where they wish to eavesdrop on conversations!
- **EYE:** The eye can roll around at a Pace 3 and see just like a normal eye.
- **HAND:** The hand moves at Pace 5 and has a Strength equal to two die types less than its owner's. The hand is Tiny, so whether or not it can attack human-sized targets is up to the Game Master and environmental circumstances.

DISCHARGE

REQUIREMENTS: Veteran, Patchwork Monster
Lightning and electricity gave this creation LIFE—and it can be used to take it! The creature stores energy in its body. As a limited action, it may take a level of Fatigue to give off a searing burst of electricity in a Large Blast Template centered on itself. Every being within takes 4d6 electrical damage. An Incapacitated monster passes out but does not perish.

FLASHBACKS

REQUIREMENTS: Novice, Patchwork Monster
The monster occasionally gets flashes of memory and knowledge from the many body parts used to piece him together. Once per encounter, he may increase any skill a die type as long as it doesn't exceed the linked attribute. If he doesn't have a skill, he gains it at d4 and ignores the usual -2 penalty.

HARDY

REQUIREMENTS: Seasoned, Patchwork Monster
Patchwork monsters with this Edge don't take Wounds from being Shaken twice.

ROAR

REQUIREMENTS: Seasoned, Patchwork Monster
The monster bellows an unearthly groan that terrifies those who hear it. As a limited action, the character can make an Intimidation Test in a Cone Template. All targets within are affected and must resist separately.

PHANTOM

Phantoms are ghosts of the dead, spirits who refuse to move on to the Great Beyond for some reason. Phantoms are visible beings—they are not invisible like most ghosts. They can be tangible or intangible by the power of their will.

- **AGELESS:** The ravages of time no longer affect phantoms.
- **DARKVISION:** Phantoms can see in the dark. They ignore all Illumination penalties and up to 2 points of penalties from *invisibility* or similar powers within 10" (20 yards) distant.
- **DOESN'T BREATHE:** Phantoms don't require oxygen.
- **ETHEREAL:** Spirits are normally ethereal, but player character phantoms can choose whether or not to manifest in a corporeal state. Changing state is a limited free action, meaning that if a phantom goes intangible on his turn he can't become flesh again until his next.

While intangible, the phantom can pass through solid objects. He cannot be harmed by normal attacks, but takes normal damage from magic weapons, powers, and abilities.

- **FLIGHT:** Phantoms can fly at Pace 12.
- **IMMUNE TO DISEASE AND POISON:** Phantoms cannot be poisoned or diseased.
- **STRONG SPIRIT:** Transforming into a being of pure spiritual energy increases the character's Spirit a die type.
- **WEAKNESS (Salt):** Phantoms cannot cross a barrier of salt and are Shaken if forced into contact with it. They may Evade if salt is thrown at them.

PHANTOM EDGES

CHILLING TOUCH

REQUIREMENTS: Seasoned, Phantom, Spirit d8+

A phantom's touch chills a living target's bones right down to the marrow. A successful Touch attack (in corporeal form) against a living being causes Str+d4 damage that ignores all but magical armor.

CROSSOVER

REQUIREMENTS: Seasoned, Phantom

Phantoms are a specific type of spirit that dwell in the physical world. With concentration, however, they can fade from our reality and return to the spirit realm for a short amount of time to speak with other spiritual entities.

This works like Networking (see *Savage Worlds*) with all the spirits, lost souls, ghosts, and other beings of the void. The spirit can use Persuasion or Intimidation, but can't grant favors ("Money Talks" or "Bust Heads") unless the setting allows such things.

INVISIBILITY

REQUIREMENTS: Seasoned, Phantom, Spirit d8+

The haunt may become invisible while ethereal. She cannot be seen, though if someone knows the spirit's general location they may make attacks against her at -4. Spells cannot be cast on her unless the caster can see her via *detect arcana* or some other means.

MYSTIC POWERS (PHANTOM)

REQUIREMENTS: Seasoned, Phantom

The phantom can manipulate spiritual energy to cast spells. Choose one of the following packages, and see the Mystic Powers sidebar on page 11 for other details.

- **POLTERGEIST:** *Havoc, illusionary horrors, sound/silence, telekinesis.*
- **SHADE:** *Confusion, elemental manipulation, fear, puppet.*
- **WRAITH:** *Blind, light/darkness, sloth, stun.*

ROAR

REQUIREMENTS: Seasoned, Phantom

The spirit emits a ghostly wail or banshee scream that chills the marrow of all those who hear it. As a limited action, the character can make an Intimidation Test in a Cone Template. All targets within are affected and must resist separately.

"OF ALL GHOSTS, THE
GHOSTS OF OUR LOVED
ONES ARE THE WORST."

-Arthur Conan Doyle

REVENANT

Once your hero walked among the living, but death called and the flesh passed into the earth. Somehow, some way, he returned. He is now an undead force of vengeance, seeking justice against his enemies.

- **AGELESS:** Revenants do not age.
- **HARDY:** Revenants do not take Wounds from being Shaken twice.
- **REGENERATION (Slow):** Revenants may attempt a natural healing roll every day as long as they can somehow absorb at least a pound of raw meat.
- **STRENGTH OF THE DEAD:** Revenants return from death with plus one die type in Spirit and Vigor.
- **UNDEAD:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison.
- **VENGEANCE:** Revenants have a Vow (Major) to exact vengeance or justice upon some type of foe—evil-doers, monster hunters, other types of monsters, etc.

REVENANT EDGES

DEATH TOUCH

REQUIREMENTS: Heroic, Revenant

The revenant's most feared power is its deadly touch, which causes Str+d4 damage against the living (armor protects normally). Against those it has sworn vengeance against (the target of its Vow), it does Str+2d6 damage instead.

DETACHABLE PARTS

REQUIREMENTS: Seasoned, Revenant

The horror can detach various parts of his body and control them from afar! The maximum distance the part can operate is one mile. If the part is destroyed, the zombie can regrow it by feasting on an identical body part. Regrowth takes about an hour. He may detach as many of the parts below as he likes and switch between them as an action:

- **EAR:** The ear cannot move, but can hear as a normal ear.

- **EYE:** The eye can roll around at a Pace 3 and see just like a normal eye.
- **HAND:** The hand moves at Pace 5 and has a Strength two die types less than its owner's. The hand is Tiny, so whether or not it can attack human-sized targets is up to the GM and circumstances.

RELENTLESS TRACKER

REQUIREMENTS: Veteran, Revenant

Revenants are vengeful creatures who stalk their prey relentlessly. A revenant with this Edge adds +2 to Survival (tracking) rolls (which stacks with all other tracking bonuses) as long as she's tracking someone who wronged her in some way (GM's call). This is a magical sense that is only reinforced by physical evidence of the prey's passing, so even if the trail is lost the revenant will pick it back up within 2d6 hours (or whenever the GM feels it's possible).

The revenant may only set her senses to a single individual at a time, and once dismissed, cannot set it on that target again (though she may track him normally).

STENCH

REQUIREMENTS: Novice, Revenant

The revenant's flesh rots and stinks, repelling those living beings who get too close. Anyone who moves adjacent to the character and has a sense of smell is Distracted. This lasts until they move away and their turn ends.

THOUGHT EATER

REQUIREMENTS: Seasoned, Revenant

If the revenant with this Edge eats a relatively fresh or preserved brain of a sentient being, she gains scattered bits of its memories. Exactly what the zombie learns is up to the Game Master, but usually includes traumatic events, especially those surrounding its death.

ZOMBIE MASTER

REQUIREMENTS: Novice, Revenant

The revenant can attempt to control any mindless zombie or skeleton with a successful Intimidation roll opposed by the creature's Spirit. This is an action, and the control lasts for the remainder of the encounter.

The Edge typically has no effect on other types of undead (GM's call).

VAMPIRE

Vampires crawl forth from the grave, cursed by the very earth that shuns them. Or perhaps they are sired by some older, more vile creature, slinking out of the shadowed depths of time.

The loathsome fiends are ubiquitous across many cultures and regions of the world. Aswangs lurk in the dark jungles of Asia. Hopping vampires haunt the forsaken villages of China. Transylvanian nowferatu prowl the besotted streets of Paris, New Orleans, and other urban sprawls rife with prey.

Whatever their origin or background, vampires are creatures of the night who prey on the blood of others. They are powerful beings who may scavenge the back alleys or mingle with the cream of society, but at heart they are all life-sucking parasites.

- **AGELESS:** Vampires do not age.
- **BITE:** The vampire has retractable fangs that cause Str+d4 damage.
- **DARKVISION:** The vampire ignores Illumination penalties and up to 2 points of penalties from *invisibility* or similar powers within 10" (20 yards) distant.
- **FEED:** The vampire must drink at least one pint of fresh blood every day. This is treated like the Habit (Major) Hindrance.
- **REGENERATION (Slow):** As long as they have fed, vampires may attempt a natural healing roll every day.
- **STRENGTH OF THE DAMNED:** Vampires increase their Strength and Vigor two die types once turned.
- **UNDEAD:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison.
- **WEAKNESS:** Vampires from different cultures or backgrounds have different weaknesses, but the following are traditional. Work with the GM if you wish to reflect a different background.
 - **Holy Symbol:** Holy symbols act as wards against vampires (see page 48).
 - **Holy Water:** In addition to the usual effects (page 26), a vampire sprinkled with holy water is Fatigued.
 - **Invitation Only:** Vampires cannot enter a private dwelling without being invited.



They may enter public buildings as they please. The public areas of inns or hotels are not considered private dwellings, but individual rooms are.

- **Running Water:** The vampire must make a Spirit roll at -2 any time he enters or crosses a stream, river, channel or other "running" water; or at no penalty if it's a small water feature, water hose, etc. Oceans, lakes, or "still" bodies of water have no effect. Failure means he may not pass this scene, and a Critical Failure causes a Wound as well. Success allows him to pass on his next turn, and a raise allows him to cross without pause.
- **Stake Through the Heart:** A vampire hit with a Called Shot to the heart (-4) by a wooden weapon must make a Vigor roll vs the damage total. If successful, it takes damage normally. If it fails, it instantly disintegrates into dust.
- **Sunlight:** Vampires burn in sunlight. They take 2d4 damage per round until they are ash. Armor protects normally.

VAMPIRE EDGES

ANIMAL FORM

REQUIREMENTS: Novice, Vampire

As a limited action, the vampire can change into a wolf or bat, or back to its vampire form, with a Smarts roll at -2. The vampire cannot speak while in wolf or bat form.

CHARM

REQUIREMENTS: Novice, Vampire

A vampire may cast *puppet* by spending a Benny and making a Persuasion roll as his arcane skill. The target cannot be Hostile, Unfriendly, or Uncooperative, so it pays to earn the trust of potential victims first.

The fiend may not use any Power Modifiers with this natural version of the power, but if successful the Duration is 24 hours instead of five rounds, cannot be maintained, and victims who succumb do not resist having their blood drained.

CHILDREN OF THE NIGHT

REQUIREMENTS: Novice, Vampire

The vamp has the ability to summon and control bats, rats, or wolves. Once per night,

while in an appropriate environment where such things dwell (GM's call), the vampire may automatically summon a single dire wolf, 1d4+1 wolves, or a Medium swarm of bats or rats. The latter split into two Small swarms when dispersed.

CLAWS

REQUIREMENTS: Novice, Vampire

The vampire has retractable claws that cause Str+d6 damage and add +2 to Athletics (climbing) rolls.

DAYWALKER

REQUIREMENTS: Novice, Vampire

The vampire is a "dhamphyr" and is not harmed by sunlight.

GORGE

REQUIREMENTS: Novice, Vampire

No more than once per day, a vampire who drains a normal-sized human to death increases her Strength and Vigor a die type for the next hour.

MIST FORM

REQUIREMENTS: Novice, Vampire

Once per night, the vampire may turn into mist form. This requires an action and a Smarts roll at -2. If failed, the vampire takes Fatigue but may try again. A Critical Failure means he takes Fatigue and may not try again this night.

Vampires in mist form are visible, fly at Pace 6, and may pass through any barrier that isn't airtight. They may not affect the physical world or use other powers while misted. They may return to normal form as a limited action (no roll is required).

REGENERATION (FAST)

REQUIREMENTS: Legendary, Vampire

The vampire regenerates by making a Vigor roll as a limited free action. Success heals one Wound or removes Incapacitation, and a raise heals two Wounds. The vampire cannot regenerate Wounds caused by decapitation, holy water or weapons, sunlight, or a stake through the heart.

SIRE

REQUIREMENTS: Novice, Vampire

The vampire can “sire” another vampire by letting a mortal drink of her blood. The transformation takes d4 hours to complete, during which time the individual may be cleansed of the curse via the *healing* power’s Neutralize Disease Power Modifier.

A new “child” isn’t necessarily grateful for the change. They have their own free will, and may seek revenge if they resent the curse!

THRALL

REQUIREMENTS: Seasoned, Vampire

Certain types of mortals bask in the miasma of the undead, either attracted to their powerful magnetism or hopeful they will one day become eternal fiends themselves.

A vampire with this Edge gains a mortal thrall who is completely loyal to his “master.” The thrall is an Extra one Rank lower than his sire and Advances whenever his sire does thereafter.

The thrall retains free will, but wants to serve the vampire for whatever reason, and will die before betraying him.

A vampire may take this Edge up to five times. If slain, the master may give rise to a replacement when the situation allows.

WALL WALKER

REQUIREMENTS: Novice, Vampire

The vampire may crawl along vertical and inverted surfaces at half Pace and may run.

“HOW DO WE SEEM TO YOU?
DO YOU FIND US BEAUTIFUL
AND MAGICAL? OUR WHITE
SKIN, OUR FIERCE EYES?
‘DRINK,’ YOU ASK ME. DO
YOU HAVE ANY IDEA OF THE
THINGS YOU WILL BECOME?”

—Louis,

Interview with a Vampire

WEREWOLF

This hero is cursed to transform into a feral creature with heightened senses, razor-sharp claws, and savage fury.

Player character werewolves can control their transformation—at least until the full moon rises!

- **BITE/CLAWS:** Str+d6, AP 2.
- **CANNOT SPEAK:** Werewolves cannot speak while transformed. Those with Arcane Backgrounds cannot cast while in werewolf form unless they have the Silent Caster Edge.
- **FEROCITY:** Werewolves increase their Agility, Strength, and Vigor two die types.
- **INFRAVISION:** Werewolves can see heat and halve Illumination penalties when attacking living targets.
- **REGENERATION (Slow):** Werewolves may attempt a natural healing roll every day.
- **SPEED:** Increase the character’s Pace by +2 and increase the running die one type.
- **TRANSFORMATION:** Player character werewolves can transform from human to werewolf or back again as a limited action. On the night of a full moon, the character *must* transform into her werewolf form from dusk till dawn.

All werewolf abilities and Edges apply only when in werewolf form.

If Incapacitated, a lycanthrope instantly returns to its human form.

- **WEAKNESS:** Silvered weapons cause +4 damage to the character while in lycanthrope form.

WEREWOLF EDGES

ALPHA

REQUIREMENTS: Novice, Werewolf

The werewolf can attempt to control any canine with a successful Intimidation roll opposed by the creature’s Spirit. This is an action, and if successful, the control lasts for the remainder of the encounter. If the target creature is the alpha, the rest of the pack follows its lead.

The beasts follow basic commands befitting their intelligence. Alpha only works on natural creatures, not hellhounds, demonic dogs, or other supernatural beasts.

BITE & CLAWS

REQUIREMENTS: Seasoned, Werewolf

The werewolf's bite and claw attacks increase to Str+d8, AP 4.

REGENERATION (FAST)

REQUIREMENTS: Legendary, Werewolf

The lycanthrope regenerates by making a Vigor roll as a limited free action. Success heals one Wound or removes Incapacitation, and a raise heals two Wounds. The were cannot regenerate Wounds caused by silver.

ROAR

REQUIREMENTS: Seasoned, Werewolf

The werewolf howls at the top of its bestial lungs, terrifying those who hear it. As a limited action, the character can make an Intimidation Test in a Cone Template. All targets within are affected and must resist separately.

SPEECH

REQUIREMENTS: Seasoned, Werewolf

The monster learns to speak in fitful sentences while in werewolf form. He subtracts 2 from any Trait roll that requires clear speech, such as arcane skill rolls and most Persuasion and Taunt rolls.

TOUGH

REQUIREMENTS: Seasoned, Werewolf

The werewolf's thick fur, tough hide, or raw muscle grants it +2 Toughness.

WALL WALKER

REQUIREMENTS: Novice, Werewolf

The werewolf may crawl along vertical and inverted surfaces at half Pace and may run.



**"WHEN WILL
YOU RAGE?"**

-Werewolf: The Apocalypse,
White Wolf Publishing





CHAPTER TWO

GEAR

Most hunters don't have the natural weaponry of the prey they seek. Instead, they must rely on the cold steel of a good sword, the smooth action of a trusted revolver, or some specialized weapon designed for their particular target.

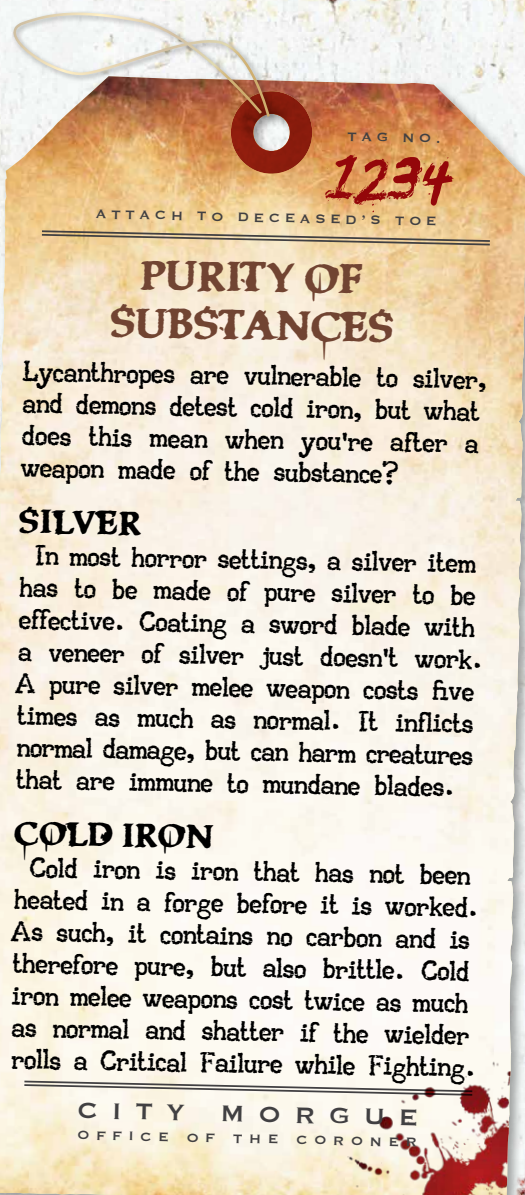
On the following pages are numerous weapons hunters might wield in their battle against evil, and a number of other devices—both traditional and arcane—they may use to root them out into the unflinching light.

Arm your hunter carefully before pursuing nefarious horrors. The safest way to defeat a monster is from a distance, so consider a ranged weapon appropriate to the setting.

Take a look at the **Ammunition** table as well. Bullets tipped with silver nitrate work wonders against werewolves, and crossbows fitted with cords and winches are great for dragging screeching undead from their lairs into the bright light of day!

Few monster hunters relish going toe-to-toe with a hulking werewolf or a rancid zombie, but sometimes there's no other choice, so take a solid melee weapon for backup.

Finish your preparations with any special gear that might protect you from the darkness such as holy water or neck protectors. And in the modern era, be sure to take cameras or other recording equipment to prove your innocence when ultimately confronted by the authorities!



RANGED WEAPONS

TYPE	RANGE	DAMAGE	ROF	SHOTS	MIN STR	WEIGHT	COST
Atomic Ghost Pack	5/10/20	Special	1	24	d6	15	\$3000
<i>Notes:</i> Has two settings—ensnare and destroy. Set to destroy it causes 2d8 damage to ethereal creatures. Ensnare mode causes no damage, but does bind the spirit in a web of crackling energy. On a successful Shooting roll, the spirit is Entangled. On a raise the target is fully Bound. Other spirits may attempt to free the ensnared ghost by Supporting his roll to escape. An ethereal entity may be safely moved 3" (6 yards) per round while trapped in the field.							
Crossbow, Mini	6/12/24	2d4	1	1	—	3	\$200
<i>Notes:</i> AP 1. Hand drawn.							
Crossbow, Repeating	15/30/60	2d6	3	36	d6	12	\$800
<i>Notes:</i> AP 2. Reloading a new magazine takes one action.							
Crossbow, Winch	5/10/20	2d6	1	1	d6	15	\$650
<i>Notes:</i> AP 2; Reload 2. If the shooter scores a Wound the bolt digs into the victim's flesh. On his next action, the firer may wind the winch, drawing the victim closer. This requires an opposed Strength roll against the target. A victim who can grab onto something solid, like a supporting beam or a door jamb, gains +2 to his roll. On a success, the victim is pulled 3" (6 yards), or 6" (12 yards) on a raise.							
Flare Gun (Pistol)	3/6/12	2d4	1	1	—	4	\$100
<i>Notes:</i> 1 action to reload. May set targets on fire (see Hazards in <i>Savage Worlds</i>).							
Holy Water, Grenade*	5/10/20	—	—	1	—	2	\$30
<i>Notes:</i> This small explosive fills a Small Blast Template with holy water. Use the Athletics roll as a Test against all creatures caught in the template; supernaturally evil creatures resist at -2.							
Holy Water, Pistol*	1/2/3	—	1	5	—	4	\$5
<i>Notes:</i> Shooting as a Test; supernaturally evil creatures resist at -2. A two-handed "supersoaker" costs \$50 and increases Range to 3/6/9.							
Holy Water, Spray*	1	—	1	2	—	1	\$5
<i>Notes:</i> A small mister filled with holy water. Spraying a target is an Athletics Test; supernaturally evil creatures resist at -2.							
Stake, thrown	2/4/8	Str+d4	—	—	—	2	\$10
UV Grenade	5/10/20	Special	—	—	—	2	\$100
<i>Notes:</i> Medium Blast Template thrown with Athletics. Anyone caught in the template is Distracted unless their vision is immune or protected in some way. Creatures with a Weakness to the sun, such as vampires, take 3d6 damage from the intense blast.							

* Creatures with a Weakness to holy water may suffer additional effects. See page 118 for demons and 167 for vampires.



AMMUNITION

AMMO	COST	WEIGHT	NOTES
Bolt (Mini-Crossbow)	\$1	1/10	—
Bolt (Repeating Crossbow)	\$75	6	Holds 36 quarrels
Bolt (Winch Crossbow)	\$10	1	—
Garlic Bullets	+\$5/50	*	Cause normal damage against vampires
Silver Bullets	+\$10/50	*	Cause normal damage against lycanthropes; -1 AP (minimum 0 AP)
Silver Nitrate Bullets	+\$20/50	*	+4 damage against lycanthropes
UV Bullets	+\$100/50	*	+4 damage against vampires; -1 AP (minimum 0 AP)

Note: Use the firearm's standard ammo for weight when needed.

MELEE WEAPONS

TYPE	DAMAGE	MIN STR	WEIGHT	COST
Corpse Catcher	—	d6	4	\$300
Notes: Reach 1. A successful Fighting attack means the target has been caught around his waist and Entangled — with a raise the arms are pinned as well and the target is Bound.				
Stake	Str+d4	—	2	\$10
Stake (Silver-tipped)	Str+d4	—	2	\$110



SPECIAL GEAR

TYPE	COST	WEIGHT
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Crucifix/holy symbol	\$20	1/5
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Notes: May keep creatures at bay if displayed. A successful Touch Attack with the symbol inflicts 2d4 damage. Doesn't work through armor, but the attacker can make a Called Shot to bypass all but sealed protection.

EMF Meter	\$40	1
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Notes: Rechargeable detector that gives a digital reading when a spiritual entity that emits an electromagnetic field (most ghosts and demons) is present within 6" (12 yards).

Ghost trap	\$200	5
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Notes: Once a ghost is within a Small Blast Template centered on the trap and the device activated, the ghost must make a Strength roll at -2. Failure means it's sucked in and cannot escape. Ghost traps work only on ethereal entities.

Kinect SLS Camera	\$500	2
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Notes: An infrared camera with cellphone or tablet style video screen that maps detected motion to dots that form crude stick figures to show the general shape and movement of otherwise invisible creatures. This negates 2 points of invisibility penalties for those who can see the screen.

Kirlian camera, still	\$260	3
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Notes: Captures images of ethereal beings even in total darkness. Film for the camera costs \$10 for 24 exposures.

Kirlian camera, video	\$600	6
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Notes: Shows the "aura" of ethereal beings. The film cannot be watched while it is recording, but can be played back after the event through the viewfinder. Four hour video tapes cost \$20 each.

Kirlian goggles	\$1400	2
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Notes: Allows the user to see invisible and ethereal entities, ignoring all penalties to attack them. The wearer suffers a -1 penalty to all actions not directly involving an ethereal entity, however.

Motion tracker	\$30	4
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Notes: Motion trackers use a laser grid or similar technology to detect motion at a Range of 10" (20 yards) in a 90 degree arc. This includes the movement of most ethereal entities (GM's call). An advanced rig costs \$500 and includes a video screen that maps the presence to a stick figure avatar.

Neck protector, leather	\$30	1
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Notes: Provides +1 Armor against Called Shots to the neck.

Neck protector, metal	\$120	3
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Notes: Provides +3 Armor against Called Shots to the neck.

UV flashlight	\$65	4
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Notes: Use the Cone Template to represent the UV beam. All targets within the template may Evade or be affected as if standing in bright sunlight. Creatures completely covered by cloth may not be affected (GM's call).

PRESCRIPTION

R_X MAKING HOLY WATER

Holy water is normal water blessed by an ordained member of an organized religion that endorses generally good (non-destructive) tenets. The "priest" must have the Arcane Background (Miracles) Edge.

Blessing a pint of water requires a Faith roll and uses 1 Power Point. The water remains blessed until used or actively despoiled. Mixing holy water with normal water dilutes it enough to count as despoiled.

In a fantasy game, most "good" deities should allow their priests to bless water. There may be some exceptions, of course. The god of fire, while probably a benevolent deity, is very unlikely to have water used in religious ceremonies honoring him.

Creatures with a Weakness to holy water may suffer additional effects (see page 167).

LODGES

The fight against evil can wear down even the most resilient psyche. Heroes need a place to rest and recuperate from their struggles. They need a secure place where they can gather with their companions and research the terrible things they must face together.

A lodge might be at the center of your investigators' exploits. This section lights the way toward this stony edifice, hidden vault, or even haunted house—and the travails the team must contend with to expand and keep it.

This section helps you establish a lodge for the player characters in your game world. It can create anything from a humble manor with a few loyal servants to a scientific complex with security forces. When you're ready to do so, following the steps below.

- **STEP 1:** Roll an Advantage (see below).
- **STEP 2:** Roll a Complication (page 30).
- **STEP 3:** Determine the lodge's Form and how the investigators acquire it (page 31).
- **STEP 4:** Add any Upgrades (page 33) the structure might already have when acquired. The player characters can guide its growth from there.

STEP 1: ADVANTAGE

The Advantages listed on the table below are framed in terms of traditional horror settings. Use your imagination to apply them to other themes. A lodge in a world ruled by vampires, for example, is probably a hidden safe house, forgotten vault, the top floor of an abandoned skyscraper, or even a stealthy ship cruising from port to port looking for mortal survivors.

In all cases, "members" refers to any and all permanent party members who have free access to the base and its systems. If an individual quits or leaves the party, or if the base is destroyed, any bonus is lost.

ADVANTAGE (ROLL 1D6)

1—Exotic Location: The lodge is in an unusual location relative to the flavor of the campaign, such as an unassailable promontory, an abandoned railway system, or a cave.

The group may decide to keep the lodge's location secret. This makes it more difficult for enemies to find and attack, while a known location makes it easier for clients to contract the monster hunters or allies to seek refuge.



2-Hallowed: The structure or its grounds are deeply revered and respected. It may mark the site of a great battle or heroic sacrifice, hold the remains of a legendary person, or be the former home of a prestigious order leader or monster hunter. Most locals have a Friendly attitude toward any party members known to operate from its hallowed halls, and all team members start each session with an additional Benny.

3-Inspiring: Those who live in the lodge are inspired to great deeds of selflessness and heroism. Inspiration might come from paintings of predecessors on the walls, busts of fallen heroes, trophies from previous victories, or even phenomenal architecture that inspires the soul. All party members' Spirit die is increased one die type. The bonus is lost when a character leaves the team.

4-Mentor: The base is managed by an exceptional individual. He or she might be a retired detective, a beloved relative of one or more party members, a veteran monster hunter, an entire staff, or a mysterious apparition. The GM should create a character that fits the setting and the theme of the lodge and use him or her to support the team in their adventures.

At the start of each session, randomly choose one player character. Continue to do so each session until every player has been chosen once, then start again. That character may recite a brief tale of the mentor's guidance or inspiration to gain Conviction that must be used on some action relevant to the anecdote. If the Conviction isn't used by the end of the adventure, it's lost.

5-Productive: The lodge produces exceptional wealth of some kind. Members share in the rewards and enjoy a monthly bonus equal to their Starting Funds times their Rank (2× at Seasoned, 3× at Veteran, and so on). Of course, rivals covet the lodge's fortune and may attempt to steal or destroy it.

6-Renowned: The lodge is famous for something. Perhaps it holds a wondrous library of occult texts, survived some famous catastrophe, or is one of the foremost training academies.

All party members gain a permanent die type in a Trait of their choice. The bonus might come from exposure to divine or magical phenomena, exceptional training equipment or tutors, or the high standards the place demands of the party members.

STEP 2: COMPLICATION

Complications are long-term issues with the lodge. The heroes might be able to resolve the matter for a while, but it eventually returns, changes, or evolves with a slight twist or change to keep the story interesting.

COMPLICATION (ROLL 1D10)

1-Contested: A powerful rival wants the lodge for her own. She's constantly attempting to take it by guile, force, blackmail, subterfuge, or even holy writ! This is usually a villain, but could also be a rival party of adventurers or even an unfriendly noble, ruler, or businessman with a petty grudge.

The team gains the Enemy (Minor) Hindrance. The enemy might be powerful but only show up occasionally, or may be less powerful but more frequent in its actions.

2-Crumbling: The lodge is falling apart. It may be old, was built poorly, lies on an eroding sea cliff, or suffered one too many zombie hordes. Doors stick, rats scuttle in the walls, books are ruined by mildew, floors slope at slight angles, or bits of masonry fall randomly. When rolling for Encounters (page 35), a roll of 5-9 indicates the Collapse result instead.

3-Cursed: The place reeks of ancient and corrupted power. Any character with an Arcane Background adds +1 to her rolls (this isn't a choice), but a Critical Failure has particularly disastrous consequences. A Permanent Injury, demonic possession, opening portals to a flood of supernatural foes, or similar catastrophes are all viable.

4-Dampened: Casters increase the cost of any powers activated inside the structure (or an area of the grounds defined by the GM) by 1.

5-Desolate: The area is poor, has few resources, and/or is extremely remote. The people are generally impoverished and the owners must constantly put 25% of any earnings they receive into the lodge or the local economy to keep it afloat.

6-Foreboding: The structure is labyrinthine, terrifying, a reminder of some terrible tragedy or betrayal, ugly, or perhaps located in some strange or unnatural place. Visitors are uneasy there, help is hard to find (and retain), and the world's perception of its inhabitants is inevitably tainted.

Party members have the Bad Luck Hindrance (this doesn't stack with a character's Bad Luck). Roll again until you get a different result if the lodge's Advantage is Hallowed.

7-Haunted: The structure is haunted by one or more hostile spirits. They may be sly, causing terrible accidents that disguise their presence, or they may be screeching terrors that wander the halls each night, seeking trouble and mischief. Ridding the grounds of the phantom should require considerable research and effort.

8-Intruders: The lodge is frequently attacked by enemies of some sort. The building may sit above an old burial ground, uncharted tunnels, or portals to another world.

These foes occasionally find their way inside to cause trouble, destroy evidence, or even attack. They may be spirits, demons, a subterranean race, ghouls, undead, or even beings from eldritch dimensions.

9-Profane: The structure is built on corrupted ground of some kind. While on its grounds, supernaturally evil beings add +1 to all Trait rolls.

10-Strange Staff: The staff that manage the site's day-to-day operations are a little odd. They may have off-putting habits or demeanors, are members of an occasionally troublesome cult or order, or are just generally untrustworthy.

STEP 3: FORM

Once the nature of the lodge has been established, figure out its general form and appearance. The heroes don't have to have a stodgy brownstone, Victorian manor, or rickety house at the edge of a cliff. They might have an underground vault, a lighthouse, or even a tavern or bookstore.

For this reason, the exact size of the building isn't defined—it should simply conform to its narrative description. A manor with a built-in hospital must be large enough to accommodate it, its supplies, and staff.

The heroes' personal quarters should fit the theme of the place as well. Perhaps everyone gets their own suite in a manor, or must share gloomy subway cars in the cramped tunnels of an abandoned underground rail system.

Whatever it is, the lodge is large enough to accommodate the party's quarters, mess, meeting rooms, and Upgrades (page 33).

If the team later changes their lodge so that the description no longer makes sense, the GM and players can describe an expansion, they can move to a new location, or whatever else fits narratively.

ACQUISITION

Next decide how the heroes came by their base. The group might assume ownership after cleaning a house of spirits or inherit it from a mysterious relative. They might also work for an organization that sponsors them, much like the lodges in the *Rippers* campaign setting. Even a posse in *Deadlands* might claim an old manor as their base of operations.

Don't worry about the "cost" of the lodge. Decide what makes sense for the group and their environment and use it as an opportunity to emphasize the flavor of the setting. If the investigators came together after a zombie apocalypse, maybe they have to hole up in a relatively secure apartment building. If the group are accomplished monster hunters, maybe the Vatican gives them a building within the holy city, or an old monastery elsewhere in Europe. Both reinforce the feel of the game and even create new adventure ideas. What do the heroes have to do to earn respect? Does the patron expect something in return?

MAINTENANCE

Depending on the time period and culture, lodges come with any necessary suitable nonplayer character staff such as gardeners, butlers, or even internet technicians in a modern, larger building. The players and GM should work together to name a few of these individuals and give them personalities or habits to make them memorable and unique (you can use the **Allied Personalities** table in *Savage Worlds* for inspiration, if you like).

The cost to maintain the lodge isn't something the players and Game Master should normally track. It might be paid for by a wealthy patron, media appearances, or sales of strange artifacts and information the investigators find in the course of their adventures.

Financial matters might occasionally create adventures, though. A rival business might set out to ruin the group, an enemy might hack their finances, jobs might be sparse, or the local economy might simply dry up. All of these might cause the group to take on jobs—and risks!—they normally wouldn't.

Use the maintenance and upkeep of the team's stronghold to create drama and roleplaying situations. Don't worry about counting pennies—that's not the kind of horror the players likely signed on for.



STEP 4: UPGRADES

Lodges consist of personal living quarters, kitchens, meeting rooms, and other basic areas by default. Anything else is an “Upgrade.” When the group earns an Advance, they may also add any one of the Upgrades below to their lodge. It’s up to the party to figure out what to do if they can’t agree on which Upgrade to take!

The lodges imagined here are generally old manors, hidden vaults, or relatively small facilities. If the party has a larger building, such as a keep or castle, the GM may allow them to use some entries from the *Fantasy Companion* in addition to or instead of those presented here. More modern settings might also allow Upgrades from the *Super Powers* or *Science Fiction Companions*.

Encounters: Whenever the group Upgrades the lodge, roll on the **Encounters** table on page 35. If the party isn’t around for the encounter, the GM can send word of the event or save it for when they return as she sees fit.

ROOM UPGRADES

Chemistry Lab: The lodge has a chemist who produces a useful tonic of some sort once per week. The group can choose from one of those listed in the Arcane Items chapter (page 94).

Duelist: *Requires Training Grounds Upgrade.* A renowned fighter hones the party’s martial skills. If a hero Trains with him (see Downtime on page 39), her Fighting increases a die type when activating her rerolls.

Garage/Hangar: A garage, hangar, or coach house for vehicles or aircraft. Excellent tools, ample bays, and ready supplies allow any mechanics working here to ignore 2 points of penalties when making Repair rolls to fix damaged vehicles of any kind.

Graveyard: The lodge has its own graveyard, crypt, or tomb to hold the remains of great heroes, honorable friends, and loyal servants. Though this may occasionally cause trouble if the dead rise, the grim reminder of mortality adds +1 to all members’ Vigor rolls.

Guards: The lodge has a dedicated guard appropriate to its size. For a manor this might be a half-dozen private security guards. A government-run complex might have an entire squad of security officers with body armor and automatic weapons. A ranch in the Old West might have a dozen grim cowboys who prowl the fencelines looking for trouble.

This Upgrade may be taken up to three times to increase the number of guards or grant them better equipment (GM’s call).

Hidden Entrance: The lodge has a secure method its members and vehicles (and mounts in archaic settings) can enter and exit without being seen. This might be a connection to the local sewers or subway or an underground tunnel running to a concealed cave entrance.

Hospital: The party has a medical facility with beds, supplies, and a dedicated healer (Healing d8). If this Upgrade is taken a second time, the healer is a Wild Card (Healing d10, the Healer Edge) and the hospital is large enough to accommodate a dozen or so patients.

Library: A room full of useful books. Anyone performing a Common Knowledge or Research roll in the library gets one free reroll per attempt if the GM feels such information might be found within these tomes.

Master Gunner: A firearms expert teaches Shooting. If a hero Trains with her (see Downtime on page 39), her Shooting increases a die type when activating her rerolls.

Menagerie: The lodge has a small “zoo” it can use to keep strange or otherworldly creatures they don’t want to kill but can’t turn loose on the general public.

Monster Pens: Secure cells allow the party to hold those creatures they otherwise don’t know what to do with. The number of cells grows as the lodge grows.

ROOM UPGRADES, CONT.

Monument: This Upgrade may only be taken after a party member falls! A monument in a prominent location in the stronghold recounts her achievements and final sacrifice. Every member of the party increases their Spirit one die type permanently. This may only be taken once, no matter how many monuments are eventually installed.

Occult Library: The books in this room are best sealed behind locked doors. They grant a free reroll per Occult roll if the GM feels such information might be found within the blasphemous tomes.

Pious Priest: *Requires Sanctuary.* A devout priest attends the lodge. Training with him (see **Downtime** on page 39) increases a hero's Faith one die type when he activates his rerolls.

Psychoanalyst: The lodge employs a dedicated psychologist or psychiatrist to help its members deal with the trauma of their horrific encounters. Characters who employ the Rest option to eliminate Psychoses during Downtime (see page 39) reduce the penalty by 2.

Radio Room: *Pulp or Modern settings only.* Communications gear that can reach most anywhere in the world given a little time and effort. In the pulp era, this might include pneumatic tube systems linked directly to the press, personal contacts, or local authorities. The system allows investigators to make Networking rolls from their lair at a -2 penalty.

Reception Hall: An impressive hall for feasting, meeting, or entertaining important guests. Members get a reroll on Persuasion or Intimidation rolls while in the hall.

Sanctuary: The lodge has a small chapel, either non-denominational or dedicated to a particular religion as the group sees fit. Those who follow this religion add +1 to any Faith roll made within. If this Upgrade is taken a second time it becomes a church with seating for an entire congregation.

Spirit Containment Units: This weird room contains magical, divine, or scientific prisons for spirits. If the Upgrade is ever damaged, the spirits may escape!

Stable Master: *Requires Stables Upgrade.* The heroes hire a veteran stable master to care for their mounts. After a few weeks of training, the beasts' Pace increases by +2 when ridden by any member of the lodge.

Stables: The grounds contain secure stables for the heroes' mounts.

Summoning Chamber: This room has a summoning circle inlaid on the floor in some permanent fashion. Summoning demons and other entities here is no easier than elsewhere, but other wards and markings on the sole exit prevent such beings from escaping. That may be little help to those inside who must contend with the creatures' wrath, however.

Training Grounds: *Requires Guards.* A dedicated training area increases the lodge's guards' Fighting or Shooting skill one die type (distributed as the players see fit). If taken a second time, it increases the guards' Strength or Vigor one die type (players' choice). The third time this Upgrade is taken, the guards have any one Combat Edge for which they're eligible.

Trophy Room: The heroes dedicate a secure room to relics of their most memorable quests. This Upgrade may be taken up to three times, representing new trophies that add a Benny to a special team pool. When this Upgrade is implemented, and at the start of each session afterward, the players should take turns being in charge of the pool. The player with this role can hand out these Bennies at any time, granting them as she thinks appropriate to her teammates (and even nonplayer characters).

ENCOUNTERS

Every time your group Upgrades the lodge, roll a d20 and consult the **Encounters** table below. As always, the Game Master should customize details for her world and the party's particular backgrounds and adventures.

ENCOUNTERS

1—Time of Trouble: Roll twice and apply both results!

2–8—Peace: It's quiet. Too quiet. But strangely, nothing happens.

9—Collapse: Some part of the lodge collapses. Any one Upgrade, GM's choice, is lost in some disaster, fire, or mysterious rot.

10—Defend: Something threatens the stronghold directly. A cabal of evil beings retaliate for being hunted or a rival lures or summons monsters to attack.

11—Torches & Pitchforks: The neighbors are upset. Perhaps they've learned about the monster hunters and think they're riling up deadly creatures in their backyard. Or a local authority causes trouble but is clearly an evil doppelganger with designs on the lodge and its inhabitants. Refusal to take action has dire consequences.

12—Shortfall: The lodge needs money for maintenance, expansion, or some unexpected dilemma. The heroes must find a way to generate significant income. They might have to take on a ghostbusting job they don't want, engage with a conspiracy theorist, or go hunting for valuable treasures to cover their shortfall.

13—Thieves: Someone wants something from the lodge. Perhaps thieves hear of the treasures stored within (real or imagined) and plan a heist, the local authorities decide to confiscate something they feel is dangerous (or valuable!), or members of a "fan club" sneak in for souvenirs.

14—Sickness: A sickness goes around the lodge. The staff are Incapacitated and the player characters are Fatigued and stay that way until they discover its mysterious source.

15—Natural Disaster: A fire, flood, landslide, or other natural disaster threatens the lodge. Perhaps it's avoidable, or perhaps the heroes must ride to the rescue, and perhaps fight some fiend responsible for the tragedy.

16—Economic Woes: The surrounding citizens, the world, a patron, or others who affect the local economy go through a massive recession/depression. This might spark local crime waves, disrupt or cancel travel, make supplies like ammo or ghostbusting equipment unavailable, or cause staff/hirelings to move away. The effects may be tied to something the heroes can fix, or they may just have to wait until some change in local, national, or global leadership.

17—The Hunted: Something stalks the locals near the lodge or its environs. Locals are missing or have been killed and the populace cries out to the lodge for help.

18—Outbreak: Some sort of monster rises up in the streets near the lodge. It could be a full-blown zombie outbreak, a pack of werewolves who decide to go public, or vampires who take over the town as their personal larder. The event might be public or it might be subversive.

19—Haunted: A demon, ghost, or other entity slips through into the physical world and takes up residence in the heroes' lodge, attracted to some magical artifact or practice.

20—Upheaval: Something important changes, perhaps forever. The lodge's patron might pass, the government falls in a coup to a hostile force, friendly authorities are replaced with hostile forces, a law is passed that outlaws the heroes' actions, or some other fundamental change occurs that's critical to the setting.



CHAPTER THREE

SETTING RULES

Games which focus heavily on horror benefit from a few additions to the rules, such as how to handle sanity, curses, and fortune telling. This section details these macabre subjects and how to integrate them into your game.

NEW & UPDATED RULES

We've made a few rules changes since the *Savage Worlds Adventure Edition* was first published. You'll find all of them in the latest update to *Savage Worlds* on our website and they will be amended in future printings.

Below are new rules and updates that are particularly important for some of the powers and creature abilities.

BOUND AND ENTANGLED

The rules for being Bound and Entangled have been updated since the first printing of the *Savage Worlds Adventure Edition*.

Playtesting has shown us the *entangle* spell has become a bit too powerful, especially in small spaces like haunted mansions. We also wanted to make sure things like handcuffs weren't too easy to escape from, so we've made a few changes.

First, the *entangle* power (from the core book) no longer has the Strong Power Modifier.

Second, the Entangled status now makes the victim Vulnerable rather than Distracted, and we clarified a few aspects of Breaking Free from a device. The amended text for both is below.

- **ENTANGLED:** The victim can't move and is Vulnerable as long as he remains Entangled.
- **BOUND:** The victim may not move, is Distracted and Vulnerable as long as he remains Bound, and cannot make physical actions other than trying to break free.

Breaking Free: Attempting to break free from being Bound or Entangled is an action using Strength at -2 or Athletics.

Breaking Free from a Device: A character bound by a physical device (such as a net, manacles, or handcuffs) who fails to break free can't try again until the situation changes in some way (GM's call).

Bound or Entangled victims may try to destroy the entanglement with an accessible and appropriate weapon (GM's call based on circumstances and the entangling material). Weapon attacks hit automatically (see **Breaking Things**), and attackers may Wild Attack for +2 damage. Webs, ropes, nets, and the like are generally Hardness 4. If successful the character is un-Entangled.

(others in an area effect entanglement must be freed separately unless the attack is an area effect itself).

DESPERATE ATTACK

Desperate attacks are frantic efforts to hit a target at the expense of damage. The attacker adds +2 or +4 to any Fighting roll and subtracts a like amount from damage if he hits. This can be determined per attack (before rolling), and can't be combined with Wild Attack.

LIMITED ACTIONS

A character may only perform one limited action on their turn, whether it's the same or different actions. For example, a spirit may turn ethereal or corporeal as a limited action. That means it can't do both in the same turn.

The same applies to free actions. If a serial killer can teleport as a "limited free action," he may only do so once per turn.

NEW HAZARD

HIGH ALTITUDE

Traversing landscapes at high elevations can cause Fatigue—and potentially worse—to those who aren't used to it. When traveling at altitudes roughly a mile high or higher, a character must make a Vigor roll every four hours. Failure means the hero incurs a Fatigue level. The roll is at -2 for elevation greater than 10,000 feet, and -4 (maximum) for higher than 15,000 feet.

Characters acclimated to these elevations reduce the penalty by 2.

Incapacitation: Incapacitated victims fall unconscious for 2d6 hours.

Recovery: Victims regain one level of Fatigue per hour of rest as usual.

STREAM TEMPLATE

Any power or other effect that uses a Cone Template may use the Stream Template instead. This is a straight line 1" (2 yards) wide and 12" (24 yards) long. If you aren't using miniatures, the GM can generally assume it affects three foes.

BUCKETS OF BLOOD

In "splatter films," victims often explode in showers of blood far beyond what the human body might possibly hold.

Anytime an individual dies in some gruesome fashion—whether it's an Extra or a player character—his corpse erupts in a massive blood spray.

Place the Cone Template on the victim, facing directly away from the angle of attack (or in whatever other way makes sense). Anyone caught in the template is drenched in blood and gore. The unfortunate soul must make a Fear check at -2 (or -4 if he was Loyal or the deceased was a close friend or ally).

The area within the template is slippery for several hours. Anyone moving through it or taking complex physical actions (like Fighting) must make an Agility roll before performing their action or fall and become Distracted and suffer Fatigue from Bumps & Bruises.

Being drenched in blood might also make it easier for certain creatures to smell the character or pick him out of a group.

"HELL IS EMPTY,
AND ALL THE
DEVILS ARE HERE."

—Ariel to Prospero,
The Tempest



DIFFICULT HEALING

It's fairly easy to keep a party at full strength if one or two members of the group have the *healing* power. In a more realistic game, you can make healing a bit more difficult without getting rid of it entirely—constant penalties aren't much fun for players, after all.

If this Setting Rule is used, a healer has only one chance to heal a particular Wound. A healer can attempt to heal any new Wounds as they occur, but further attempts don't affect any Wounds it already failed to improve or are over an hour old. This applies to both the skill and any magical healing ability.

Example: *Gabe is bitten by a wolf while stalking the Black Forest of Germany and takes two Wounds. Red has a mysterious amulet that allows her to cast the healing spell once per day using her Occult skill. She drips a drop of blood on the amulet, makes her roll, and heals one of Gabe's two Wounds. Later on, Gabe falls down a cliff and takes another Wound. Red can attempt to heal this new Wound, but the previous Wound left over from the wolves must heal naturally.*

DOWNTIME

Investigators often have time between mysteries where they tend to their jobs or families, practice the strange skills their adventures have exposed them to, research the horrors they suspect lurk in the darkness, or pray to their deities for guidance.

When the Game Master decides there's "downtime" (generally a few days to a week), you can choose one of the following activities. Each provides a benefit of some sort, from financial rewards to rerolls on select Traits. Choose the option your hero will follow then narrate a brief vignette of her actions for the rest of the party.

Unless an option says otherwise, its effect may only be gained once per downtime no matter how long the characters have away from adventuring.

CAROUSE

Carousing characters spend their time socializing with friends, making new ones, or cementing relationships with their contacts. This usually involves considerable cost and time spent at local restaurants, theaters, gaming, or other social activities.

During her Downtime, a Novice character spends \$50 in food, drink, and entertainment. Double that for each Rank thereafter: \$100 for Seasoned, \$200 for Veteran, \$400 for Heroic, and \$800 if she's Legendary.

In exchange, she gains a local favor she can call in at any time. The greater her Rank and her overall standing in the community (GM's call), the greater the favor.

CENTER

The hero focuses on whatever brings her happiness. That might include quality time with friends, binge-watching a hot new show, going for a road trip, painting, reading, writing, performing, dancing, or courting a romantic interest.

Whatever the activity, the goal is inner peace. Taking a week to enjoy the fruits of one's labors grants the character Conviction.

EARN

The hero earns money. Maybe she goes about her usual job, writes an adventure for a game company, sells off some of the unlisted artifacts gathered in her adventures, or performs at a street fair or local theater.

The hero must make a relevant skill roll to earn her reward—Thievery for scoundrels, Fighting for Mercenaries, Performance for entertainers, etc. Use an appropriate attribute for more mundane jobs.

A Critical Failure means the character doesn't make any money and takes Fatigue from overwork or an accident of some kind. If the job was dangerous, she also takes d4 Wounds. Failure means she doesn't make any money and embarrasses herself somehow.

In a modern economy, success grants the campaign's Starting Funds, or twice that with a raise.

RESEARCH

A character can spend her Downtime developing or learning new powers. This doesn't permanently give her a power, but allows her to use any spell or miracle from her Available Powers list and of her Rank or lower for one entire encounter.

The character may also temporarily change the Trapping of a power she already has for one encounter—turning a fireball into an ice blast, for example.

The spell is cast at a -2 penalty, but is otherwise treated just like one of the caster's regular powers. This can be particularly useful if the mage or priest must prepare to face a threat with a particular weakness.

Finally, Research can also be used to reveal deep information about a particular subject. The GM decides just how much the investigator learns based on the roll and given the topic, location, and resources at hand. This might reveal the weakness of a certain type of monster, the details of a victim or suspect's past, or the last known location of some lost artifact.

REST

Those who have suffered grievous Wounds might need to rest during Downtime to recover their health.

Use the **Natural Healing** rules during the week. Any healers in the group can provide Support, as can other allies or hired professionals such as priests at a temple or physicians in a nobleman's employ.

Rest also allows a character to make a Smarts roll at -2 to remove a Psychosis if he's suffered any (see page 43). Success removes one Psychosis and a raise removes two.

Regardless of either outcome, the character gains a Benny.

TRAIN

An investigator can practice a specific skill or attribute to temporarily increase its effectiveness. A character might train Fighting by sparring with a trainer, Persuasion by public speaking, Occult by studying forbidden tomes, Strength or Vigor with vigorous exercise, and so on.

The character must possess at least d4 in any skill chosen for training. Afterwards, she gets a free reroll when failing that skill or attribute for one entire encounter. This stacks with any other rerolls she may have from other sources.

The player chooses when to activate her rerolls as a free action.

If she Trains again, the previous focus is lost.



ENVIRONMENTAL PHENOMENA

Horror tales are rife with environmental or chronological phenomena that dramatically affect the story. A ritual might only be cast on profane ground at the Blood Moon, for example, or a spirit haunting a particular site might be far more powerful on the anniversary of its death.

The sections below can be used to augment your tales of bloodcurdling horror.

CHRONOLOGICAL PHENOMENA

ALL HALLOWS' EVE

Supernaturally evil creatures revel on the night before All Saints' Day. From sunset on October 31st to the following sunrise, abominations gain an additional Action Card in combat and may choose which to act on.

ANNIVERSARY OF A SPIRIT'S DEATH

Ghosts are much more powerful on the anniversary of their death. Starting at sunrise on the date of their death and ending the following sunrise, the spirit acts as if it has Conviction for all Trait and damage rolls and has the Unstoppable ability.

BLOOD MOON

True blood moons occur when the moon is in a total lunar eclipse, turning it deep red. All Power Modifiers are free for evil spellcasters during the blood moon, and they add +d6 to their Spellcasting rolls.

DEVIL'S NIGHT

Certain demons, devils, and creatures of the Abyss are sometimes turned loose on the night before Halloween (or other nights of the GM's choosing depending on the setting).

During this time, all demonic beings gain +2 points of hellish Toughness, or +4 if their Toughness is already 10 or higher.

TERRAIN

CONSECRATED/ PROFANE GROUND

Supernaturally good beings draw strength from consecrated ground such as churches or holy sites. They gain +2 Toughness while upon it. Supernaturally evil creatures are Distracted and Vulnerable while on consecrated ground. If the site is particularly powerful, such as a cathedral, scene of a miracle, or other revered site, evil entities take 2d4 damage at the end of their turn as well.

The opposite is true for profane sites—evil entities gain the Toughness bonus and good entities such as angels or avatars suffer the penalties.

FACTORIES/JUNKYARDS

Mechanical constructs and the like may find refuge amid heaps of metal and lonesome scrapyards. Every ten minutes spent in such a place allows the entity to make a Vigor roll to heal a Wound (or two with a raise).

Alternatively, a construct (or an ally) can spend that time applying metal scraps to its body. This gives it +2 Armor for its next hit. After that the makeshift protection falls apart. A construct may never gain more than one armor bonus from this action.

GRAVEYARDS

Lonesome graveyards, forgotten cemeteries, and old Boot Hills thrum with the negative energy of death. Casting the *zombie* power grants +d6 additional zombies (if the caster chooses, per the Additional Zombies modifier). Large cemeteries may grant 2d6 additional zombies per casting!

HOT/COLD EXTREMES

Creatures born of fire, ash, sulfur, or lava draw strength from intense flames, and horrors of the ice and snow are replenished by extreme cold.

If a Wounded being with Environmental Resistance is in an extreme environment or can contact an extreme source of its desired temperature, it may make a Vigor roll once per day. Success heals one Wound and a raise heals another.

WEATHER

STORMS

Few horror tales are complete without driving rain, howling winds, and flashing lightning. The Hazards section in *Savage Worlds* covers blizzards, heat waves, and many other environmental effects, but below are additional rules you can use to reflect the nature of vicious thunderstorms.

Lightning: For dramatic effect, the GM can emphasize the danger of a lightning strike anytime the party is outdoors in a thunderstorm. The GM should roll a d10 every few minutes outside of combat, or every time a Joker comes up if the game is in rounds. On a 1, one of the beings in the scene (character, creature, etc.) is struck by lightning for 3d10 damage.

Rain: Constant rain slowly soaks investigators to the bone, dampening spirits as well as clothes and shoes. Spirit rolls are made at -1 after an hour or more in the unrelenting rain.

Downpours reduce visibility to 12" (24 yards) and cast the entire area in Dim or Dark lighting depending on the time of day and environment (GM's call).

Heavy rain extinguishes fires within 1d10 rounds, and only volatile materials have a random chance of igniting from fire-based attacks.

Critical Failures on most physical actions cause Fatigue from Bumps & Bruises as the character slips and falls on wet or muddy ground.

Wind: Gale-force winds subtract 2 from firearms attacks beyond 6" (12 yards) and 4 from all thrown weapons, bows, crossbows, and the like. Characters exposed to the elements are Distracted.

TORNADOES

If a storm is bad enough, it might become a tornado. Anyone in its path is caught up in the funnel and hurled hundreds of yards distant. This is usually instant death, but victims do occasionally survive. For dramatic purposes, we suggest treating this as d6+2 Wounds which the character may Soak as usual, but ignore the Wound Cap rule even if it's in play.

"VIENE LA TORMENTA!"

-Gas Station Attendant,
Terminator 2



EXPANDED FEAR EFFECTS

Fear is a critical part of horror games, so we've expanded the effects Fear has on our intrepid adventurers. The conditions described in this section are meant to represent the kind of mental trauma seen in horror movies, other roleplaying games, and the fiction of authors like H.P. Lovecraft—it is not an attempt to deal with the real-world complexities of mental illness.

FEAR CHECKS

Characters make a Fear check (a Spirit roll as a free action) when confronted by terrifying monsters or situations (ignore the rules for Nausea in *Savage Worlds* when using these rules). Success means the hero withstands the situation and carries on. Failure means he must roll on the **Fear Effects** table (the GM may simply have Extras Panic if desired).

Modifiers: Add any negative modifiers to the Fear check as a positive modifier on the **Fear Effects** table (and vice-versa). Add +2 to the final roll if the character Critically Failed the Fear check.

Example: A character comes across a particularly gory scene (-2) and Critically Fails his Fear check. He adds +4 to his roll on the Fear Effects table.

BECOMING JADED

Characters shouldn't make Fear checks every time they see a particular type of creature or come across a grisly scene. If the party battles their way through a city overrun by zombies, for example, they should only roll the first time they encounter them, or if they're surprised, trapped, or otherwise confronted by the zombies in a different situation.

BREAKDOWN

A character may not have more than three Psychoses caused by the **Fear Effects** table on the following page. If a further Psychosis would occur see the Psychotic Break entry on the 22+ result row instead. Don't include Hindrances gained in other ways, such as character creation.

TREATING FEAR EFFECTS

Psychoses gained from failed Fear checks can be removed in two ways:

- **REST/THERAPY:** See Downtime, page 40.
- **TRIUMPHING OVER EVIL:** Investigators who participate in the defeat of a terrible threat (GM's call) may remove any one Phobia or Psychosis (Minor or Major) inflicted by Fear. This usually means defeating the villain of a tale (or powerful minion), but might also include saving a village, ruining some cataclysmic scheme, or any other significant accomplishment the GM feels might restore the party's will to fight.

Note: Hindrances chosen at character creation can only be removed by Advances—those are too deeply ingrained in a hero's psyche. The options above may be the narrative reason for the improvement, of course.

"WE ALL GO A LITTLE
MAD SOMETIMES."

—Norman Bates,
Psycho

SANITY RULES!

The first edition of the *Horror Companion* and some of our *Savage Settings* used a numerical "Sanity" system to reflect a character's spiral into madness.

That's familiar to most gamers but can feel a little artificial and has little effect in one-shots unless characters start with lower-than-usual scores.

In this edition we worked declining sanity directly into the usual Fear check process for a more natural result.

Combat-effects rattle our heroes while growing psychoses help players roleplay growing insanity.

CITY MORGUE
OFFICE OF THE CORONER

FEAR EFFECTS

D20* RESULTS

1–3	Adrenaline Surge: The hero’s “fight” response takes over. He acts as if he had a Joker this round! Out of combat, the hero is resolved instead. He accepts some terrible truth and may either remove any one Psychosis or gain a point of Conviction.
4–6	Distracted: The hero is Distracted until the end of her next turn. Out of combat, she also gains a level of Fatigue for the remainder of the scene.
7–9	Vulnerable: The target is Vulnerable until the end of his next turn. Out of combat, he also gains a level of Fatigue for the remainder of the scene.
10–12	Shaken: The character is Shaken. Out of combat, she also gains a level of Fatigue for the remainder of the session.
13	The Mark of Fear: The hero is Stunned and suffers some cosmetic physical alteration—a white streak forms in his hair, his eyes twitch constantly, or some other minor physical alteration manifests.
14–15	Frightened: The character gains the Hesitant Hindrance for the remainder of the encounter (or session if not in combat). If she already has it, she’s Panicked instead.
16–17	Panicked: The victim immediately moves his full Pace plus running die away from the danger and is Shaken. Out of combat, the investigator also gains a Minor Psychosis for the remainder of the session (see below).
18–19	Minor Psychosis: The victim gains a Minor Hindrance. Choose or roll on the Minor Hindrances section of the Random Psychoses table below.
20–21	Major Psychosis: As Minor Psychosis but choose or roll on the Major Hindrances section of the Random Psychoses table below.
	The hero is so overwhelmed by terror that her heart seizes or her mind snaps. The Game Master may choose either of the results below randomly or decide which makes more sense based on the nature of the threat, the setting, and the character.
22+	Heart Attack: The hero must make an immediate Vigor roll at –2. If successful, she’s Stunned. If she fails, she’s Incapacitated and dies in 2d6 rounds. In the latter case, a Healing roll at –4 saves her life, but she remains Incapacitated. She may be treated normally thereafter (see Incapacitation under Healing in <i>Savage Worlds</i>).
	Psychotic Break: If the hero has fewer than three Psychoses, she immediately chooses or rolls on the Major Hindrances section of the Random Psychoses table below. The unfortunate soul becomes a nonplayer character under the GM’s control until she can be captured and rehabilitated. During this time she might be catatonic, violent, murderous, etc., depending on the trigger, her nature, the setting, and the circumstances of her madness.

* Add the creature’s Fear penalty as a positive number to this roll.

RANDOM PSYCHOSES

MINOR HINDRANCES (D12)				MAJOR HINDRANCES (D12)			
1	Cautious	7	Quirk	1	Bloodthirsty	7	Night Terrors
2	Delusional	8	Screamer	2	Cursed	8	Phobia
3	Dread	9	Stubborn	3	Delusional	9	Ruthless
4	Habit	10	Superstitious	4	Doomed	10	Screamer
5	Hesitant	11	Suspicious	5	Habit	11	Suspicious
6	Phobia	12	Thin Skinned	6	Mute	12	Yellow

PLAYING TO THE TROPE\$

Characters in horror tales are often their own worst enemies. They split up to “cover more ground,” read aloud from the clearly evil book covered in human skin, or engage in various vices that mark them for grisly ends (these are often morality tales, after all).

Players in roleplaying games know better. They aren’t forced to walk down the dark corridor unarmed. They keep the group together. They don’t go off alone with the clearly supernatural but incredibly handsome man or beautiful woman.

To encourage more risky behavior from your hapless heroes, characters who deliberately play to a risky trope should occasionally get a Benny.

Common sense applies as always—the characters shouldn’t get a Benny every time they split the party. The GM can choose when she thinks it’s appropriate—the first time it happens to show everyone the mechanic, when it’s clearly risky, when they don’t already have a stack of Bennies, and so on.

Players can deliberately screw their characters over by the way; they don’t have to wait for the dice to give them mishaps. Want to say your heroine trips and falls as she runs from the rampaging demon? Just tell the GM that’s what happens and see how things play out. If it gets your investigator in serious trouble, the GM is likely to reward you for contributing to the story and the atmosphere of the tale.

Consider this rule encouragement to bargain with the Game Master. The characters do things common to horror films (or whatever sub-genre you’re emulating) and hope it results in a Benny—either right away or as the GM sees what happens. This is an art and a little cooperative storytelling, not a hard rule.

**“BE AFRAID. BE
VERY AFRAID.”**

**—Veronica,
The Fly**

Rx

PRESCRIPTION

Common Horror Tropes

Here are some tropes common to horror movies that are often worthy of a Benny:

- engage in various vices that leave the character impaired in some way (per the tropes of certain types of horror movies)
- split up the party
- get into a car without checking the back seat
- “flood” the engine of your car so it won’t start right away
- trip while running
- hide a bite mark that’s clearly going to turn the hero into a brain-eating zombie
- run away from the killer/monster after putting it down without making sure it’s dead
- insult someone who’s obviously more than they seem or could help them later on
- touch things you know you shouldn’t
- pick up a sketchy hitchhiker
- sit with your back to a flimsy door or window where the monster/killer can easily get through it
- lie about (or forget to tell anyone) where the party is going so no one knows where they’ve disappeared to
- reach into a dark hole or crevice
- wander off to investigate a strange noise or sight alone or without telling the rest of the party
- tease/taunt or otherwise draw the attention of some entity (like looking in a mirror and saying Bloody Mary three times)

SIGNS AND PORTENTS

Horror tales often feature signs, portents, prophecies, or mysterious fortune tellers with cryptic advice and dire warnings. Most are fakes and swindlers looking to prey off the desperate, but sometimes these portents are very real. The following system conveys the feel of these portentous events in your game.

Use these rules when the party seeks out a fortune teller, psychic, or other magical or spiritual source of information.

THE SOURCE

Granting foreknowledge should almost always be a strange and unsettling affair. Before you impart information to the investigators, make sure to set an appropriate stage.

If a character's source is a mysterious fortune teller in Eastern Europe, for example, describe the guarded looks of the burly hunters who protect her, the strange fetishes that hang from the walls of her home, and the eerie stillness of the dark glade she dwells in. In a science-fiction setting, perhaps an emotionally distant computer AI models or predicts some outcome with cold, emotionless calculations. In a modern or Victorian setting, the visions might occur in fitful, gothic nightmares.

THE PRICE

Fortune tellers often require a price for their services and the great risks they take for engaging with supernatural forces. That price largely depends on the subject of the request and the darkness of the setting, but it should be something significant. A fortune teller might ask for the gold tooth of a dead man—or revenge on her bloodsworn enemy. A voodoo priestess might require a personal artifact of some local notable—and the hero must decide if he will expose that victim to her possible curse. In a sword and sorcery horror game, an old wizard might ask the hero to gather rare ingredients or perform some quest. The Game Master can determine the fee based on the situation, or she might use the **Exotic Ritual Components** table on page 71 for ideas.

Sometimes the price is paid involuntarily because the player characters refuse to interact with “charlatans” or occultists.

Fate may intervene in such cases, bringing the prediction to the heroes whether they want it or not. Maybe a maniac jumps out at the party screaming a cryptic message that only make sense as the tale progresses. Or a character opens a fortune cookie with a strangely portentous message inside. The Game Master essentially sets the “price” by the difficulty or discomfort caused by the encounter and the vagaries of the message.

THE REVELATION

Once the price is paid (or incurred), the source reveals its warning or information. The greater the price, the greater the information provided.

EXAMPLE: WAX WORK

Red and Gabe are Victorian heroes in our *Rippers* campaign setting. A serial killer is murdering police officers in Paris and our heroes have hit a dead end. They decide to visit Madam Vivienne Tussaud, granddaughter of the famous wax figure maker, Marie Tussaud.

Vivienne sometimes sees images in the wax she works with, and will help Red and Gabe for a price—she wants to cast the death mask of a royal mistress, recently deceased. Why? She will not say, but retrieving the body requires breaking into a nearby manor and digging up the corpse. Reluctantly, Red and Gabe go through with the request.

As Tussaud's price involves significant risk, the Game Master decides to reward Red and Gabe with significant information. When they bring the corpse to Vivienne, she goes into a deep trance and sculpts a figure in hot wax, the form of the killer the investigators seek!

**“WE ASK ONLY TO BE
REASSURED ABOUT THE
NOISES IN THE CELLAR AND
THE WINDOW THAT SHOULD
NOT HAVE BEEN OPENED.”**

—T.S. Eliot,
The Family Reunion

SLAUGHTER RULES

If a setting feels like it should be especially harsh or is a “funnel” where players may go through multiple characters in a single adventure, use these very deadly “Slaughter Rules.” This dangerous deviation is especially appropriate in adventures modeled after slasher, giant monster, or disaster movies.

The rules below apply to player character and allied Wild Cards only—the “good guys.” Villainous Wild Cards use all the usual rules. No one said this was fair, friend!

- **ONE WOUND:** Wild Cards start with one Wound instead of three. If they can take additional Wounds from Edges or abilities, those work as usual.
- **NO SOAK:** Bennies can’t be used to Soak Wounds unless the hero is under the effects of Conviction—then they work normally. And yes, you can trigger Conviction instantly if needed (and you actually have Conviction!).

- **PLAYER BENNIES:** Bennies are awarded to players, not their characters. If an investigator dies, her player keeps any Bennies she’s accumulated.

- **CRITICAL KILLS:** Any time a player rolls a Critical Failure in a situation where it could be fatal for her character, it is! The player can describe her own demise if she wishes or hand that honor off to the Game Master.

After her gruesome end, the player is awarded a Benny.

- **FRESH MEAT:** When a player character meets her end, her player should make a new one immediately and rejoin the game as soon as it’s appropriate. This works particularly well in games where the GM has prepared a stack of ready-to-play characters. In that case, the player should choose or draw randomly and rejoin the action as soon as the GM feels it’s appropriate.



VILLAINOUS CONVICTION

The player characters have Bennies, Conviction, and even Adventure Cards to help them in their epic struggles—and the ability to earn more through great roleplaying. Wild Card villains get Bennies, but at a much slower rate, and while they can be given Conviction if the Game Master desires, it's not something they earn quite as easily as player characters.

If this rule is in effect, the central villain of an adventure gains Conviction any time he succeeds at a major goal or the heroes fail in some significant task related to his scheme. This makes villains much more powerful and provides incentive for the heroes to act quickly and decisively when thwarting their plans.



WARDS AND BINDS

Certain types of supernatural creatures are invulnerable under normal circumstances, meaning heroes can merely ward off their attacks. Vampires care little for crosses and garlic, for example, werewolves detest wolfsbane, and in some settings ghosts and other haunts withdraw from the presence of salt.

Such entities might also be temporarily bound by sigils, pentagrams, or a simple ring of some despised material or energy.

WARDS

Wards are signs, substances, or energies that keep certain kinds of supernatural entities at bay. Those with Occult can roll to recall the wards of relatively common creatures in the setting, but must adventure or perform Research to discover more obscure information.

Once the proper ward is discovered, it must be presented or visible to work.

A horror that wishes to attack a character holding or wearing an appropriate ward must make a Spirit roll at -4 to do so (-2 if the ward is rotten, decayed, or otherwise imperfect). This is a limited free action.

If the creature wishes to cross a barrier protected by an appropriate ward, it must make a Spirit roll at -4, and cannot try again this encounter if it fails (about a day or until some aspect of the situation changes). It takes a Wound on a Critical Failure that cannot be Regenerated if it has that power (but may heal or be healed normally).

**"I SHALL CUT OFF
HER HEAD AND FILL
HER MOUTH WITH
GARLIC, AND I
SHALL DRIVE A STAKE
THROUGH HER BODY."**

**-Van Helsing,
Dracula**

BINDS

A character with Occult can make a “binding circle” to trap and hold infernal and divine beings (demons, devils, angels, etc.).

The longer an occultist takes to prepare a binding circle, the stronger it becomes. Hasty circles may be nothing more than quickly painted lines. More elaborate circles contain complex sigils and runes that take some time to prepare and perhaps even charge with magical energy.

Hasty and Standard circles may be no larger than a Medium Blast Template. Elaborate and Custom circles may be the size of a Large Blast Template.

Creating the circle is relatively easy—maneuvering a hostile entity into it is the difficult part as they must be tricked, forced, coerced, or driven into them. Binding circles must be visible to work, but can be hidden to lure the being into them then revealed (be wary of breaking the circle when revealing the trap, however).

When any part of the creature is within the binding circle, the occultist makes an opposed roll of his Occult versus the being's Spirit, plus the modifiers listed on the table below.

The Occult roll is a limited action. If successful, the entity is bound until the circle is broken, it's released, or the being is destroyed.

GHOSTS & OTHER SPIRITS

Binding is primarily for capturing demons and either exorcising them or forcing them to perform an evil occultist's will.

Ghosts, fairies, and spirits cannot usually be restrained by binding circles unless the GM decides otherwise, but might be trapped or imprisoned by rings of salt, holy water, silver, or other substances (see **Wards** on the previous page).

BREAKING FREE

Bound entities may not attack out of the binding circle or affect the physical world with their own form, powers, or abilities. They can speak and perform mundane actions, including Tests, or use mundane objects from within their circle. A demon can Taunt someone outside the circle, for example, but couldn't cast *bolt* or *puppet*. It could throw a rock it found inside the circle out or even fire a gun it had on its person, but it couldn't strike someone on the other side with its claws or a sword, or cast a spell or even use a magic item.

What exactly the entity can do is up to the Game Master, but generally the creature is trapped unless it finds a particularly clever way to escape. A demon trapped in a chalk circle, for example, could throw a rock to break a window to let in rain and wash away the binding circle.

BINDING CIRCLES

TYPE OF BINDING CIRCLE	TIME TO CREATE	OCCULT MODIFIER
Hasty: A simple circle, hastily drawn with chalk, paint, salt, etc.	1 round	-2
Standard: A circle with a few sigils and runes to enhance its power.	1 minute	—
Elaborate: A circle with numerous and complex glyphs, sigils, and signs that greatly enhance its power.	10 minutes	+2
Custom: A binding circle tailored to a particular being. This requires Research, roleplaying, or investigation to find or decipher its “true name” or incorporate some magical artifact or a relic from its past. Such creatures guard this information fiercely and seek great retribution on those who seek, share, or use it.	1 hour or more	+4

WILD CARDS

With this Setting Rule, most all characters and creatures are Wild Cards. This should drastically reduce the number of foes the party must face, but makes a few thugs in an alley, a lone zombie in a house full of kids, or a creeping nosferatu much more dangerous than usual.

Which beings are Wild Cards is completely up to the Game Master, but this rule is meant to make even a single zombie far tougher than usual in appropriate settings. Hordes, packs, and the like should still be Extras, but otherwise, expect the party's opponents to be much more challenging.

Combine this with the Slaughter Rules option (page 47) to even the odds even more.

This rule can be particularly useful if you want to keep the number of foes (and figures if using miniatures or our fantastic full-color, die-cut pawns) low.

HORROR STYLES

Horror is a broad genre that comes in many strange forms, from the unstoppable slashers in movies like *Friday the 13th* to the sanity-melting monstrosities of Lovecraft's iconic stories.

The *Savage Worlds Horror Companion* allows you to recreate all these different tropes at your game table by selecting which backgrounds, Hindrances, and Edges are available, changing or modifying skills, including (or not including) powers, and especially using Setting Rules from this book, *Savage Worlds*, or our other Companions and settings.

We “decompose” many of these horror subtypes on the following pages to give you some guidance when scheming up your next terrifying tale or building a new game world of doom and dread, and note the Setting Rules we think might help you set the tone you're looking for. These are just recommendations, of course. You might want to include Heroes Never Die in your urban monster hunting

setting, for example, or Gritty Damage in your Victorian horror campaign. Use our suggestions to kick off the creative process, then make your own list that fits the feel you're after.

COSMIC HORROR

This is one of the most popular types of horror, in no small part due to the work of our friends at Chaosium, creators of the popular *Call of Cthulhu Roleplaying Game*. Based on a series of stories written by author H.P. Lovecraft—and subsequently expanded upon by many other authors, including popular pulp writers like Robert E. Howard and Clark Ashton Smith—cosmic horror pits humanity against unknowable, alien, and all-powerful beings from beyond time and space.

Whether these are specifically Lovecraft's unique mythos (see 189) or some other cabal of otherworldly entities, this type of horror emphasizes the notion that humans are small and frail against the forces of darkness. We lack the power to put a stop to abominations nearly as old as the universe itself, and don't even fully understand the sheer scale and capability of the eldritch beings allied against us. The best we can hope for is to stop them temporarily; to put a dent in their plans to return and plunge our world into an eternity of horror.

With this almost absurd power imbalance in mind, cosmic horror adventures tend to be small in scope. The heroes are almost always average folks—professors, private investigators, journalists, antiquities collectors, or even small-time criminals—who have only just had their eyes opened to this mind-blowing reality. They are confronted with minions of the eldritch horrors, dark cults bent on returning their strange gods to life, or some other human-scale threat, rather than those immortal beings themselves.

Most adventures are focused on investigation and exploration as the characters gradually peel back the layers of the mystery. Combat is often rare and reserved for the finale (if at all) with the investigators often being killed or going insane, their noble sacrifice merely buying some more time for humanity.

This kind of adventure can be challenging for players who are more accustomed to

other genres, where characters are more evenly matched against their opponents and character death is more rare. Similarly, long campaigns are harder to sustain when the team is gradually whittled away through madness or death. For many players, however, there is a sort of irrational pleasure in embracing their hero's inevitable doom. That doomed experience is in fact the very fabric of most cosmic horror.

This subgenre usually takes place in a modern (or near-modern) version of our world to ground our mundane characters, but it can easily be combined with fantasy, supers, science fiction to add an even greater sense of a vast, cosmic threat.

■ **SETTING RULES:** Difficult Healing, Dynamic Backlash, Expanded Fear Effects, Fanatics, Gritty Damage, Hard Choices, Playing to the Tropes, Signs and Portents, Villainous Conviction, Wards and Binds, Wild Cards.

■ **EXAMPLES:** H.P. Lovecraft's *At the Mountains of Madness and other stories*, Ambrose Bierce's *Shadows of Carcosa*, Edgar Cantero's *Meddling Kids*, Nick Cutter's *The Deep*, Stephen King's *The Mist*, *Annihilation*, *Stranger Things*, *In the Mouth of Madness*, *Cast a Deadly Spell*, *Event Horizon*, the *Darkest Dungeon* video game.

GOthic HORROR

Another very popular subgenre of horror rose out of the writings of authors during the Romantic and Victorian eras. These stories of "gothic horror" were known for melodramatic writing, bleak and oppressive settings, and strong emotions. The supernatural was present but more subtle—perceptible only to those directly affected, and sometimes even then with enough margin for doubt that the protagonists often wondered if they were simply losing their minds. And in true literary spirit, the supernatural evil functioned as a metaphor for temptation, the dangers of playing God, the sin of adultery, and so on.

Modern gothic horror has left behind the symbolism, but the tropes are alive and well—vampires, ghosts, castles, foggy Victorian streets, remote provincial villages, desolate graveyards, and musty crypts. Locations

tend to be isolated, emotionally cold, and almost abandoned. Often there is a sense of lost grandeur—a castle with dusty passages long since forgotten, a neglected manor house on a distant moor, a crumbling colonial plantation on the bayou. Even urban areas are bleak, places of crushing poverty, dilapidated architecture, and fading hope.

In these settings the supernatural exists on the periphery, hiding in old tombs or creeping through foggy streets.

Monsters are usually unique—rather than facing hordes of undead, the heroes are dealing with just a few, or maybe even one monstrosity. These are powerful, intelligent enemies with their own agendas. The real stakes might be one's immortal soul rather than "mere" physical death.

The 1800s (or some fantastic version of it) is the most common setting for gothic horror, but it can easily exist in a medieval setting or something much more modern, as long as there exist places of isolation and decay where darkness can thrive.



- **SETTING RULES:** Conviction, Dynamic Backlash, Environmental Phenomena, Expanded Fear Effects, Fanatics, Hard Choices, Heroes Never Die, Playing to the Tropes, Signs and Portents, Villainous Conviction, Wards and Binds, Wild Cards.
- **EXAMPLES:** Bram Stoker's *Dracula*, Mary Shelley's *Frankenstein*, Oscar Wilde's *The Picture of Dorian Gray*, Emily Brontë's *Wuthering Heights*, Edgar Allen Poe's *The Fall of the House of Usher*, Arthur Conan Doyle's *The Hound of the Baskervilles*, Gaston Leroux's *The Phantom of the Opera*, the Dungeons & Dragons® Ravenloft setting, *Crimson Peak*, *Suspiria*, *House of Dark Shadows*, *Sweeney Todd*, *Van Helsing*, *The Fearless Vampire Killers*.

ACTION HORROR

This very modern invention is a unique crossover subgenre which blends typical horror trappings (classic monsters, eerie locations, the fight against all-consuming evil) with the exaggerated, over-the-top mayhem seen in action movies or comics. Unlike other horror subgenres that depict the struggle against the supernatural as hopeless, dangerous, or even symbolic of a larger struggle against sin, action horror frames the conflict as a mainly physical one, where defeating supernatural evil is more

often accomplished with grit and firepower. There might even be a touch of the comedic as the heroes dash off witty quips while taking out a pack of werewolves.

Monsters in these kinds of adventures are usually much more numerous than other settings, set up as fodder to be slain to better feature the heroes' power. Rather than a single dangerous ghoul, the graveyard is infested with a horde of the gray-skinned things. These monsters are usually minions of a more powerful villain, but even they can be outwitted and outgunned—though not without a few intense chases or perilous battles along the way!

The threat of encroaching madness or the corruption of one's soul is usually downplayed in action horror, or perhaps eliminated completely. Supernatural evil is less seductive, less insidious. The potential for defeat still exists, but at least the heroes will go down with their mind (or soul) intact.

This type of horror is at home in nearly any time or place. The investigators might be pulp adventurers in the 1930s fighting mummies, stalwart werewolf hunters in the Victorian era, cybernetically-enhanced vampire hunters in a postmodern urban sprawl, a team of Navy SEALs stopping a zombie outbreak, or even plucky high schoolers fighting summoned demons.



- **SETTING RULES:** Born a Hero, Buckets of Blood, Conviction, Creative Combat, Dumb Luck, Dynamic Backlash, Environmental Phenomena, Fanatics, Fast Healing, Heroes Never Die, High Adventure, Unarmored Hero, Wound Cap.
- **EXAMPLES:** Edgar Cantero's *Meddling Kids*, Seth Grahame-Smith's *Abraham Lincoln: Vampire Hunter*, Richard Matheson's *I Am Legend*, Justin Cronin's *The Passage*, *The Mummy* (1999), *Army of Darkness*, *Zombieland*, *Van Helsing*, *Planet Terror*, *Buffy the Vampire Slayer*, *Shaun of the Dead*, *Dog Soldiers*, the *Blade* trilogy.

SLASHER

Made popular by John Carpenter's 1978 movie *Halloween* and countless similar movies in the years that followed, the slasher subgenre focuses on a group of people being hunted by a single (possibly unstoppable) killer. The victims are taken out one by one until a single one remains. Since in the movies this is most often a woman, the character is often dubbed the "Final Girl."

Slashers can take place in a variety of locales and times, but are almost always set in a modern or near-modern era. They share a few other similarities, as well—the characters share a common trait (teenaged camp counselors, fellow passengers on a bus, journalists investigating a sealed asylum, etc.), the characters are isolated (remotely or perhaps just socially), and the killer is motivated by some past wrong (targeting the victims because of mistaken identity or guilt by association).

As popular as the subgenre is in movies, it can be challenging to represent as a tabletop roleplaying game because the characters are slain one by one until only one survivor remains. Eliminated characters are not usually replaced by more. In addition, such a setup doesn't lend itself well to a long-term campaign.

It can, however, make for a fun one-shot, especially if using the Slaughter Rules found on page 47. In this case, the GM might have a stack of characters ready to go, allowing players to choose or draw randomly as their last character meets some grisly end.

A particularly excellent example of this kind of adventure can be found in Dog House Rules' *Trailer Park Shark Attack!*, where players randomly churn through a variety of survivors to resolve a terrifying (and hilarious) "shark-pocalypse."

Since slasher films almost always feature a single killer against a group of victims, consider giving the antagonist Fast Healing, Unstoppable, and/or even Invulnerability. The heroes might be able to get in a good shot that slows their attacker down or even seems fatal, but the killer always comes back unless some special condition is met. And even then...?

- **SETTING RULES:** Buckets of Blood, Conviction, Creative Combat, Difficult Healing, Dumb Luck, Environmental Phenomena, Expanded Fear Effects, Gritty Damage, Hard Choices, Playing to the Tropes, Slaughter Rules, Villainous Conviction, Wards and Binds, Wild Cards.

- **EXAMPLES:** Stephen Graham Jones' *The Last Final Girl*, Sergio Gomez' *Camp Slaughter*, A Texas Chainsaw Massacre, *Scream*, *Halloween*, *Alien*, *Nightmare on Elm Street*, *Friday the 13th*, *I Know What You Did Last Summer*, *The Cabin in the Woods*, *Child's Play*, *Candyman*, *Malignant*, *Jeepers Creepers*, *Don't Breathe*, *The Quarry* video game.

PULP HORROR

Unlike the other types of horror in this list, which originated from literature or movies, pulp horror was born in the world of cheap comic books of the 1940s and 1950s. Intended to be read and then discarded much like newspaper, comic books of the day often featured daring heroes, cliffhanger situations, simplistic plots, and two-dimensional characters. These "pulp" were so named because of the inexpensive paper used to keep printing costs down.

Horror comics similarly featured short "stories" of only a few pages, but told dark morality tales of unscrupulous characters earning their karmic comeuppance. Delivered with sadistic glee by sinister narrators such as the "Crypt Keeper" or the "Old Witch," these stories were known for their exaggerated

emotions, ironic twists, often disturbing art, and characters who will do almost anything for their own self gain.

The supernatural in pulp horror exists purely to tempt humans into vile acts, and then punishes them for it. Black magic (stereotypes of “voodoo” or “witchcraft”) interferes with the thoughts or feelings of the target, but always comes with a hefty price. Victims of dark betrayal inevitably get revenge from beyond the grave through bizarre misfortunes, unforeseen consequences—or even by returning as a shambling corpse.

Pulp horror adventures are best geared toward one-shots, as they tend to dish out permanent justice on the main characters. Also, while pulp horror occasionally focuses on innocents who find themselves in horrific situations purely by accident, most of the characters are ethically compromised, so the players need to be comfortable playing occasionally villainous or at least ruthlessly selfish roles.

Plots focus around a person (or persons) who want something very badly and are willing to betray others for it—even kill them. This kicks off a cosmic rebalancing of sorts as their sins are reflected back on them tenfold. Sometimes the situation isn’t directly caused by their actions (like a killer on the run who stumbles into a werewolf) but serves as punishment all the same.

- **SETTING RULES:** Conviction, Difficult Healing, Environmental Phenomena, Expanded Fear Effects, Gritty Damage, Hard Choices, Playing to the Tropes, Signs and Portents, Slaughter Rules, Wild Cards.
- **EXAMPLES:** W.W. Jacobs’ “The Monkey’s Paw,” Saki’s “The Interlopers,” Ambrose Bierce’s “An Occurrence at Owl Creek Bridge,” Shirley Jackson’s “The Lottery,” Edgar Allen Poe’s “The Cask of Amontillado” and “The Telltale Heart,” the *Tales from the Crypt* comics, *The Twilight Zone*, *Pumpkinhead*, *Creepshow*, *Tales from the Darkside*, *Hellraiser*, *Tales from the Hood*.

SUPERHEROIC HORROR

This type of horror centers around extremely powerful protagonists with extraordinary—

perhaps even superhuman—abilities. As horror usually relies on powerlessness to inspire fear, superheroic horror is less concerned with the fear of physical defeat but rather with spiritual defeat.

The main character is often an “anti-hero” who has become powerful due to the supernatural, but that power also comes with the gradual, maybe inevitable, loss of his soul. The superheroic character must use his dark powers to prevent harm befalling others, thus flirting with an even deeper slide into darkness. Ironically, his salvation comes from not using those powers—but he would then carry the guilt of inaction forever.

Superheroic horror adventures most closely resemble more “typical” scenarios. A villain—usually linked to the same kind of darkness that infects the superheroes, but not burdened with any lingering morality—kicks off a plot to create or cement her power and influence. It’s up to the anti-heroes to stop it, hoping they don’t finally lose all vestiges of their humanity.

Such stories tend to have a grim tone to match the internal struggle of their anti-heroes. That same inner darkness is usually represented in external ways, such as a bleak and oppressive environment, creepy or malicious power sets, or the protagonists being frightening or repulsive to others.

While this could easily take the form of full-on comic book superheroes, such as those you might create with the *Savage Worlds Super Powers Companion*, the true essence of superheroic horror is that the same darkness that must be defeated also dwells within the heroes. They don’t need to be able to fly or shoot lasers from their eyes—they just need that little gift which is also a curse in some way.

- **SETTING RULES:** Born a Hero, Conviction, Environmental Phenomena, Fanatics, Hard Choices, Heroes Never Die, High Adventure, Signs and Portents, Unarmored Hero, Villainous Conviction, Wards and Binds.
- **EXAMPLES:** The Marvel *Zombies* comic book series, *Ex-Heroes*, *The Tomb of Dracula*, *Spawn*, *Hellboy*, *Batman*, *Justice League Dark*, *Midnight Sons*, *Werewolf by Night*, *Swamp Thing*, *Constantine*, *Blade*.

SURVIVAL HORROR

Survival horror as a subgenre is most commonly associated with zombie apocalypse scenarios, where (due to a virus, parasites, alien energies, magic, etc.) the dead all over the world have risen to destroy the living. But as its name implies, the only real requirement for survival horror is that the characters are plunged into a life-or-death scenario with no apparent goal beyond sheer survival.

Unlike other horror subgenres, survival horror is about teamwork and pits the heroes against many foes, rather than one which prefers to divide and conquer. The monsters are never humanized or sympathetic, nor are they interested in corrupting their victims. They just want to kill—perhaps to eat, or maybe it's just the reason they exist.

Some version of the modern world is the most common choice, though a survival horror scenario can take place nearly anywhere. It might be interesting, for instance, to take a typical fantasy world and see what happens when it is unmade in a zombie apocalypse. Or “turn out the lights” on an interstellar civilization when it is overrun by ruthless hunter/killer robots from an alien world.

The stakes certainly don't need to be that high. Survival horror adventures can also deal with a small group of characters who find themselves in a raw survival situation against relentless horrors. This could take

place on an isolated ranch, an orbiting space station, a container ship at sea—just about any location where the party is on their own.

The plot might involve the first confusing days as the bewildered characters struggle to make sense of the rapid changes happening around them, or it might occur long afterwards in a world of few resources and constant fear where the focus is on rebuilding their broken world.

Characters are often quite varied in their skills and personalities, allowing for a variety of interactions—both positive and negative—and to give them situations in which their experience can mean the difference between life and death.

Usually these scenarios don't bother with Fear rolls, aside from the first moments dealing with the enemy, occasional gory or surprising situations, or encountering unexpected evolutionary variants of the enemy entities.

- **SETTING RULES:** Buckets of Blood, Difficult Healing, Gritty Damage, Hard Choices, Playing to the Tropes, Slaughter Rules.
- **EXAMPLES:** Max Brooks' *World War Z*, Justin Cronin's *The Passage*, *The Walking Dead* graphic novel series, *Night of the Living Dead*, *Tremors*, *Aliens*, *Dawn of the Dead*, *The Descent*, *As Above So Below*, *The Last of Us*, the *Resident Evil* video games, *Dead Space*, *Days Gone*.





CHAPTER FOUR

MAGICK

Witchcraft, black magic, voodoo. These are the powers of darkness in most horror settings. Sometimes investigators discover such arcane lore and learn to harness it. Other times they are consumed by it.

In this chapter you will find new powers suitable for horror campaigns, rules for conducting powerful rituals, and Trappings of doom and dread.

ARCANE BACKGROUNDS

On the following pages are Arcane Backgrounds drawn from common horror tropes. As always, the Game Master should decide which, if any, are available to players.

MULTIPLE ARCANE BACKGROUNDS

If a character takes a new Arcane Background, she gets the new powers and a d4 in its arcane skill (if she doesn't already have it). If she already has an Arcane Background or Mystic Powers (see page 11), she uses the largest starting pool of Power Points and applies any increases from other sources to it. All of her Arcane Backgrounds and Mystic Powers share this pool.

Each power is activated using the arcane skill of the Arcane Background through which it is gained, and specific Edges or abilities apply only to powers gained from it as well. The two powers gained through the New Powers Edge may be all for one Arcane Background or one each for both. For instance, a mage who takes on a priestly role can't cast healing with her Spellcasting skill.

***Example:** Gabe starts with Arcane Background (Demonologist) during character creation. He has 10 Power Points and five spells. Later he decides to become an alchemist as well and takes Arcane Background (Alchemist) as an Advance. His base Power Points increase to 15 since it's higher than his starting demonologist Power Points, he gets a d4 in Alchemy, and gains the starting spells and other abilities of an alchemist.*

THE FANTASY COMPANION

The *Savage Worlds Fantasy Companion* has numerous Arcane Backgrounds that might be appropriate for certain kinds of horror settings. Some are repeated here, sometimes with a few differences that better fit the horror genre. The Game Master should feel free to use either as befits her world. Just make sure to communicate that to the players if they're allowed to take Arcane Backgrounds.

ALCHEMIST

Alchemists create potions, oils, elixirs, and other consumables imbued with the powers they've learned. Narratively, their concoctions are created "off-camera" some time prior to their use. In game terms, they're "cast" as the player needs them—pulling various vials or containers from their alchemist's bag or bandoleer and activating them as needed.

- **REQUIREMENTS:** Smarts d6+
- **ARCANE SKILL:** Alchemy (Smarts)
- **STARTING POWERS:** Any three from the list below.
- **POWER POINTS:** 15
- **AVAILABLE POWERS:** *Banish, beast friend, blast, blind, boost/lower Trait, burst, confusion, darksight, deflection, detect/conceal arcana, empathy, entangle, environmental protection, farsight, fear, fly, growth/shrink, healing, intangibility, invisibility, light/darkness, protection, puppet, relief, resurrection, shape change, sloth/speed, slumber, smite, speak language, wall walker, warrior's gift.*
- **POWER EDGES:** Alchemists may not take Power Edges except for Artificer, New Powers, Power Points, and Arcane Background (Alchemist) Edges.
- **POWER MODIFIERS:** Alchemists can't use the Selective Power Modifier.
- **ALCHEMIST'S BAG:** Concoctions and the ingredients alchemists need to create them are stored in a bag of some sort. As long as the alchemist has access to her bag, she can also make Alchemical Items (see page 99).
- **COMPONENTS:** Alchemists' pills, potions, and grenades are expendable, giving them the Material Components Hindrance.

ACTIVATION

When an alchemist "casts" a power, the player must describe how it's delivered.

Powers with a Range of Self or Touch are usually a potion, edible, pill, salve, or oil. Fatigue from Critical Failure affects the recipient, if someone other than the alchemist.

Powers with greater Range use misters, bellows, or grenades, with a maximum Range of 12" (24 yards). The alchemist "throws" the grenade or fires the mister with his Alchemy skill rather than Athletics or Shooting (but treats other projectiles normally). Critical Failure affects the caster normally—the device shatters in his hand, showering him with noxious fumes that cause Fatigue.

GIVING CONCOCTIONS TO OTHERS

An alchemist can "administer" her concoction to nearby allies just like casting any other power. If she wants to give someone a concoction to carry or use later, she states the concoction's power and invests it with any number of her current Power Points.

Gifted concoctions are created with a specific aspect—*boost Trait* (Strength), for example, or *sloth* (but not *speed*). The alchemist has no choice in this—she can't give someone *boost Trait* without naming the Trait affected, even if her power doesn't normally have the Aspect Limitation.

Gifted concoctions last until used or 48 hours pass, whichever comes first. Once their Power Points are used, the alchemist recovers them normally.

The recipient rolls the maker's Alchemy skill to activate the concoction, just as if the alchemist were administering it herself.

ALCHEMIST EDGES

CHEMIST

REQUIREMENTS: Novice, Arcane Background (Alchemist), Alchemy d8+

The alchemist's concoctions last one week rather than 48 hours when given to others.

DISCERNING

REQUIREMENTS: Veteran, Arcane Background (Alchemist), Alchemy d10+

A discerning alchemist knows the best ingredients for her concoctions, casting aside inferior or less pure reagents in favor of those with the highest quality.

Such care increases the longevity of a potion's effects. Any power with a Duration of 5 now has a Duration of 8 when she imbues it into her concoctions.

BLIGHTED

Sometimes a mortal encounters a supernatural force so powerful it corrupts their very soul—but gives them some fraction of that power in return. Or they might themselves be children of some obscene or incredible scientific experiment, the blasphemous union of mortal and preternatural being, or an offshoot of some bizarre evolutionary line.

The source determines the nature of the blighted's abilities, so all powers are available as long as the player and Game Master think they fit the origin's theme.

- **REQUIREMENTS:** Spirit d6+
- **ARCANE SKILL:** Focus (Spirit)
- **STARTING POWERS:** Any two that make sense given the nature of the power's origin.
- **POWER POINTS:** 15
- **FAVORED POWER:** Blighted choose one of their starting powers and may ignore up to 2 points of any penalties (Multi-Action, Wounds, Fatigue, etc.) when activating it.

- **POWER:** Blighted may take Edges that require any Arcane Background ignoring the Arcane Background Requirement and substituting Focus for any arcane skill Requirements.
- **CORRUPTION:** Blighted received their abilities from powerful supernatural sources. Even if the source was generally good that kind of power is difficult for a mortal to comprehend and control. They have the Corruption Hindrance (page 6).

BLIGHTED EDGES

The blighted have many origins. Some may have literally been to Hell and come back tainted. Another may have seen the true form of an angel and found her soul changed forever. Still others may have animal DNA, the blood of monsters, or themselves be the products of weird science or sorcery.

Because their origins are so varied, blighted don't have their own individual Edges, but can take those from any other Arcane Background, ignoring the Arcane Background Requirement and substituting Focus for any arcane skill Requirements. Other Requirements must be fulfilled as usual.



DEMONOLOGIST

Those who study, hunt, summon, and consort with demons are powerful heroes but play with dangerous forces.

- **REQUIREMENTS:** Smarts d6+
- **ARCANE SKILL:** Spellcasting (Smarts)
- **STARTING POWERS:** *Banish, havoc, summon ally*, and two other powers chosen from the list below. They may use *banish* at Novice Rank.
- **POWER POINTS:** 10
- **AVAILABLE POWERS:** *Arcane protection, banish, barrier, blast, bolt, burst, consecrate ground, curse, damage field, darksight, detect/conceal arcana, dispel, divination, drain Power Points, environmental protection, exorcism, fear, havoc, illusion, illusionary horrors, light/darkness, nightmares, puppet, seance, smite, speak language, spite, summon ally, summon demon, wall walker.*
- **MAGIC:** Demonologists may take Edges that require Arcane Background (Magic).
- **CORRUPTION:** Demonologists consort with extra-planar entities, most of them evil or at least mischievous. They have the Corruption Hindrance (page 6).

- **SUMMONING:** Demonologists may conjure demonic legionnaires (page 118) with the *summon ally* power at Novice Rank, for 4 Power Points. At Seasoned Rank, they may call forth hellhounds (page 120) for 5 points. At Veteran Rank they may summon a demonic steed (page 119) for 7 points.

DEMONOLOGIST EDGES

HELL'S WRATH

REQUIREMENTS: Seasoned, Arcane Background (Demonologist)

Demonologists channel fiery, hellish power that can boil flesh and melt bone. Once this Edge is taken, the demonologist's *bolt*, *blast*, and *burst* powers cause +2 damage.

INFERNAL ARMOR

REQUIREMENTS: Novice, Arcane Background (Demonologist)

As an action, a demonologist can limn his clothes (or armor if wearing any) with a hellish glow that grants him +2 Armor. This lasts as long as the demonologist wishes and stacks with his highest worn armor, but marks him as a channeler of dark magic and makes Stealth virtually impossible.



FORTUNE TELLER

Some call it "the Sight." Others dream of scenes or images that eventually come true. A few actively seek to peer into the future, perhaps with the use of crystal balls, tarot cards, tea leaves, or less savory devices.

Fortune tellers specialize in divination and talking to spirits. They are conduits to a world unseen by most mortals. They have very few spells compared to most who dabble in the arcane arts, but have fewer drawbacks as well.

- **REQUIREMENTS:** Smarts d6+
- **ARCANE SKILL:** Spellcasting (Smarts)
- **STARTING POWERS:** Any two from the list below.
- **POWER POINTS:** 15
- **AVAILABLE POWERS:** *Darksight, deflection, detect arcana, divination, empathy, farsight, locate, object reading, protection, scrying, seance.*
- **MAGIC:** Fortune tellers may take Edges that require Arcane Background (Magic).
- **THE SIGHT:** After all Action Cards have been dealt and resolved, a fortune teller can spend a Benny to gather the Action Cards of all willing allies and redistribute them as she pleases.

FORTUNE TELLER EDGES

FOREWARNING

REQUIREMENTS: Seasoned, Arcane Background (Fortune Teller)

The fortune teller alters the skein of fate to interfere with her enemies. Once a foe (or group of foes on the same Action Card) has chosen its Action Card and accounted for all Edges, Hindrances, and abilities that affect Action Cards, she may spend a Benny to force

that foe to discard its Action Card and draw again. The foe *may* spend Bennies to draw new Action Cards afterwards if it chooses.

The fortune teller may never force a foe to discard a Joker.

SIXTH SENSE

REQUIREMENTS: Veteran, Arcane Background (Fortune Teller)

The fortune teller anticipates her foes' attacks. She may spend up to 4 Power Points to increase an Evasion total (after rolling), or decrease an attack's damage against her.



MEDIUM

It is as much curse as blessing to see and communicate with the spirit world. Fairies can be capricious, jealous, and cruel. Demons are nefarious liars and cheats. And the dead are relentless in their quest for peace or their hatred of the living.

Mediums bridge the gap between the spirit and mortal realms, acting as go-betweens for those who must petition ethereal creatures for some terrible favor. This may be a lucrative or altruistic profession, but it is always fraught with danger, for even the most placid spirits can quickly turn pernicious if angered.

- **REQUIREMENTS:** Spirit d6+
- **ARCANE SKILL:** Spellcasting (Smarts)
- **STARTING POWERS:** *Banish*, *detect/conceal arcana* and any one other spell from the list below. They may use *banish* at Novice Rank.
- **POWER POINTS:** 15
- **AVAILABLE POWERS:** *Arcane protection*, *banish*, *beast friend*, *consecrate ground*, *corpse sense*, *darksight*, *detect/conceal arcana*, *dispel*, *divination*, *empathy*, *exorcism*, *grave shroud*, *locate*, *object reading*, *sanctuary*, *scrying*, *seance*, *speak language*.
- **MAGIC:** Mediums may take Edges that require Arcane Background (Magic).

- **I SEE DEAD PEOPLE:** Mediums can sense incorporeal and invisible creatures. They always act as if under the effects of *detect arcana*, rolling their arcane skill only when attempting to see through *conceal arcana* or similar obscurments.

MEDIUM EDGES

SPIRIT FRIEND

REQUIREMENTS: Novice, Arcane Background (Medium)

Somewhere along the way, the medium met and befriended a friendly spirit. The entity acts exactly as a witch's familiar (see page 72) but is of full human intelligence and has the Ethereal Special Ability.

THIS HOUSE IS CLEAN

REQUIREMENTS: Seasoned, Arcane Background (Medium)

A medium's experience in banishing spirits grants her a +2 bonus to her arcane skill roll when casting *banish*.

"I SEE DEAD PEOPLE"

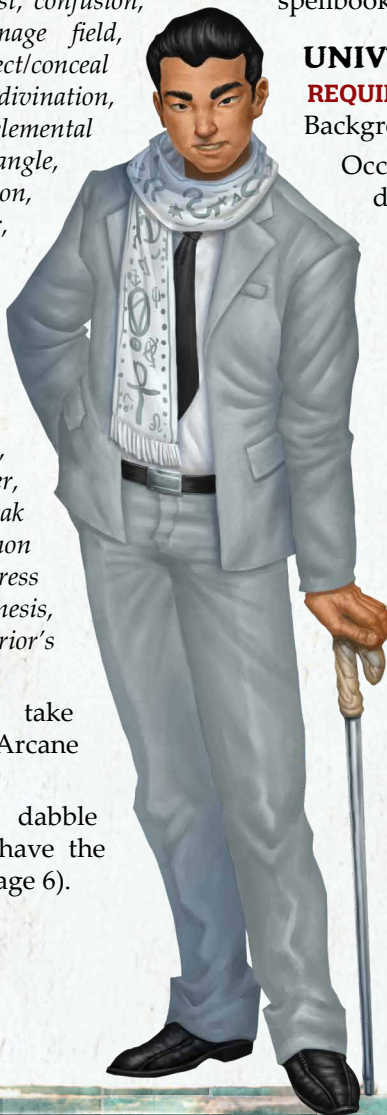
-Cole Sear,
The Sixth Sense



OCCULTIST

Knowledge is power, and occasionally the path to madness. Occultists delve into all types of arcane lore: from numerology to demon summoning to ancient incantations. They study accounts of monsters, geists, spirits, and horrors of every culture on earth—and some beyond!

- **REQUIREMENTS:** Smarts d6+
- **ARCANE SKILL:** Spellcasting (Smarts)
- **STARTING POWERS:** *Detect/conceal arcana, dispel, lock/unlock*, and two other powers chosen from the list below.
- **POWER POINTS:** 10
- **AVAILABLE POWERS:** *Arcane protection, banish, barrier, beast friend, blast, blind, bolt, boost/lower Trait, burst, confusion, corpse sense, curse, damage field, darksight, deflection, detect/conceal arcana, disguise, dispel, divination, drain Power Points, elemental manipulation, empathy, entangle, environmental protection, exorcism, farsight, fear, grave shroud, havoc, illusion, intangibility, invisibility, light/darkness, locate, lock/unlock, nightmares, object reading, protection, puppet, sanctuary, scrying, seance, sloth/speed, slumber, smite, sound/silence, speak language, spite, stun, summon ally, summon demon, suppress transformation, telekinesis, teleport, wall walker, warrior's gift, zombie.*
- **MAGIC:** Occultists may take Edges that require Arcane Background (Magic).
- **CORRUPTION:** Occultists dabble with dark forces. They have the Corruption Hindrance (page 6).



OCCULTIST EDGES

ELDRITCH INSPIRATION

REQUIREMENTS: Heroic, Arcane Background (Occultist)

Occultists are curious by nature, gathering information from any and all sources—ancient tomes, the internet, or even the whispers of preternatural entities. They keep this knowledge in “spellbooks,” though they may be electronic in nature in the modern age. As long as the occultist has access to his spellbooks, he may spend a Benny to cast any power of his Rank or lower. The power may be maintained normally but afterwards is forgotten (the occultist doesn’t add it to his list of powers).

An occultist may not use this ability if his spellbook is taken away.

UNIVERSAL WARD

REQUIREMENTS: Seasoned, Arcane Background (Occultist)

Occultists peer into the darkest dimensions, read the most profane secrets, and investigate the blackest arts. Those with this Edge have created their own personal warding symbol that works against all supernatural creatures—good or evil! See page 48 for information on Wards.

The ward is usually worn as a necklace, ring, or bracelet—something that can be easily presented to protect against the creatures of the night.

PRIEST

Priests are preachers, imams, rabbis, or other holy men and women ordained by their religion. They are protectors of humanity and the world made by their Creator. Most follow at least the core tenets of their church, but some shun organized religion for their own particular brand of service.

- **REQUIREMENTS:** Spirit d6+
- **ARCANE SKILL:** Faith (Spirit)
- **STARTING POWERS:** *Healing, sanctuary, and three other powers from the list below.*
- **POWER POINTS:** 10
- **AVAILABLE POWERS:** *Arcane protection, banish, barrier, beast friend, boost/lower*



Trait, confusion, consecrate ground, darksight, deflection, detect/conceal arcana, dispel, divination, empathy, entangle, environmental protection, exorcism, farsight, havoc, healing, light/darkness, protection, relief, resurrection, sanctuary, scrying, sloth/speed, slumber, smite, sound/silence, speak language, stun, warrior's gift.

- **MIRACLES:** Priests may take Edges that require Arcane Background (Miracles).
- **HOLY SYMBOL:** Priests who prominently display the symbol of their religion get a free reroll on all Faith rolls.
- **VOW:** Priests must have a Vow (Major) to serve their religion and its people. If they fail to uphold their religion's values, they subtract 2 from Faith rolls for a week. Truly sacrilegious acts might rob them of their powers entirely until they atone in some way.

PRIEST EDGES

AURA OF COURAGE

REQUIREMENTS: Novice, Arcane Background (Priest), Spirit d8+

A field of holy energy encircles this noble being. Allies within 10" (20 yards) add +1 to Fear checks and subtract 1 from **Fear Table** results.

MERCY

REQUIREMENTS: Novice, Arcane Background (Priest)

Priests are often the backbones of their group. A word of encouragement, a stern nod, or humming a few bars of an inspiring hymn can steel the nerves of those who stand behind her.

As an action, the character can spend 1 Power Point and grant "Mercy" to any one character within a Range equal to her Spirit, automatically removing one of the following states: Distracted, Vulnerable, or Shaken.

**"I HAVE COME TO LEAD
YOU TO THE OTHER
SHORE; INTO ETERNAL
DARKNESS; INTO FIRE."**

-Dante Alighieri,
Inferno

PSYCHIC INVESTIGATOR

The minds of the guilty are open books to those with the power to read minds. They are the ultimate sleuths, able to tell truth from lie with concentration. Whether anyone believes their readings depends on the nature of the world they live in, but such is the price one pays for such intrusive power.

- **REQUIREMENTS:** Smarts d6+
- **ARCANE SKILL:** Psionics (Smarts)
- **STARTING POWERS:** Any three chosen from the list below.
- **POWER POINTS:** 10
- **AVAILABLE POWERS:** *Beast friend, blind, boost/lower Trait, confusion, curse, divination, empathy, fear, illusionary horrors, mind link, mind reading, mind wipe, locate, object reading, puppet, scrying, slumber, sound/silence, suppress transformation.*
- **PSIONICS:** Psychic investigators may take Edges that require Arcane Background (Psionics).

PSYCHIC INVESTIGATOR EDGES

SCAN

REQUIREMENTS: Novice, Arcane Background (Psychic Investigator), Psionics d8+

The investigator may sense all sapient minds within 10" (20 yards), whether she can see them or not. She cannot read those minds but detects the direction and distance to each and any particularly strong emotions—anger, fear, joy, etc.

This can be a handy tool if trying to identify a hidden enemy, detect the location of a bound or hapless victim, pick out the leader of a mob, or even quickly navigate the best route through a crowd.

Scan requires concentration, so it's a limited action and the psychic is Distracted while it's active.

TOWER OF WILL

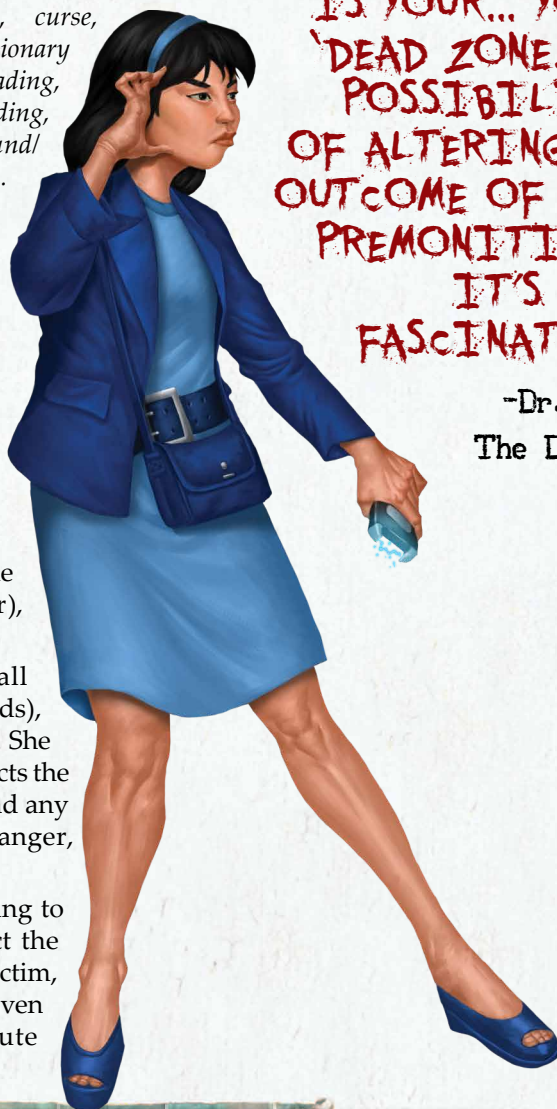
REQUIREMENTS: Seasoned, Arcane Background (Psychic Investigator), Smarts d8+

The investigator has trained her mind to resist mental intrusions. She adds +4 to any roll made to oppose, resist, or recover from mental intrusions such as *mind reading*, *mind wipe*, *puppet*, or similar monstrous abilities.

This stacks with all other bonuses and penalties to resist such effects.

"YES, JOHN. THAT IS YOUR... YOUR 'DEAD ZONE.' THE POSSIBILITY OF ALTERING THE OUTCOME OF YOUR PREMONITIONS. IT'S FASCINATING."

-Dr. Weizak,
The Dead Zone



VODOOIST

Those who practice voodoo are houngans (male) and mambos (female)—collectively, “voodooists.” Their power comes through spirits called “loas,” a host of spirits with specific personalities and traits like Baron Samedi (loa of the dead, who wears a top hat, black tailcoat, and dark glasses), Papa Legba (intermediary of the spirit world who appears as an old man with a cane and straw hat), or the terrifying Marinette of the Dry Arms (a violent spirit who frees her people from bondage).

Gentle spirits are *rada loa*. Hot-tempered spirits are *petro loa*. Some label rada as “good” spirits and petro as “bad,” but voodooists see each spirit as a tool. Some have relatively peaceful purposes, like Legba. Others are violent but all-too-frequently necessary, like Marinette.

Voodooists communicate and bargain with their spirits through rituals and shrines. Stationary houngans and mambos have shrines to numerous loas in their house or nearby environs. Traveling voodooists make do with a small shrine, usually lit by candles and placed before them each night before they bed down. Either spend at least an hour a day in prayer and occasional animal sacrifice (which are usually consumed as a meal as well).

These prayers and rituals petition various loas for power, which are focused into charms—rocks, bones, sculptures, animal parts, or even dirt or dust gathered from some special place. All of this goes into the voodooist’s “gris-gris” bag so it can be drawn on when the houngan or mambo invokes the loa’s power. When a houngan wants to call on the power of a loa, he takes an action to use a charm, hurls a bone as an attack, rubs a cat’s tooth for protection, and so on.

Voodooists have a relatively small selection of powers compared to most Arcane Backgrounds, but make up for it with two powerful and versatile spells that invite the loa into their bodies, called *aspect of the rada loa* and *fury of the petro loa*.

■ **REQUIREMENTS:** Spirit d6+

■ **ARCANE SKILL:** Faith (Spirit)

■ **STARTING POWERS:** Any two chosen from the list below.

■ **POWER POINTS:** 15

■ **AVAILABLE POWERS:** Arcane protection, aspect of the rada loa, banish, barrier, beast friend, blind, boost/lower Trait, confusion, consecrate ground, corpse sense, curse, darksight, deflection, detect/conceal arcana, dispel, divination, empathy, exorcism, fear, fury of the petro loa, havoc, healing, illusionary horrors, locate, nightmares, object reading, protection, puppet, relief, sanctuary, seance, sloth/speed, smite, speak language, stun, warrior’s gift, zombie.



- **MIRACLES:** Voodooists may take Edges that require Arcane Background (Miracles).
- **GRIS-GRIS:** Voodooists must carry a “conjure” bag on their person to activate their powers. They have the Material Components Hindrance (page 7).

VOODOOIST EDGES

BEEN TO THE CROSSROADS

REQUIREMENTS: Novice, Spirit d8+, Arcane Background (Voodooist), Faith d8+

The voodooist nearly died at some point but came back. He’s seen the crossroads between worlds and the spirits hear his call better than most. This Edge may only be taken after character creation. The character must have been Incapacitated due to some near-death experience (GM’s call). Assuming the voodooist survives somehow, he gets a free reroll on Faith rolls.

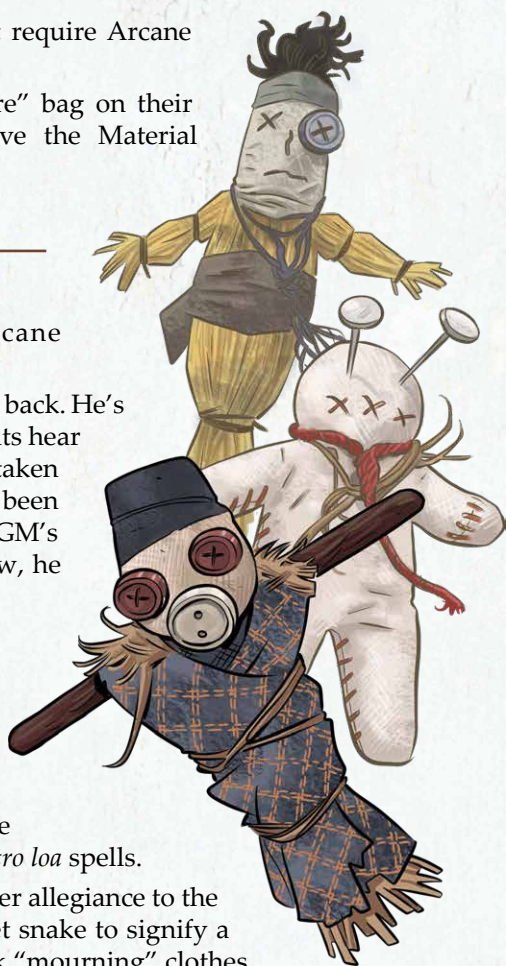
FAVORED

REQUIREMENTS: Seasoned, Spirit d8+, Arcane Background (Voodooist), Faith d8+

This Edge may only be taken once, and signifies a special relationship between a mambo or houngan and a particular loa. It only benefits those who have the *aspect of the rada loa* or *fury of the petro loa* spells.

The hero must plainly and visibly mark his or her allegiance to the chosen loa in some way—perhaps carrying a pet snake to signify a mambo’s “marriage” to Damballa, wearing black “mourning” clothes to honor Baron Samedi, and so on.

As long as this homage is present, either power costs 3 Power Points instead of 5.



SOME COMMON LOAS

Below are some of the loas most likely encountered in a horror campaign. Each is far more nuanced than we have space to describe here, so we encourage you to use these references for your own research.

AGWÉ: A rada loa who rules over the great waters and all that dwells within them. He is a sorrowful loa who cries salt tears, particularly for the slaves transported across the ocean during the Trans-Atlantic slave trade.

BARON SAMEDI: This bawdy rada loa appears as a tall man in a black top hat, dark glasses, cane, and formal clothes and rules over the land of the dead.

DAMBALLA: Ancient rada loa and creator of the world. He influences fate and fortune.

ERZULIE FRÉDA: The quick-tempered “black Madonna” of love and femininity. Her petro loa aspect is Erzulie Dantor, the wrath of the Haitian Revolution.

MARINETTE BWA CHECH: “Marinette of the Dry Arms” is a terrifying petro loa of malicious rage.

PAPA LEGBA: A great communicator who appears as a kindly old man. His petro aspect, Met Kalfu, appears at the crossroads of life and death and lies with a literal forked tongue.

WARLOCK/ WITCH

In the horror genre, warlocks and witches learn their craft from old books or mysterious mentors, turning to dark powers only in the most desperate circumstances. Most of their magic focuses on hearth and home but those who cross them quickly learn they know far more wrathful spells as well.

Warlocks and witches tend to be secretive in historical settings where locals fear their magical powers. They may be more open in modern campaigns or worlds where magic is common.

Note: This Arcane Background is different from the version found in the *Savage Worlds Fantasy Companion*.



- **REQUIREMENTS:** Smarts d6+
- **ARCANE SKILL:** Spellcasting (Smarts)
- **STARTING POWERS:** Any three chosen from the list below.
- **POWER POINTS:** 10
- **AVAILABLE POWERS:** *Arcane protection, banish, barrier, beast friend, blast, blind, bolt, boost/lower Trait, burrow, burst, confusion, corpse sense, curse, darksight, deflection, detect/conceal arcana, disguise, dispel, divination, drain Power Points, elemental manipulation, empathy, entangle, environmental protection, exorcism, farsight, fear, fly, grave shroud, growth/shrink, havoc, healing, illusion, illusionary horrors, invisibility, light/darkness, locate, lock/unlock, mind reading, mind wipe, nightmares, object reading, protection, puppet, relief, scrying, seance, shape change, sloth/speed, slumber, smite, sound/silence, speak language, spite, stun, summon ally, summon demon, suppress transformation, telekinesis, wall walker, warrior's gift.*
- **MAGIC:** Witches/warlocks may take Edges that require Arcane Background (Magic).
- **COMPONENTS:** Witches and warlocks require bits and baubles for their spells, from eye of newt to the hair of a hanged man, which they store in their "hex bags." They have the Material Components Hindrance (page 7).
- **CORRUPTION:** Warlocks and witches gather power and knowledge from a variety of sources, some of which bring ruin to their mind and body. They have the Corruption Hindrance (page 6).
- **FAMILIAR:** Witches and warlocks maintain their connection to the natural world via small magical pets. They start with a familiar (page 72).

"WOULDS'T THOU LIKE TO
LIVE DELICIOUSLY?"

-Black Phillip,
The Witch

FAMILIARS

“Familiars” are small creatures (Size -2 or -3) that serve as a mage’s loyal pet and magical companion. They are loyal to their masters but aren’t slaves. They are very smart versions of their species but can occasionally be distracted by their own inherent instincts. For example, a cat might interrupt its task to chase a mouse or take a brief nap, and a dog will almost certainly bark when a stranger approaches.

A familiar is a Wild Card with respect to Wounds and rolling a Wild Die with its Trait rolls. It doesn’t get Bennies, but the mage can spend his own on its behalf.

The familiar can understand its master’s speech and vice-versa (others hear only the creature’s natural sounds), though concepts are limited to what a member of its species might understand.

The familiar has 5 Power Points of its own. It cannot cast spells, but the mage can draw on them as if they were his own. They recharge separately and at the same rate as the mage’s.

The bond between the familiar and the mage makes it immune to the *beast friend* power cast by others.

A familiar doesn’t Advance, but instead gains one of the advantages below for each of its master’s Ranks (including Novice) and for every fourth Advance the hero gains past Legendary.

- **SECOND SIGHT:** The owner may use the familiar’s senses as if they were her own, with a maximum range of 10 miles. She is Distracted and Vulnerable while doing so.
- **TRAINING:** The mage can increase one of the familiar’s Traits one die type (no more than once per Trait).
- **ENHANCEMENT:** The familiar gains an Edge. It must make sense for the familiar’s species (GM’s call) and meet the Requirements as usual.

If a familiar dies, the hero is automatically Stunned (no matter how far away he is). He can summon another after 10 days and can change the type if he chooses.

WARLOCK / WITCH EDGES

CONSORT

REQUIREMENTS: Veteran, Arcane Background (Warlock/Witch)

Occultists search through spellbooks to cast spells outside their usual expertise (via the Eldritch Inspiration Edge). Witches consort with primal or dark powers for such knowledge.

A witch may spend a Benny to cast any spell available in the campaign (and approved by the Game Master), ignoring all Requirements, including Rank! The spell must be cast as a ritual (page 72), and once cast may be maintained normally from her own Power Points.

There is one further catch. If the ritual fails, the being that gave the witch the spell lied to her! The failure counts as Critical Failure and triggers her Corruption. In this case, it may be appropriate to take a Hindrance such as Enemy that reflects the machinations of the entity—perhaps even its appearance in the physical world.

THE WITCHING HOUR

REQUIREMENTS: Seasoned, Arcane Background (Warlock/Witch)

Witches and warlocks are more powerful between the hours of midnight and 1 am (or some other suitable time in your campaign world). During this hour, a witch or warlock cannot Critically Fail a roll (it’s just a normal failure), and gets a free Soak roll anytime he or she takes a Wound!

COMMON RITUAL COMPONENTS

- 1 **Animal Part:** Usually from a smaller creature used as food or a pet. *Examples:* Chicken foot, turtle meat, rat's tail.
- 2 **Animal Fetish:** Doesn't require the death of the animal, but the creature itself is usually large, rare, or aggressive. *Examples:* Bull's tail, ostrich feather, snakeskin.
- 3 **Dangerous Totem:** Usually the most dangerous part of an aggressive animal. *Examples:* Rattlesnake rattle, bear claw, skunk's tail.
- 4 **Unlucky Omen:** Easy to procure but considered bad luck. *Example:* A shard from a broken mirror, spilled salt, a gifted clock.
- 5 **Human Refuse:** Unpleasant waste produced by a human being. *Examples:* Vomit, human blood, fingernail clippings.
- 6 **Venomous Extremity:** A part of a poisonous creature, or the poison itself. *Examples:* Scorpion tail, snake venom.
- 7 **Powder Compound:** A powdered mixture of several chemicals. *Examples:* Gunpowder, saltpeter.
- 8 **Meaningful Object:** Something with an emotional or spiritual investment. *Examples:* A child's toy, a believer's cross.
- 9 **Specialized Liquid:** A bottle of something specially brewed or blessed. *Examples:* A bottle of specific alcohol, holy water, freshly gathered milk (unpasteurized).
- 10 **Invasive Souvenir:** An object that requires violating privacy or taboo to collect. *Examples:* Air from a sealed crypt, a brick from an occupied home.
- 11 **Toxic Substance:** Potentially harmful chemicals or compounds. *Examples:* Arsenic, asbestos, nitrous oxide (laughing gas).
- 12 **Regional Token:** An object that represents a certain kind of land or climate. *Examples:* Beach sand, a pinecone.
- 13 **Ceremonial Edibles:** Food items to please or feed the spirits. *Examples:* Specially-baked bread, a bag of sugar.
- 14 **Reptile Part:** Components from various reptilian creatures. *Examples:* A lizard's eye, chameleon's skin, snake scales.
- 15 **Vermin Part:** Components from one or more insects. *Examples:* A cricket's legs, a spider web, four fly wings.
- 16 **Animal Teeth:** One or more teeth from a specific kind of creature. *Examples:* A kitten's tooth, a shark's tooth.
- 17 **Animal Offal:** Internal organs or blood from a single creature or multiple smaller creatures. *Examples:* A bucket of fish guts, a cow's heart.
- 18 **Specific Glass:** Shards or powder ground from a certain kind of glass. *Examples:* Crushed red glass, a piece of glass from a broken church window.
- 19 **Symbol of Death:** An object that represents death or the grave. *Examples:* Cemetery dirt, a chip from a 100 year old gravestone.
- 20 **Symbol of Entropy:** An object that represents aging or decay. *Examples:* A rusted hinge, timbers from a collapsed house.

EXOTIC RITUAL COMPONENTS

- 1 **Rare Hair:** A small number of hair follicles from a specific type of donor. *Examples: Hair strands from a 100 year old woman, hair from a lion's mane.*
- 2 **Venomous Animal:** A live and potentially dangerous specimen sacrificed as part of the preparations. *Examples: A cobra, live rattlesnake.*
- 3 **Radioactive Material:** Naturally occurring or waste products that are dangerously radioactive unless shielded. *Examples: 12 oz of radium, 2 oz of uranium.*
- 4 **Atypical Parts:** Organic components harvested from a diseased or unusual subject. *Examples: The brain of a rabid animal, fur from an albino cat.*
- 5 **Rare Powder:** The crushed remains of something expensive or unusual. *Examples: Ashes from a forest fire, rhino tusk powder.*
- 6 **Cursed Totem:** An object touched by dark magic. *Examples: A bound evil spirit, a cursed object.*
- 7 **Human Remains:** Parts of a deceased human body. *Examples: Ground human bones, a gallon of blood from one person, an eye or severed finger.*
- 8 **Natural Constructs:** Something created in nature must be found and recovered. *Examples: A hawk nest, a triton shell.*
- 9 **Precious Metal:** An expensive amount of pure, precious metal. *Examples: 12 oz of pure silver, 2 oz of solid gold.*
- 10 **Large Animal:** A live specimen needs to be sacrificed as part of the preparations. *Examples: A cow, a deer.*
- 11 **Large Trophies:** The bones, tusks, or horn of a very large animal. *Examples: An elephant tusk, a whale bone.*
- 12 **Occult Token:** Remains from a macabre being. *Examples: Demon blood, dust from decomposed undead.*
- 13 **Symbol of Emotion:** An object that represents an extreme emotion. *Examples: A child's tear, a returned engagement ring.*
- 14 **Murder Relic:** An item involved in a vicious murder. *Examples: The wedding ring of a murdered bride, a serial killer's murder weapon.*
- 15 **Rare Stones:** Naturally occurring stones in an unworked state. *Examples: Unpolished jade, a deep river stone.*
- 16 **Ancient Liquids:** Any bottled substance more than 100 years old. *Examples: Ancient wine, water stored for more than a century.*
- 17 **Rare Botanicals:** Hard to find or specialized plants. *Examples: Night-blooming flowers, carnivorous plants.*
- 18 **Crystalized Objects:** Any naturally forming crystal or similar substance. *Examples: Fossilized tree resin (amber), a ruby gemstone.*
- 19 **Lurid Taxidermy:** Ghastly preserved body parts from animals or humans. *Examples: A gorilla paw, a shrunken head.*
- 20 **Holy or Unholy Relics:** Items worshipped by true believers. *Examples: The shroud of a saint, the blade of a famous sinner.*

RITUAL MAGIC

Magic in horror settings is rare and powerful, and often designed to have a very specific effect, such as sealing an interdimensional rift or forcing some terrible abomination back through it. Such spells are almost always activated by ritual.

Rituals are usually discovered by investigators in musty tomes or crumbling grimoires, though in modern campaigns they might also be found on the internet!

Follow the steps below when the party needs to use ritual magic.

- **SELECT POWER:** The caster chooses any power he knows or gains access to via tomes, scrolls, grimoires, and the like (he doesn't have to know it himself). Then add up its total Power Points, including modifiers, Limitations, and any enhancements from the table below. Ritual magic doesn't actually **cost Power Points**, but the total is used to determine the cost in components (see below).

RITUAL SPELL ENHANCEMENTS

COST EFFECT

3/5 Increase the Duration of a power expressed in rounds to minutes for 3 points, or an hour for 5.

3/5 If a power has an area of effect, it may be increased to a radius of 50 yards for +3 points, or 100 yards for +5. Either enhancement may also conform to a building, ship, or other irregular space of roughly the same size (GM's call).

5 Targets of the power resist its effects at an additional -2 modifier, in addition to any Power Modifiers such as Strong.

- **COMPONENTS:** Ritual magic requires a number of components determined by the spell's total Power Points. The Game Master can choose these components herself or roll them randomly on the components tables on the preceding pages. Gathering the components is usually a large part of an adventure, and sometimes adventures in and of themselves.

COMPONENT & PENALTIES TABLE

POWER POINT COST	COMMON	EXOTIC	CASTING MODIFIER
1-2	2	—	-2
3-4	2	1	-2
5-6	3	1	-2
7-8	3	2	-3
9-10	4	2	-3
11-12	4	3	-3
13-14	5	3	-4
15-16	5	4	-4
17-18	6	4	-4

... and so on.

- **PREPARATION:** Once the components are gathered, the mage spends ten minutes per Rank of the spell in stationary preparation, drawing lines on the floor, preparing, burning, or destroying the components, or simply concentrating. A Novice Rank spell takes 10 minutes to prepare, while a Veteran Rank power requires a half-hour.

- **CAST:** The spell is activated with the Occult skill via a single-person, Difficult Dramatic Task. The penalty to cast depends on the Power Points required (see the table above). The caster uses his Occult or arcane skill if that spell is available to his Arcane Background.

The power is cast immediately with the successful completion of the Dramatic Task. Use the final roll of the task as the casting total. Spellcasters may not spend Power Points to maintain the power. If the Dramatic Task fails, the ritual fails and the components are consumed. That caster can't attempt that ritual again for one week (but others may).

A Critical Failure on the final roll of the ritual has an additional effect besides the consequences of failure itself. This might include an arcane explosion in a Large Blast Template for 3d6 damage, allowing a supernatural entity to enter the world, swapping the bodies of participants, or whatever the Game Master feels makes sense for the particular setting, power, and circumstances.

NEW POWERS

On the following pages are a number of powers found in many horror settings—such as the summoning and exorcising of entities or speaking with corpses.

These new powers, as well as those found in *Savage Worlds*, function normally for the most part, but you should carefully consider their Trappings. Magic in horror settings is typically of a dark and Faustian nature. While *entangle* neatly sums up what the spell can do, calling it “*Tentacles of Vralkresh*” carries much more weight and atmosphere.

If characters can only learn magic from tomes, consider giving spells names that don’t immediately give away what the spell does. Magic is not a science taught in schools, and magicians rarely give their spells workmanlike names. *Angel’s spear* might be *bolt*, but could be *smite* or *stun*. *Winds of Death* could easily be *blast*, *burst*, *lower Trait*, or even a flame-type *barrier* with a necromantic Trapping.

✧ **Updated Powers:** Powers marked with this symbol have been updated from early printings of the *Savage Worlds Adventure Edition*.

★ **Epic Modifiers:** Power Modifiers marked with a star may only be used by a caster of Veteran Rank or higher, or with the Epic Mastery Edge found in other *Savage Worlds* companions if it’s available in the campaign.

ASPECT OF THE RADA LOA

Rank: Novice

Power Points: 5

Range: Self

Duration: One Hour

This power invites a rada loa to “ride” the houngan or mambo’s body for up to one hour. Only one spirit may ride the voodooist at a time, though the caster may drop the spell at any time and start another if she chooses.

Aspect of the rada loa invites the spirit into her body, giving her some of its personality (noted in each power). That loa remains for the entire Duration, and no other loa may be invited in until the previous spirit leaves.

SPELLCASTING SUPPORT FOR LONG TASKS

Spells like *boost Trait* last only five rounds; little use for something like boosting Survival for a scout attempting to lead an expedition into mountains of madness.

For long-term tasks, allow spellcasters to use their powers anyway, assuming they’re able to *boost Traits*, grant *relief*, or provide *protection* at critical moments along the way.

- **AGWÉ:** This loa rules over the great waters and all that dwells within them. He is most often depicted as a tall, handsome man with deep green eyes wearing formal clothes, crying salt tears for the slaves transported across the ocean during the Trans-Atlantic slave trade. Those ridden by Agwé are morose and easily brought to tears.



The spell allows the voodooist mastery of the water for the Duration of the power. She may walk upon it, breathe beneath its surface, and swim at her full Pace (plus running die if desired). With a raise, she adds +2 to her total Pace each round.

- **BARON SAMEDI:** Samedi appears as a tall man in black hat, dark glasses, formal coat with tails, cotton plugs in his nose, and painted skull face. He is a dirty-minded and foul-mouthed loa who relishes human vices. Samedi is the loa of the dead and gatekeeper to the afterlife. Anyone possessed by the Baron becomes bawdy and salacious.

Samedi temporarily severs an undead creature's link to the spirit world. If a creature with the Undead Special Ability moves adjacent to the voodooist, it must make a Vigor roll (at -2 if cast with a raise) or be Stunned.

Good, Evil, and the Supernatural

Some powers and abilities refer to "supernatural" creatures, powers, and beings, or even "good" and "evil." But what does that mean in game terms?

The short answer is that it's up to the Game Master based on the setting and the beings in question, but here are some guidelines.

Any creatures that can't exist without the existence of the supernatural are supernatural themselves: zombies, vampires, ghosts, demons, etc. Sorcerers who use magic aren't supernatural themselves, but their powers are.

"Good" generally means those entities that exist to protect humanity. "Evil" beings are those that seek to destroy it.

A ghost haunting its house against intruders is only evil if it seeks to cause permanent harm. An angel rebelling against God to bring ruin to the "monkeys" that inherited the Earth is supernatural and evil, even though born of divinity.

- **DAMBALLA:** The ancient creator of the world once lay beneath the earth in serpent form. It was he who created the mountains and the skies and the seas and all that humanity beholds. He's a powerful, pristine loa who communicates messages of wealth, prosperity, and health through dreams. Casters who invite Damballa into their body become more patient and kind, with a long view to the cosmos and all who dwell in it.

You can reroll any Vigor roll for the Duration of the spell. If using the Wealth rules from *Savage Worlds*, you can also reroll any Wealth roll for the Duration of the spell. If not, reroll any Persuasion rolls to haggle or otherwise negotiate prices to get a better deal (a discount the GM feels is appropriate for the particular situation).

All rolls are made at +1 if the spell is cast with a raise.

- **ERZULIE FRÉDA:** Erzulie appears as a "black Madonna," a loa of love and femininity. While beautiful and kind, she's also quick-tempered. When ridden by Erzulie, the voodooist adopts these traits.

The hero gains favor by touching (skin on skin) a single individual who is romantically inclined toward them and starts with a Neutral or better Reaction (GM's call). This isn't the *puppet* power—the individual isn't a mind-controlled slave—they're just eager to please the caster. A raise means the target is even more eager to aid the voodooist.

Once the power expires, the target may rethink his or her commitment depending on the situation. Of course the voodooist can always channel Erzulie Fréda and rekindle the relationship anew.

- **PAPA LEGBA:** Legba is the great communicator. He is depicted as an old man with a cane, wearing a broad-rimmed straw hat and smoking a pipe, and is often accompanied by a loyal dog. When he rides an individual, she becomes more patient, wise, and sympathetic.

The houngan or mambo gets a free reroll on any Persuasion, Intimidation, or Taunt Tests for the Duration of the possession (at +1 if cast with a raise).

CONSECRATE GROUND

Rank: Seasoned

Power Points: 5

Range: Touch

Duration: One hour

Trappings: Circle of holy water or salt, energy barrier, pentagram.

This spell turns a patch of ground equal to a Large Blast Template into consecrated ground (as described on page 41). It takes one full minute of preparation and some sort of material (salt, chalk, etc., per its Trapping) to activate, lasts one hour, and may be maintained thereafter.

Supernaturally good beings draw strength from *consecrated ground*—they gain +2 Toughness while upon it. Supernaturally evil creatures are Distracted and Vulnerable while contacting the consecrated area. With a raise on the spell, evil entities in contact with the template take 2d4 damage at the end of their turn as well.

Note: Evil casters may invoke this power to create *profane ground*.

MODIFIERS

- **DURATION (+5):** Must be cast as a ritual. The Duration is extended until the next sunset.

CORPSE SENSE

Rank: Novice

Power Points: 2

Range: Self

Duration: 30 minutes

Trappings: Chanting, staring into a mirror.

This incantation allows the caster to detect all Tiny or larger corpses (including undead) of Tiny or larger within one mile (five with a raise). Once detected, the caster may also see and hear through their skulls if they have one.

Sentient undead may make a Spirit roll as a limited action each turn to eject the mage from their mind.

MODIFIERS

- **SPEECH (+1):** The caster can speak through any or all non-animated skulls or mindless undead.

CURSE

Rank: Seasoned

Power Points: 5

Range: Touch

Duration: Instant

Trappings: Voodoo dolls, strange marks on the victim's skin, the evil eye, a victim's personal belongings or locks of their hair, secreted hex bags.

Some practitioners of the arcane arts heal their allies. Others inflict sickness, maladies, or other curses upon their enemies. To use this particularly nasty spell, the caster makes an arcane skill roll opposed by the victim's Spirit roll. Failure means the victim suffers a level of Fatigue immediately and at sunset each day thereafter (further castings of *curse* have no additional effect).

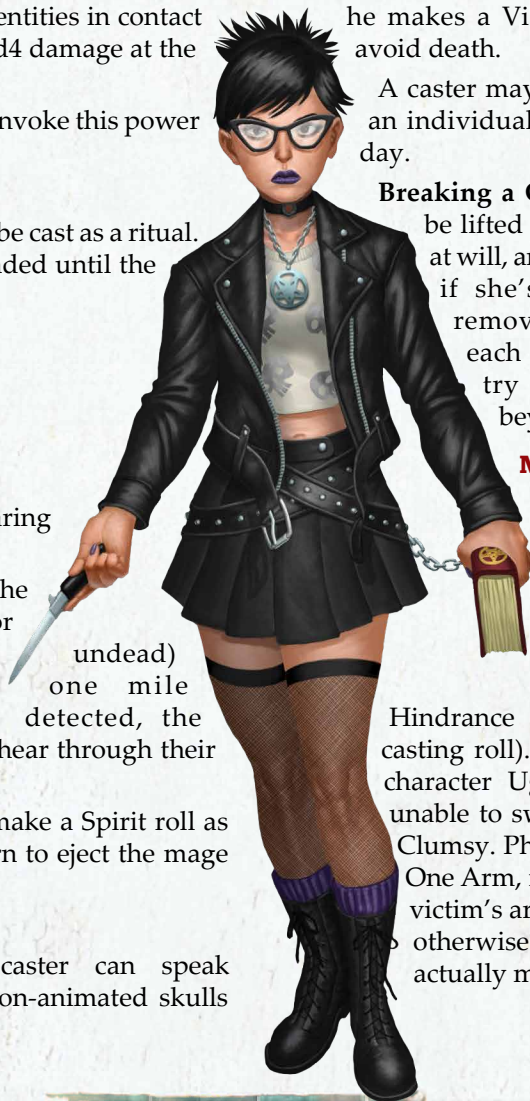
Once the accursed becomes Incapacitated, he makes a Vigor roll each day to avoid death.

A caster may not attempt to *curse* an individual more than once per day.

Breaking a Curse: The curse can be lifted by the original caster at will, and ends automatically if she's slain. *Dispel* also removes a curse, though each individual may only try once—if failed it's beyond her abilities.

MODIFIERS

- **ALTERNATE EFFECT (+2):** Instead of becoming Fatigued, the caster might give the victim a Minor Hindrance instead (or a Major Hindrance with a raise on the casting roll). She might make the character Ugly, for example, or unable to swim (Can't Swim), or Clumsy. Physical curses, such as One Arm, may simply mean the victim's arm is sore, strained, or otherwise useless rather than actually missing.



EXORCISM

Rank: Veteran

Power Points: Special

Range: Smarts

Duration: Permanent

Trappings: Holy items, arcane symbols, handful of salt, other trappings specific to the creature being expelled.

Banish temporarily rids the mortal world of troublesome spirits, but permanently exiling such entities requires more powerful magic.

Exorcism may only be cast as a ritual, and only affects spirits such as demons, ghosts, or similar types of otherworldly beings (GM's call). This includes entities that have possessed a mortal host.

Each round of the ritual is an opposed roll of the caster's arcane skill versus the creature's Spirit. If the entity is trapped in a binding circle, the caster may add the circle's bonus to her arcane skill rolls. Obviously it's wise to prepare when exorcising powerful beings—an Elaborate binding circle and a few allies for Support are critical when tangling with powerful creatures of the netherworld!

If the ritual fails, the caster's components are destroyed but she may try again once new components are gathered. If she's successful, the entity is permanently sent back to its native plane (or destroyed, GM's call). Certain clever or powerful beings may eventually find their way back to the mortal world, but this should be a rare and difficult process.

The Power Point cost is 3 plus the target entity's Spirit die type if it's a Wild Card, or 3 plus half its Spirit die type if it's an Extra. *Exorcising* a Wild Card demon with a d8 Spirit, for example, costs 11 Power Points.

MODIFIERS

- **UNSEEN FOE (+4):** A character may exorcise a spirit she can't see as long as she knows its general location (a small house, floor of a large house, etc.) or has contact with an object or person

it's attached to. This is handy when a house is haunted but the spirit senses danger and hides from ghost hunters, for example, or a demon hides in the nether realm, tormenting some unfortunate soul through powers or other manipulations rather than direct manifestation.

FURY OF THE PETRO LOA

Rank: Novice

Power Points: 5

Range: Self

Duration: 5

Petro loa are more aggressive or ill-tempered than rada loa, so they're primarily useful in dangerous situations such as combat. Like *aspect of the rada loa*, *fury of the petro loa* invites these spirits into the voodooist's body.

Only one spirit may ride the voodooist at once, though the caster may drop the spell at any time and start another if she chooses.

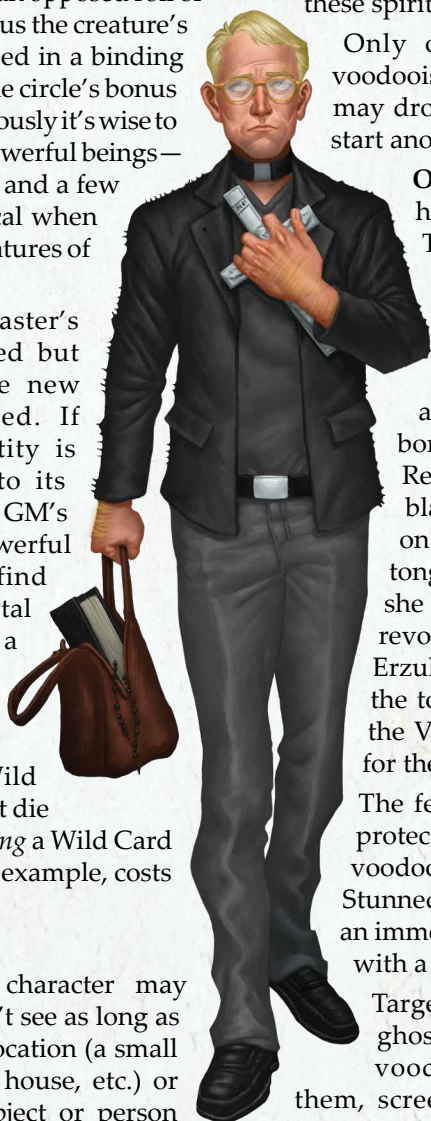
Other Aspects: Most loas have more than one aspect. Those listed here are the most common favors requested by heroic voodooists.

■ ERZULIE DANTOR:

Erzulie Dantor is an aspect of Erzulie Fréda born of the bloody Haitian Revolution. She appears as a black Madonna with a scar on her cheek and a severed tongue—cut out to ensure she kept the secrets of the revolution. Anyone ridden by Erzulie gains a bleeding cut on the tongue (no game effect) and the Vengeful (Minor) Hindrance for the Duration of the power.

The fearful Dantor is a vengeful protector. Anyone who harms the voodooist (causes her to be Shaken, Stunned, or Wounded) must make an immediate Spirit roll (at -2 if cast with a raise) or be Stunned.

Targets of Erzulie's rage see her ghostly visage emerge from the voodooist. She races toward them, screeching with the stump of her severed tongue, eyes black as night



and blood-stained hands reaching out for vengeance. She passes through their form and chills them to the very marrow...then disappears.

- **MARINETTE BWA CHECH ("Marinette of the Dry Arms"):** This terrifying petro loa is a tall, almost skeletal figure with wild hair, mad eyes, and parched skin wearing ragged, blood-stained clothes. Those ridden by Marinette gain the Mean Hindrance.

Marinette extends her host's Fighting attacks to Reach 2, and Str+d6, AP 2 if unarmed. The damage is increased to Str+d8 if cast with a raise.

Anyone struck by the voodooist sees a ghostly image of the horrific Marinette transposed over the attacker, screaming obscenities in her mad fury as she reaches out with her horrific dry arms and long, jagged claws.

- **MET KALFU:** Kalfu is the dark side of Papa Legba. He appears as a suave man in a top hat with a forked tongue. He is another loa of the crossroads between worlds, with influence over dark spirits and emotions. Those who invoke Kalfu gain the Ruthless (Minor) Hindrance. Voodooists who already have the Hindrance do not suffer the -2 to the Spirit roll below.

As master of strange, spiritual energies, Kalfu can sever a target's ties with Fate itself. Any time a foe within 12" (24 yards) spends a Benny and the voodooist wants to counter it, he may make a Spirit roll at -2 (or no penalty if cast with a raise). If successful, no Benny can be spent on that roll. With a raise, the Benny is lost as well!

When an opponent's luck is countered, he sees a ghostly image of Kalfu greedily drawing the energy into his mouth and devouring it with glee.

GRAVE SHROUD

Rank: Seasoned

Power Points: 2

Range: Smarts

Duration: 10 minutes

Trappings: Blood, rotten meat, garbage.

Grave shroud transforms the target's appearance and "aura" to that of a zombie. It is very similar to *disguise* but the illusion is restricted to shambling undead and it also covers the smell and general "aura" of such creatures.

Unwilling victims may be targeted with an opposed arcane skill roll versus their Spirit.

Those affected look and smell like a walking corpse. Near-mindless undead (such as zombies and skeletons) treat the target as one of their own. Intelligent undead (such as vampires) are likely to see the character as a mindless minion unless given some reason to look more closely. Then a Notice roll at -2 (-4 if cast with a raise) detects the reality and dispels the illusion.

In either case, creatures attacked by the "undead" defend themselves and fight back as fits the situation.

MODIFIERS

- **ADDITIONAL RECIPIENTS (+1):** The power may affect more than one target for 1 additional Power Point each.

ILLUSIONARY HORRORS

Rank: Seasoned

Power Points: 5

Range: Smarts

Duration: One day

Trappings: The evil eye, spit, stealing a personal possession of the accursed, tricking someone into taking a cursed object.

The curse twists the target's mind so that she sees horrors everywhere she looks. The effects may be subtle: the eyes of a painting move to watch her, a passing crow squawks her name, or some weapon or tool in the victim's hand appears covered with blood or ichor.

The effects might also be dramatic: the victim sees a terrifying hag in the shadows, a flock of birds descends to peck at her, a video of the hero dying appears on a television screen.

The power's effects activate at the Game Master's whim, or anytime the game is in rounds and the victim's card isn't a face card. This causes her to be Distracted for that round, but more importantly influences her behavior. The vision might "chase" the victim into a trap, cause her to act hysterically in front of others, make her drop something, and so on.

MODIFIERS

- **ADDITIONAL RECIPIENTS (+2):** The power may affect more than one target for 2 additional Power Points each.

LOCATE

Rank: Novice

Power Points: 3

Range: Self

Duration: 10 minutes

Trappings: A floating crystal over a map, message in the clouds, a ray of light.

Sometimes it's literally impossible to find something via mundane means. *Locate* allows the caster to find these hidden things. When casters use this power, they choose an object, creature, or location. If the caster has never seen the target, the roll is at -2.

Success gives a sense of the general direction and distance of the target. A raise also gives an impression of the target (e.g., the creature is asleep, the object is in a strongbox, the secret door is behind a bookshelf).

MODIFIERS

- **FIND THE PATH (+1):** In addition to the direction and distance to a target, the caster also has a supernatural sense of the best or fastest way to navigate to its general area.

LOCK/UNLOCK

Rank: Novice

Power Points: 1

Range: Smarts

Duration: Permanent (*lock*); Instant (*unlock*)

Trappings: A skeleton key, miming opening or locking a lock.

Lock magically seals a door, window, container, envelope, drawer, box, or other closeable item. Any attempt to open a magically locked container, door, or portal suffers a -4 penalty. Any further attempts by a character automatically fail until he increases his skill, at which point he may try again. A raise when magically locking the container means it can only be unlocked via the *unlock* version of this power (at the -4 penalty listed above) or by *dispelling* the magical *lock* then picking the lock as usual.

The caster may set a passphrase when the *lock* is created; the portal opens for anyone who speaks the phrase and remains open until the phrase is repeated.

Unlock may be used in place of Repair or Thievery (but not Strength) when attempting to unlock a container, door, or portal. It ignores up to 4 points of penalties to the task, and with a raise disarms any traps or alarms on the portal as well.

Neither spell has any effect on barriers, barricades, or blockages—only distinct objects which can be opened or shut.

MODIFIERS

- **ALERT (+1):** *Lock* only. If the magically locked object is opened, the caster instantly knows this happened (and which object was unlocked if multiple instances of this power are in effect). A being who speaks the password (determined at the time of casting) doesn't set off the alert. This warning lasts one day.

NIGHTMARES

Rank: Novice

Power Points: 2

Range: Unlimited

Duration: One week

This insidious spell causes the victim to suffer terrible nightmares. The caster must know the name of the victim and possess something which belonged to him (like a lock of hair or item of clothing), but need not know his exact location.

If successful, the victim has the Night Terrors Hindrance (page 7) until it's *dispelled* or expires, the caster terminates it, or the caster is slain.

MODIFIERS

- **SPECIFIC THEME (+1):** For 1 Power Point the caster may implant specific scenes or themes into the victim's nightmares, perhaps urging him to specific beliefs or action.

SANCTUARY

Rank: Novice

Power Points: 2

Range: Touch

Duration: 5

Trappings: Words of power, holy symbol, glowing light.

Sanctuary protects the righteous from the vile clutches of malignant entities. Any supernaturally evil creature attempting a

damaging attack that affects the recipient must make a Spirit roll (at -2 if cast with a raise). If the roll fails, the creature loses that action. (The GM should use group rolls for identical Extras.)

If anyone under the effects of *sanctuary* attempts to harm another creature (evil or otherwise), he loses the benefit of *sanctuary* instantly.

Sanctuary trumps any ward the caster may be holding or protected by (see page 48). If the creature overcomes the *sanctuary* spell, it ignores any wards that turn as well.

MODIFIERS

■ **AREA EFFECT (+2/+3):** For +2 points the power affects all allies within a Medium Blast Template centered on the recipient. For +3 points the area of effect is increased to a Large Blast Template.

★ **STRONG (+1):** Spirit rolls by the creature are made at an additional -2.

SCRYING

Rank: Seasoned

Power Points: 3

Range: Self

Duration: 5

Trappings: Images on a reflected surface, glowing eyes, a crystal ball.

Scrying allows the caster to spy on a distant target. Preparing the spell takes one uninterrupted minute while the caster focuses on a target item, creature, or location. This makes her Vulnerable and unable to take any other actions. If she's Shaken or Stunned during this time, the spell fails.

If the caster has never seen the target herself, she makes her arcane skill roll at -2. *Scrying* on a target in a different plane of existence also imposes a -2 penalty.

Scrying is opposed by the subject's Spirit. If the target wins, he knows he's being spied on. If the caster wins, he can see and hear the target and the area around it but cannot move his perspective. With a raise, he can shift perspective and follow the target at a Pace 24.

A *scrying* "eye" may be seen with *detect arcana*. It may also be *dispelled* (at -2 if suspected but not revealed).

MODIFIERS

■ **GROUP SIGHT (+1):** The caster may share her perception with allies within a Range of Smarts for the power's Duration.

SEANCE

Rank: Seasoned

Power Points: 5

Range: Self

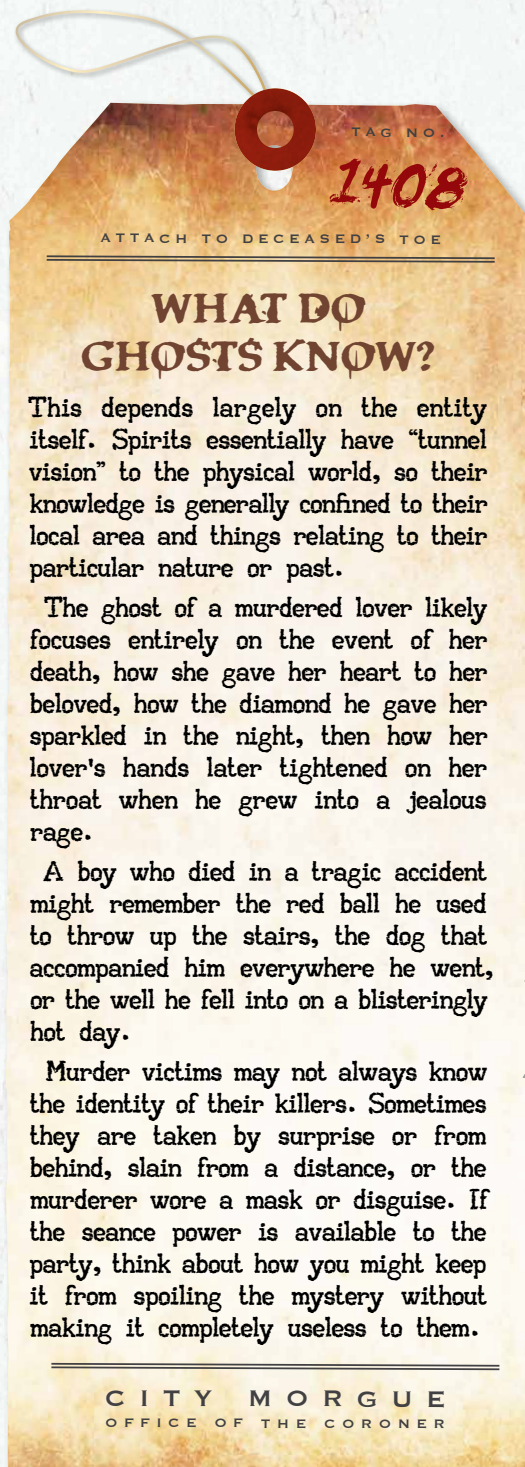
Duration: Special

Trappings: Ouija boards, personal items of the spirit, seances.

Seance allows a caster to speak to departed spirits. The spell must be directed toward a particular soul, so the caster must either know the name of the deceased or possess a personal item that belonged to them to attempt the *seance*.

Ghosts, haunts, poltergeists, and the like have a very limited view of the physical world, and an even lesser understanding of the ethereal realm. They spend most of their time drifting in a state of semi-consciousness,





"I THINK I HURT
SOMEONE."

-Arne,
The Conjuring:
The Devil Made Me Do It

only glimpsing occasional visions of the real world. "Good" spirits find this peaceful and only interact with the mortal realm if forcibly called to it. Restless entities have a very different take. They peer into the world of the living far more often, seeking resolution for their terrible lives, and are driven to madness and violence. They actively attempt to reenter the physical domain and take out their fury on the living beings they find there.

If the ritual is successful, the entity manifests long enough to answer three questions to the best of its ability (the answers are more specific with a raise). Then it fades back into the void.

A Critical Failure when casting *seance* has an additional consequence—the entity (or some other being *pretending* to be the entity!) manifests nearby! What it does next depends on its personality, but the being must be bound and *exorcised* to return it to the spirit realm.

MODIFIERS

- **DEMONIC PRESENCE (+2):** The caster can speak to other entities of the spirit realm, including demons and devils.
- **TASK (+2):** Spirits are not demons—they have no compunction to bargain. But sometimes a summoner can convince an entity to carry out a minor task. The being is summoned as described above, but rather than being asked questions may be asked to perform one relatively simple task it can complete in less than an hour.

SPITE

Rank: Seasoned

Power Points: 3

Range: Self

Duration: 5

Trappings: A protective entity, protective runes inked on the skin, a slight red aura.

Violence begets violence, especially with this vengeful evocation. Anytime the caster takes one or more Wounds from a direct attack, the attacker takes 1d6 damage per Wound inflicted. If an occultist *blasts* a witch with *spite* for three Wounds, for example, he then takes 3d6 damage.

Spite triggers anytime someone causes the caster injury. This includes area effect spells, for example, but wouldn't include stabbing oneself with an opponent's blade.

✧ SUMMON ALLY

Rank: Novice

Power Points: Special

Range: Smarts

Duration: 5

Trappings: Clay figure that grows into a servant, a tattoo that comes to life.

This power allows the character to summon a magical servant from nothing. The ally typically takes the form of a basic humanoid of the appropriate Size but can appear differently based on the caster's Trappings. It materializes anywhere in Range, and with a raise on the arcane skill roll, it's Resilient as well.

The ally acts on its creator's Action Card and follows her commands to the best of its ability. It has no personality, creativity, or emotions. When the power ends or the ally is Incapacitated, it fades into nothingness, leaving no trace behind.

The type of servant that can be summoned depends on the caster's Rank. With the GM's approval, the player may swap abilities. If a hero wants an attendant in the form of a wolf, for example, the caster might exchange the Shooting skill for Survival so that the "animal" can track its foes.

SUMMON ALLY		
SERVANT	RANK	COST
Attendant	Novice	1
Bodyguard	Seasoned	3
Sentinel	Veteran	5
Mirror Self	Heroic	7

MODIFIERS

★ **ADDITIONAL ALLIES (Varies):** Additional allies of the same type may be summoned at the same time for half the Power Points

SUMMONED ALLIES

ATTENDANT

Attributes: Agility d4, Smarts d4, Spirit d4, Strength d4, Vigor d4

Skills: Athletics d4, Fighting d4, Notice d4, Shooting d4, Stealth d6

Pace: 6; **Parry:** 4; **Toughness:** 4

Special Abilities:

- **Claws:** Str+d4
- **Construct:** +2 to recover from being Shaken; ignore 1 point of Wound penalties; doesn't breathe, immune to poison and disease.
- **Fearless:** Immune to Fear and Intimidation.

BODYGUARD

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d6

Skills: Athletics d6, Fighting d8, Intimidation d6, Notice d4, Shooting d6, Stealth d4

Pace: 6; **Parry:** 6; **Toughness:** 7 (2)

Edges: First Strike

Gear: Melee attack (Str+d6).

Special Abilities:

- **Armor +2:** Hardened skin.
- **Construct:** See Attendant.
- **Fearless:** Immune to Fear and Intimidation.

MIRROR SELF

The ally is a clone of the caster except: it's an Extra; it has the same number of current Power Points as the caster *after* subtracting for this casting; it *cannot* use the *summon ally* power; its skills (but not attributes) are one die type less (minimum d4) than the original; it has identical mundane equipment (no magical qualities, disappears when the power expires); has the Construct and Fearless abilities.

SENTINEL

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

Skills: Athletics d6, Fighting d10, Intimidation d10, Notice d8

Pace: 6; **Parry:** 7; **Toughness:** 13 (4)

Edges: Arcane Resistance, Sweep (Imp).

Gear: Melee attack (Str+d8).

Special Abilities:

- **Armor +4:** Stone skin.
- **Construct:** See Attendant.
- **Fearless:** Immune to Fear and Intimidation.
- **Size 2:** Sentinels are 8' tall and very dense.

TAG NO.

666A

ATTACH TO DECEASED'S TOE

SUMMONING SPECIFIC DEMONS

The Game Master may let players summon some or all of the demons in Chapter Six with the *summon demon* power, perhaps requiring Research and adventure to discover specific ritual components required for each.

Put some thought into this before allowing the players to do so, as some of the creatures there are incredibly powerful. Of course such beings are deadly if mishandled, and even the humiliation of a successful summoning isn't forgotten—the being might seek revenge later, either personally or through its minions.

CITY MORGUE
OFFICE OF THE CORONER

cost of the original summons (total cost including modifiers, rounded up).

- **COMBAT EDGE (+1):** The ally has a Combat Edge (it must meet the Requirements as usual). You may take this modifier up to three times per ally.
- **FLIGHT (+1):** The ally can fly at its base Pace.
- **INCREASED TRAIT (+1):** The caster can increase a Trait one die type for 1 Power Point. She may do this for as many Traits as she likes, but only once per Trait.
- **MIND RIDER (+1):** The caster can communicate and sense through any of the allies summoned in this casting.

SUMMON DEMON

Rank: Veteran

Power Points: Special

Range: Smarts

Duration: No more than one week

Trappings: Pentagrams, black candles, animal sacrifices.

Most heroes would never seek to consort with the denizens of Hell, but occasionally, such a feat may be required in pursuit of some more noble aim.

Demons may only be summoned by ritual magic (page 72), and must be conjured inside a binding circle (prepared prior to starting the ritual, see page 48).

Each round of the ritual is an opposed roll of the caster's arcane skill versus the creature's Spirit. The binding circle's modifier applies to the arcane roll each round of the ritual as well.

The Power Point cost is 3 plus the target entity's Spirit die type if it's a Wild Card, or 3 plus half its Spirit die type if it's an Extra. Summoning a Wild Card demon with a d8 Spirit, for example, costs 11 Power Points.



Failing the ritual means no demon is summoned. A Critical Failure on any round of the ritual means the demon appears but is not bound, usually going on a bloody assault on those who summoned it!

If the ritual is successful, the demon appears inside the binding circle and is bound. If the caster got a raise on the final round of the ritual, the demon is more powerful in some way—it has an extra Wound, Edge, important Trait bump, or other ability the GM feels is appropriate.

Tasks: A bound demon can be offered its freedom in exchange for some task. The demon must be able to reasonably perform the task even if it's likely to result in its "death" (which usually just returns it to wherever it came from).

Once the demon agrees to the bargain, the summoner must break the binding circle and set it free. The demon is now bound to the caster—it cannot directly harm the summoner and must attempt to perform its task to the best of its ability (though it may create additional mischief if it can!).

Communication: Demons are not (generally) telepathic. If the summoner plans on sending the evil entity out of sight, he'd best give it very specific instructions. Intelligent demons may be given physical equipment (such as cell phones or transmitters in modern settings), but whether or not they actually use these tools is entirely up to them.

Specialized Demons: Some demons might require special offerings or knowledge (such as their true name), can only agree to specific requests, or have different terms such as Duration or how they're controlled. A demon of vengeance, for example, may only be tasked with exacting vengeance of some sort (the Black Coachman on page 107 is an example of this). This is entirely up to the Game Master, the setting, and the description of the creature.

SUPPRESS TRANSFORMATION

Rank: Veteran

Power Points: 3

Range: Touch

Duration: One night

Trappings: Potion, runes drawn on body, circle of wolfsbane, silver coins over eyes.

Few curses are as terrible as those that transform the victim into something else—something hideous. Most monster hunters know lycanthropes change into their animal form at the full moon, but other horrors may transform as well. One unfortunate soul may find himself becoming a gurgling fish-man while another slowly becomes an abominable fly-like being.

This rare spell gives these miserable souls an opportunity to recover their humanity and suppress the beast within.

Once cast, a victim inflicted with lycanthropy or some other transformative malady resists the change or halts its progress for the next 24 hours.

MODIFIERS

- **PERMANENT (+4):** If cast as a ritual (page 72) the victim is permanently cured of whatever affliction besets him. This requires the heart or other vital organ of a greater creature of the same type in addition to the usual number of components, which is consumed whether the ritual is successful or not.

"EVEN A MAN WHO IS
PURE IN HEART,
AND SAYS HIS
PRAYERS BY NIGHT,
MAY BECOME A
WOLF WHEN THE
WOLFBANE BLOOMS,
AND THE AUTUMN
MOON IS BRIGHT."

—Gwen Conliffe,
The Wolf Man



CHAPTER FIVE

ARCAINE ITEMS

Cursed items are staples of many horror tales. In this chapter are a number of relics, antiques, and artifacts you might use in your campaign. How such items appear—and the havoc they cause when they do—is often an adventure in itself!

Destroying Arcane Items: *Dispel* might temporarily disenchant an item, but some cursed devices may only be destroyed in certain ways—extreme heat (factory forge, volcano, etc.), doused in the blood of a saint, a *dispel* cast by ritual magic, and so on. This is completely up to the Game Master and the needs of the story, but should definitely be difficult and risky.

BANDAGES OF ANUBIS

First created millennia ago by priests of Anubis, these seemingly innocent rolls of bandages are actually powerful necromantic tools. Unfortunately for the victim, they must be applied while the person is *alive*.

Once completely wrapped in the bandages, the victim's skin and muscles begin to desiccate. In a number of hours equal to the victim's Vigor die type, the bandages bond into his withered flesh, slowly turning him into a guardian mummy (see page 149). If completed, the magic is irreversible and extremely painful. Otherwise, it reverses in a like amount of time.

In earlier days, priests and magicians received this as a blessing, a way of granting

them eternal life. They were not subservient creatures, but free-willed undead. In modern times, necromancers have altered the magic to create mindless guardian mummies, and use the bandages to punish wayward disciples and create an army of undead.

BLOOD MONEY

Blood money is physical currency paid to someone who betrayed a close friend—and that betrayal resulted in the latter's death. The most famous blood money is Judas coins, the 30 pieces of silver Judas was paid to betray Christ.

A character who acquires blood money senses its effects after a few hours. Anytime the traitor takes an action that directly and negatively affects an ally, he adds +4 to his roll. This might be an attack, an opposed roll, or simply persuading some third party to perform an action that will harm the target.

The traitor must be carrying one or more of the actual bills or coins to be cursed. In the modern era, he might carry a bank statement or check instead.

Anyone using blood money pays a hellish price. If the bonus is used a single time, the bearer is treated as a supernaturally evil creature for purposes of Edges such as Champion or holy relics and powers that affect such beings.



BRAZIER OF CONJURATION

Standing three feet high on a tripod base, the inner surface of this black, iron brazier is engraved with runes of opening.

If filled with at least two pints of human blood (in addition to any other ritual components), the brazier adds +2 to a caster's arcane or Occult skill rolls during any ritual.

CANNIBAL MASK

The cannibal mask is a painted, wooden face mask, similar to those found in tourist shops in many parts of Central Africa. Unfortunately for anyone who wears it, this particular type is cursed.

As soon as the mask is placed on his face, the wearer must make a Spirit roll at -8. Failure means the mask melds into the victim's flesh and becomes part of his body—effectively disappearing.

From this moment on, the wearer develops a craving for human flesh. No other food, including other forms of meat, satisfies the victim's hunger. Once every 24 hours, he must devour a pound of flesh. If he doesn't, he goes into a mad rage until he consumes twelve pounds of flesh. During such a rage, his Strength increases two die types and his canines descend, giving him a bite attack (Str+d4).

Removing the mask, once its existence is suspected, requires a Wound caused by the *banish* power. The victim also automatically makes another attempt to break free of the mask's influence on the first night of each full moon. With success he can pull the mask from his face. With failure he remains a mad cannibal for another lunar cycle.

Exactly how these masks are created is a mystery, but many who have studied them believe a demon or cannibal spirit is bound into the mask through arcane rituals.

CERAMIC MASKS

Made of white porcelain and painted in the style of Japanese kabuki masks, these foul items have no effect on the living, but grants an undead wearer Invulnerability. No damage of any type, magical or mundane, can affect the undead so long as it wears the mask. Explosions, gunfire, or other ranged attacks never remove a mask—they can only be pulled off by hand, which requires a successful grappling attack then an opposed Strength roll at -2 (a separate action).

As soon as the mask is removed, the undead can be affected normally, whatever that means for the particular being.

COLD IRON CHAINMAIL

Forged to protect warriors against demons, cold iron chainmail covers the torso, arms, and legs of the wearer. The armor grants the wearer +3 Armor as usual, and an additional +3 against attacks made by demons, whether mundane (such as claws) or magical in origin.

CORPSE DUST

Made from the ground bones of the dead and enchanted with necromantic energy, corpse dust returns the dead to life—as undead. Each pinch animates a corpse, either as a zombie or skeleton, depending on how much flesh remains.

The dust is usually found in skin bags containing 1d6 doses. The undead remain active for 12 hours or until destroyed. They follow the verbal directions of whoever raised them implicitly and without question.

DIARY OF A MADMAN

This unique item has been attributed to many madmen throughout the ages, though in reality it is not the work of a single person, but a collection of writings from numerous authors, all totally insane.

Contained within the pages of gibberish and mad ramblings are many secrets. A reader can use the diary to get a bonus to any Smarts-based skill roll, but he risks losing a little piece of his mind each time he does so.

The reader simply states what bonus he wants, from +1 to +6. After making his roll, he must then make a Spirit roll with a penalty equal to the bonus he gained.

Failure means the reader must roll on the **Fear Effects** table (page 43) at +2. A Critical Failure means he rolls at +4.

DOPPELGANGER MIRROR

Majestic and strangely alluring, this full-sized mirror catches the eye with its heavy Rococo frame and lustrous sheen. Its origins are a mystery, as there are no signatures or other telltale markings to indicate its provenance.

Anyone in the room with the mirror feels compelled to look at it. Resisting the urge is just a matter of willpower and doesn't require a roll, but the mirror has its own built-in reward: Those who gaze into its clear glass see themselves as more attractive, more fit, more appealing.

The effect is subtle but powerful. As long as a viewer dedicates 10 minutes to staring at her reflection in the mirror, she temporarily gains +2 to Persuasion and Intimidation rolls, a boon which lasts until the stroke of midnight. This stacks with anything else that grants a similar benefit.

Of course, there's a price to pay. The viewer also acquires a Minor Psychosis (or a Major one if she already has a Minor Psychosis). At midnight the viewer rolls Spirit to recover from the Psychosis. Failure means it's permanent (though it can be eliminated during Downtime as usual).

Each time the viewer wishes to gain the mirror's "gift" she must double the amount

of time spent gazing at her reflection—20 minutes, 40 minutes, and so on.

The more she looks, the more powerful the mirror becomes. It begins talking to her through her reflection, mimicking her and convincing her to commit acts of evil.

When the viewer finally acquires a Major Psychosis and fails to overcome it at midnight, the doppelganger mirror is powerful enough to emerge as its own spirit. It takes the form of the viewer and begins a reign of terror that lasts until one of them—the body double or the original—perishes, at which point the doppelganger is returned to the mirror and seeks a new owner.

ELIXIR OF LOVE

Anyone who drinks this sweet-tasting love potion immediately falls in love with the first person he sees. Until the effect is *dispelled*, the victim adds +2 to Support rolls to help the target of his affection. Unfortunately, he is also completely, totally, head-over-heels obsessed with his beloved. He won't leave her side, becomes insanely jealous over any other hint of affection, and is quick to violence if the target is threatened, insulted, or slighted in any way.

This may not be romantic love—it may be platonic, maternal, etc.

The elixir may be negated with the *dispel* power at -4, though each caster may only ever try once per subject.

FLAIL OF UNHEALING FLESH

This cursed weapon is a cat-o-nine-tails tipped with metal barbs. In combat, it acts as a flail and leaves deep, weeping wounds that cannot be healed with first aid or magic—only natural healing works.

FORBIDDEN LORE

Knowledge "Man Was Not Meant to Know" is sometimes found in obscure books, treatises, or texts that describe some dark and ancient evil. The information is often disguised in ciphers, codes, or dead languages and provides great insight into its subject matter but might cost its reader her sanity!

Forbidden lore typically has an atmospheric name that inspires dread and awe in those who find it. A book about vampires might be called a *Codex of Night Fiends*, the *Study of Those Creatures Which Require Blood*, or the *Cyclopedia of Sanguinary Horrors*. A scroll on Japanese oni (demons) might be *The Seven Leaping Fiends of Igo*.

The form of the lore depends on the setting. In a sci-fi game it may be fragmentary texts from a lost civilization, data files, or even instruction manuals on bizarre topics. In a fantasy campaign, lore may be the tome of a foul lich or vile necromancer. In a modern day monster hunter tale, the lore might come in the form of a ledger made from human skin and inked in the blood of its writer's victims. An Egyptian text detailing *The Rise of Sobek* might be written on tanned crocodile skin, while a mariner's sighting of some bentacled humanoid stalking the high seas might be carved in scrimshaw.

Reading the lore reflects obsessive study that takes 2d6+2 dedicated hours (or an amount of time set by the GM). The bearer is compelled to read and reread the text in excessive detail, including any hidden or coded messages that may (or may not!) lie within. He is a believer in its authenticity and desires to protect and shelter the text from harm. Whether this is to further learn its mysteries, to keep others from learning them, or simply to be the only one who knows its strange secrets is up to the player and the nature of the lore.

Those who complete the reading must make a Smarts roll at -2 (or -4 if the subject matter is particularly terrifying). Success leaves the reader disturbed but has no long-term consequences. Failure causes a permanent Minor Psychosis (or Major with a Critical Failure); the GM can choose or use the table on page 44.

In exchange for this risk, the bearer gains two benefits: He ignores all Fear checks relating to the subject matter or creatures covered by the text (determined by the GM), and knows the details of a single creature or type of creature detailed in the lore, including all strengths, weaknesses, and vulnerabilities.

This is often the only way to defeat certain powerful beings who have managed to hide their weaknesses from the world!

FRANKENSTEIN'S LABORATORY

Whether the original equipment or recreated from Dr. Frankenstein's notes, his generator, slab, and potent mix of chemicals is good for just one thing—making a monster!

Creating a monster takes time and money in addition to Frankenstein's equipment. The doctor (if one can call him that) must spend \$100,000 over nine months making his monster. He then makes a Healing roll.

With success, he creates a corpse golem (page 134). The creature is free-willed but has an almost animal level of intelligence. For each raise on the roll, the creature gains one die in Smarts (max d12). This isn't necessarily a good thing, for once the thing realizes what it is it's likely to be a little upset!

With a Critical Failure the creature still comes to life but has the Suspicious (Major) Hindrance and acute psychopathic tendencies.

GRANDFATHER CLOCK

Often found ticking away in abandoned houses, these devices are not ordinary timepieces. Their relentless ticking slowly gets under the skin of those nearby. Anyone within auditory range (usually 6" or 12 yards) suffers a -2 penalty to Spirit rolls.

Some particularly powerful grandfather clocks have the ability to create a minor pocket dimension around themselves. The clock's face is normal during the day, but at night the viewer notices the numbers go up to 13. After midnight, those within auditory range must make a Spirit roll or be shunted into another world, one which looks exactly like our own but is completely uninhabited—save for undead or stranger monsters. The victims are trapped in this world for exactly one hour, returned (alive or dead) to the mortal world when the clock strikes one.

GRAVE DUST

This dark, gritty dust is made from the burnt bones of skeletons and energized with dark power. It is used to communicate with the dead, not animate them.

The dust must be sprinkled on the remains of the deceased, a personal item, or his grave marker, then the user makes a Spirit roll. With success, a ghostly voice makes itself known and may be questioned. This functions exactly like the *seance* spell as if it were cast with a raise.

Grave dust is usually found in batches of 1d4 doses.

Grave dust can be made by a character who has found the proper recipe, obtains human bones, and has access to modest chemical or alchemical equipment. Doing so requires six hours and an Occult roll at -4. Each success and raise creates one dose.

GRIMOIRES

Grimoires are books, scrolls, or texts containing magical spells, miracles, or arcane designs. The exact contents are up to the Game Master but most contain 1d6 powers.

When a character with an Arcane Background takes the New Powers Edge, she takes two powers as usual, and she may take one bonus power from any she's found in a grimoire. The additional power must be at or below her Rank and available to her Arcane Background as usual.

Some grimoires may be enchanted like scrolls, allowing the user to cast the spells inside once each, after which the grimoire is usually destroyed or inert until recharged somehow—a day, a week, the next solstice, the death of the reader, etc. (see page 96).

HAND OF FATE

This wizened, mummified human hand is horrifying to behold and clammy to the touch. Carrying the odious object leaves the bearer adrift on the fickle currents of fate and fortune.

Any time a player character with the Hand of Fate spends a Benny to reroll a skill, he rolls a d6. On a 5–6, he gets the Benny back. On a 1, he loses all his remaining Bennies.

HAND OF GLORY

This sinister item is fashioned from the severed hand of a hanged man. It is shriveled and dried, often contained inside a small wooden box.

SAMPLE GRIMOIRES

The Book of the Dead: A large tome from an ancient culture—usually Egypt or Babylonia—that contains rites and rituals of the dead. It contains *boost/lower Trait* (undead only), and *zombie*.

Book of the Writhing One: This massive, twelve-pound book contains a long, rambling, and mostly unintelligible history of Vralkresh (see page 116), a dark god worshiped by various cults through the last millenia. If read in a ritual with at least 13 assistants, it casts *summon demon*, specifically drawing Vralkresh to the mortal realm.

The Dark Scripture: Crafted in human skin, this journal details the summoning, binding, and banishing of demons. It contains *summon ally*, *banish*, and *summon demon*.

Liber Timor: Also known as the Book of Terrors, this book casts the *fear* spell with an added effect—all sentient beings in sight are affected by the spell.

Scrolls of the Unseen: This scroll can only be read once. If successfully cast, it turns all allies within arm's length *invisible* for three days.

One may “light” the fingers and thumb of the hand just like candles, turning the hand into a macabre candelabrum. When all five digits are lit, the hand has the *stun* power and 10 Power Points. The wielder uses Spirit as his arcane skill. When depleted, the flames flicker out and cannot be relit until the next nightfall.

HAUNTED DOLLHOUSE

Whether painstakingly crafted by a deranged hobbyist or willed into existence by a supernatural entity, these miniature toy houses are both an impressive display of miniature art and a frightening intersection between our world and whatever lies beyond.

Haunted dollhouses resemble tiny homes, complete with furniture, décor, walls, and floors—and sometimes tiny figures of the home's occupants—all in miniature scale.

Some haunted dollhouses might even appear like a scaled-down version of the *real* home in which they are found, right down to the smallest detail.

Anyone who sleeps near a haunted dollhouse wakes to find a new doll in the house—one resembling themselves. Seeing this for the first time calls for a Fear check.

Every 2d12 hours (when not being observed), whatever spirit is tied to the dollhouse or the local environment moves the dolls inside, arranging them in new configurations. Some ghosts use these to retell past real-life tragedies or to reveal events yet to come.

Seeing one's own doll being attacked, chased, injured, or even slain in one of these dioramas calls for a Fear Check at -2. For the next day, the hapless character cannot spend Bennies should she encounter the real-life version of that scene!

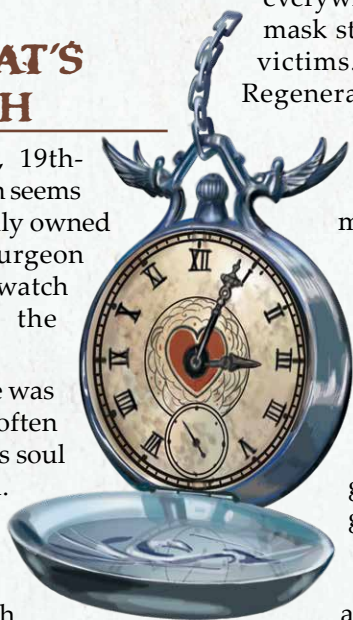
Destroying a doll that represents a living person automatically deals Fatigue (this may cause Incapacitation). It's a futile gesture anyway, for the next morning there's a new doll to take its place!

In some cases, sleeping near a haunted dollhouse causes the character to experience vivid, terrifying dreams in which he gradually realizes he's doll-size and trapped in the dollhouse. Some particularly strong haunts can cause this nightmare scenario to become more than just a dream...

THE HEARTBEAT'S POCKET WATCH

This beautifully crafted, 19th-century, silver pocket watch seems silent and broken. Originally owned by a Swiss emergency surgeon named Elias Oberle, the watch timed every procedure the doctor performed.

Oberle's skill with a blade was so magnificent his peers often joked he must have sold his soul to the devil for the skill. It's unclear if any such infernal pact was made, but the watch soaked in every moment of near-death Oberle staved off.



The watch grants a reroll when rolling the Healing skill. In addition, when a character holding the pocket watch is Incapacitated, the watch begins to tick, delaying the wielder's roll to survive for five rounds—a number of seconds equal to the lives Oberle saved.

HELLFIRE BLADE

Crafted from black metal not found on Earth, quenched in the blood of virginal sacrifices, and inscribed with runes of fire, hate, and pain, the hellfire blade is, quite literally, a weapon from the depths of Hell.

When drawn, green hellfire erupts along the blade and crackles with demonic fury. Any victim struck by it has a chance of catching fire (see *Savage Worlds*). The weapon is magical and gives the user +2 to Fighting rolls and +4 damage, or +8 against angelic or "holy" creatures.

Good creatures who attempt to wield it are Distracted and take 2d6 damage every round!

Hellfire blades are typically wielded by powerful demons in their war against divine forces. They are prized by such beings, and wielding one often draws their attention.

HOCKEY MASK OF TERROR

Beloved by chainsaw-wielding serial killers everywhere, this sinister relic is a hockey mask stained with the blood of countless victims. The horrid thing grants Fast Regeneration (unless the Wounds were caused by fire) and the Bloodthirsty Hindrance to the wearer, turning him into an unstoppable killing machine.

The regeneration ability heals as normal, but the visible and ghastly effects of the wearer's wounds might remain for a while. If a hockey mask-wearing fiend is sliced with a katana, for example, he might heal the Wound for game purposes but retain a nasty gash congealed with thick red blood. This is purely a visual effect but is important for the tone and atmosphere in most cases where a mask like this might be used.

Removing the mask requires a successful grappling attack then an opposed Strength roll at -2 (a separate action). This might not change the nature of the fiend beneath if he was already a psychotic killing machine!

JACK'S SCALPEL

Whether or not this scalpel really belonged to Jack the Ripper is questionable, but it certainly has all the hallmarks of being the item which caused his murder spree in 1888.

Once grasped, the holder must make a Spirit roll at -2 or fall under the scalpel's insidious spell. He develops a hatred of women that inflicts -4 to all Persuasion rolls when dealing with them. Worse, once per month from dusk till dawn, he loses control and becomes a homicidal maniac under the Game Master's control.

While in this state, the victim's Strength increases two die types. The scalpel causes Str+d4 damage, or Str+d10 damage against women. The scalpel cannot be dropped while the wielder is in his rage, but if the hand itself is amputated or destroyed it falls to the ground and the wielder regains his senses—whatever those might be.

During the rest of the month, the wielder is quiet and secretive about his blade. He might hide it somewhere special and will certainly guard it with his life if it is threatened—even if he knows what it's doing to him.

Removing the curse requires the destruction of the scalpel—most likely in a furnace or other source of heat capable of melting metal to a pure liquid state.

JADE MIRROR

Created by priests of the Aztec god Tezcatlipoca, whose name means "Smoking Mirror," these jade mirrors come in a variety of sizes. The smallest measures only six inches across, whereas the largest stands over six feet tall with a width of half that.

When smeared with the blood of a sentient sacrifice and illuminated by the light of the full moon, the owner can ask the mirror questions related to occult matters. Answers appear on the surface, either in writing or as warped images.

In game terms, the mirror grants a +2, +4, or +6 bonus to Occult rolls, the bonus being dependent on the size of the mirror. It can also be used to divine the future, as discussed under **Signs and Portents** on page 46.

The mirror may be asked a question only once every 24 hours.

If it is ever broken, the last person to ask it a question suffers 4d10 damage!

MANACLE OF THE INQUISITION

This heavy iron manacle was once used by the terrible torturers of the feared Spanish Inquisition. If the band is snapped into place on the wrist of a living being, it magically locks and cannot be removed until the manacle releases the victim (see below).

When a character wearing the manacle makes a Trait roll, he may choose the result of one die used in that roll instead of rolling it (other dice are rolled as normal). This means you can make that die Ace, then roll normally for the Ace result.

Each time the character uses this effect, however, spikes shoot from the inside of the manacle into the wearer's wrist and he takes a Wound that cannot be Soaked or healed by any means as long as the manacle is worn.

If the victim is Incapacitated or rolls a Critical Failure, the manacle releases him and cannot be worn by that individual again.

MARK OF THE DEMON

The Mark of the Demon is a powerful item of great evil, and yet appears as nothing more than a slip of parchment. The paper is blank unless read by the light of the moon, at which time silvery writing in an unknown language appears.

At the stroke of the next midnight, the magic contained in the paper conjures forth a terrible demonic entity known as a collector (page 118). This beast of Hell has only one purpose—to find and slay the possessor of the Mark of the Demon.

Obviously, villains take great care to ensure their victim is slipped the paper unawares, such as in a coat pocket, and then take almost

ludicrous measures to ensure the target does not return the paper to them somehow.

Destroying the paper ends the spell immediately—as long as the demon has not yet materialized.

The demon appears within 4d6 yards of its victim, whom it can sense through its Unnatural Senses. It remains on Earth until its victim is killed, it is banished with magic, or it is destroyed in the course of its duties.

MONKEY'S PAW

The Monkey's Paw is the severed, mummified hand of a macaque with its fingers and thumb curled inward. Its origin is a mystery, but most certainly originates from southeast

Asia. Variations from Africa or South America might also exist.

It might look innocuous, but the Monkey's Paw has the ability to grant three wishes to whomever possesses it. Often, the owner doesn't know about this power until he accidentally states his desire in the form of an "I wish..." statement. When each wish is granted, one of the monkey's fingers straightens out, as if counting the number.

Such a powerful boon comes at a terrible price. The Monkey's Paw always perverts the owner's wish in some way, though honoring it to the letter. Dead relatives wished back to life return as zombies, for instance. Or the owner wishing for wealth might find a money stash left by the mafia—who come back to collect!

The third wish is the worst, and often results in the death—or complete mental breakdown—of the owner, after which the Monkey's Paw finds its way into someone else's life. One way or another, it offers no additional benefits after the third wish.

The Monkey's Paw may be destroyed, but it always comes back somewhere, often to plague anyone who cast it aside or "beat" it at its own game!

MOONBLADE

These foul weapons are any bladed weapon inset with the tooth of a werewolf. The tooth must be ripped out under a full moon while the beast still lived then embedded in the weapon's hilt. If a living, human victim who takes at least one Wound from a moonblade, is Incapacitated and survives, he transforms into a werewolf on the night of the next full moon!

MUSIC INFERNALIS

Said to have been penned by Lucifer himself, the *Music Infernalis* is a musical score with a deservedly vile reputation. Many classical musicians claim it is unplayable, but they lie.

Any character trying to play the score must make a Performance roll at -6. With success, he summons a demon of the Game Master's choice (each type has its own "theme music," it seems).

TAG NO. 666B



ATTACH TO DECEASED'S TOE

A DEMON BY ANY OTHER NAME

The Game Master must determine if other types of evil spirits are "demons" for purposes of spells, powers, and arcane items.

In Islamic legend, for example, King Solomon was a powerful magician who bound evil jinn into copper jars. (A puzzle box might just as easily be one of these fabled copper jars!) Jinn (or "djinn") are generally considered "demons" in game terms, as are oni, yōkai, malicious nature spirits, and other evil entities. Most come from dark netherworlds (some version of Hell), but some may dwell entirely in the material world depending on their lore.

The distinction is important so the GM can decide if certain binds and wards, the *banish* spell, or items like puzzle boxes affect or include the creature. If so, the GM might also want to add them to the **Random Demons** table, or even replace it to reflect regional lore.

CITY MORGUE
OFFICE OF THE CORONER

Controlling the demon is a separate affair, but it's summoned into a binding circle if there is one within 12" (24 yards) of the musician.

THE NECRONOMICON

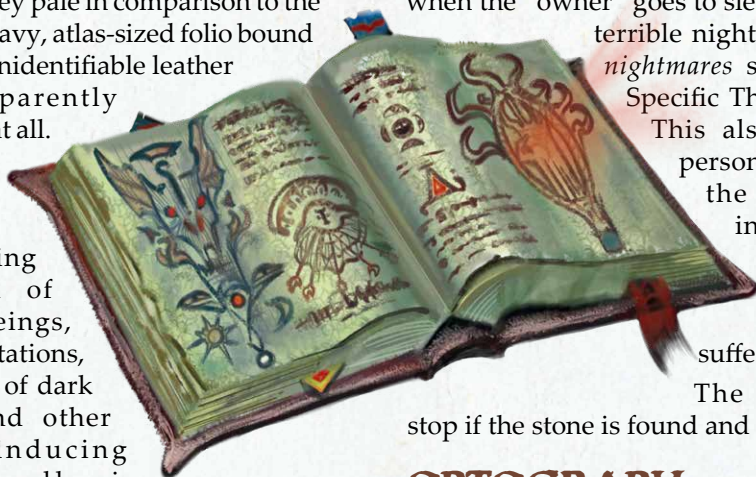
There are many dark grimoires, but only one Necronomicon—the legendary “Book of the Dead” purported to have been penned thousands of years ago by the insane Arab, Abdul Alhazred.

Though many copies have been made in the eons since its creation (with varying degrees of accuracy), they pale in comparison to the original, a heavy, atlas-sized folio bound in strange, unidentifiable leather which apparently hasn't aged at all.

Inside are hundreds of pages of text detailing the origin of eldritch beings, occult incantations, illustrations of dark horrors, and other madness-inducing passages—all in Alhazred's semi-legible handwriting.

The Necronomicon holds a trove of **forbidden lore** (see “Forbidden Lore” on page 87). As other tomes of its kind, it requires 2d6+2 hours of close study and those who complete the reading must make a Smarts roll at -4. With success they may gain the benefits of forbidden lore, or one of the following alternatives:

- **ANCIENT RITUAL:** Gain access to one power of any Rank for a ritual (see “Ritual Magic” on page 72).
- **ARCANE POWER:** Learn one bonus power when taking the New Powers Edge, as per a grimoire (see “Grimoires” on page 89). The Necronomicon contains most powers (GMs call).
- **ELDRITCH SECRETS:** Boost Occult by one die type, or two with a raise. This lasts until the next time the reader sleeps, after which the memory fades.



Keeping the Necronomicon around has another downside. As long as it remains in one's possession (or a group's, shared library, etc.), the individual (or group) cannot attempt to remove Psychoses during Downtime. The Necronomicon has a way of slowly driving mad those who possess it...

NIGHTMARE STONE

Nightmare stones are cursed items, often slipped into the pockets of victims by nefarious sorcerers.

These cursed items activate every night when the “owner” goes to sleep, giving him terrible nightmares per the *nightmares* spell with the Specific Theme modifier. This also means the person who “gifted” the target may insinuate what kinds of nightmares his enemy suffers.

The nightmares stop if the stone is found and cast aside.

OPTOGRAPH

This portable machine looks much like an old box camera from the late 1800s, but has a special purpose: It allows the user to view the last thing seen by a dead body.

To operate an optograph, the user extends an “accordion”-style lens and positions it right over a corpse's open eye (a special tripod allows the lens to point downward if needed). Upon opening the aperture, the optograph takes a “photo” of the deceased's final vision—burned, as it were, on their retina.

Naturally, this only works for fresh corpses which have not yet begun to decay. The visions degrade after 3d6 hours unless the eye is preserved.

A special attachment converts the optograph into a camera obscura, instead projecting the corpse's final vision onto a nearby screen. While it cannot be recorded, this method isn't limited to a still image, but shows the final 1d10 minutes of the victim's life.

PENUMBRAL DIADEM

Made from a strange dark metal of unknown origin, this thin headband grants an unnatural insight into the spirit realm.

At the start of combat, and anytime the Action Deck is shuffled, look at the top 10 cards of the deck. Put those cards back in any order. Action Cards are dealt to the left of the GM, in order, when the diadem is used.

If the wearer is ever dealt the lowest card in a round, the diadem causes an automatic roll on the **Fear Effects** table at +2 (page 44). It then rejects the wearer and she can no longer benefit from its dark visions ever again.

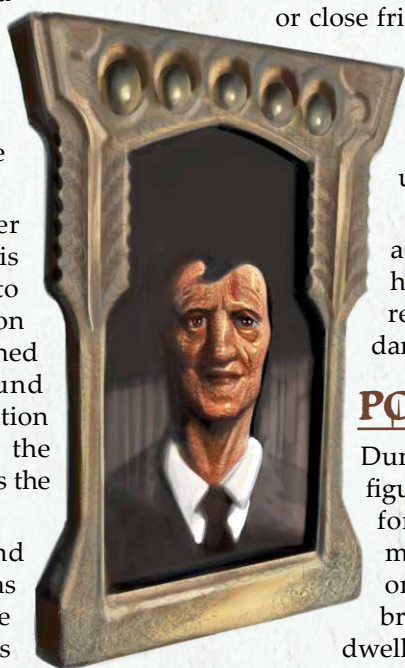
PORTRAIT OF IMMORTALITY

A portrait of immortality is a painting imbued with the unholy power to grant the owner a limited form of immortality. Disease, poison, Wounds, and even aging cause no harm to the owner. Instead, all the effects are transferred to the painting, which steadily changes to represent the terrible injuries inflicted on the owner's body.

In game terms, the owner becomes immune to poison and disease, does not require air to breathe, needs no food or drink to survive (though most do still partake), suffers no ill effects from aging, and has invulnerability to all forms of damage, be they mundane or arcane. In short, nothing can harm the owner—except the portrait itself.

The character is forever tied to the well-being of his canvas. Damage caused to it is likewise reflected on the character. If it is slashed (Toughness 4), a Wound appears in the same location on the owner's flesh, if the painting is destroyed, so is the subject.

The subject may spend Bennies to Soak damage as usual even if he is nowhere near the painting, but if it's



completely destroyed so is he regardless of Soaking.

POTIONS

Drinking one of these magical elixirs is an action and produces the listed effects.

- **DARKSIGHT:** Ignore all Illumination penalties for one hour.
- **HEALING:** Automatically heals one Wound and all Fatigue.
- **POWER:** Restores 10 Power Points.
- **QUICKNESS:** Grants the Quick Edge for one minute.
- **STRENGTH:** Increases Strength two die types for one hour.

PRIMAL CLEAVER

This simple-looking hatchet has been at the center of horrible crimes throughout history. The cleaver latches onto its host's emotions, enhancing them and granting increased physical prowess.

When a character picks up the weapon, he must make a Spirit roll at -4. With failure, the character becomes host to the cursed weapon and gets a free reroll on any failed Fighting roll while using the bloody blade.

Unfortunately, the butcher is driven to wield the thing in combat and gains the Bloodthirsty Hindrance until he murders a family member or close friend. Once that tragedy occurs, the cleaver's hunger is sated. The user loses the Bloodthirsty Hindrance and the weapon loses its powers until picked up by another.

The user can toss the cleaver aside or even destroy it, but his Hindrance remains and it returns to his hand whenever danger looms.

POSSESSED DOLL

Dummies, dolls, and even action figures can all become repositories for malignant presences. They may be ghosts, minor demons, or other entities, but all look to bring disaster on the house they dwell in.

A haunted doll can create illusions throughout the home in which it “lives.” It retains these powers to some degree if taken out of the home, though they are typically much more confined in space and frequency.

Haunted dolls may house any of the spiritual entities described in Chapter Six (page 101) such as ghosts or possessor demons, or they may be marionette golems (page 134), but they also carry a particularly cruel curse in addition to their illusory powers. Any roll of 2 (total) becomes a Critical Failure while the doll’s “enemies” are within its domain or within 12” (24 yards) of it outside the home.

PUZZLE BOX

Inspired by Chinese puzzle boxes, these wooden or metal cubes are actually keys to Hell that allow the denizens of that fiery place to appear in the mortal world.

A character wishing to solve the puzzle box must spend at least one minute manipulating its various faces, then make a Smarts roll at -6. Failure means a random demon from the table below appears unrestrained and may wreak havoc as it wishes. A Critical Failure means a gateway to Hell opens and d6 random demons pour out before it closes again.

With success, the puzzle box summons a random demon from the table below. The demon must serve the summoner for one day, or five days with a raise. It must obey the summoner’s commands and attempt any tasks to the best of its ability, even if it results in its destruction. If it can create additional mischief while doing so, it likely will.

RING OF MAGICAL WARDING

These silver bands contain a single topaz, a stone renowned for its properties in warding off magic.

They are valued by priests and sorcerers alike for the protection they grant against supernatural powers.

The wearer gains 4 points of Armor against damage-causing arcane powers and adds +4 to his Trait rolls when resisting opposed powers. Even friendly arcane powers are

RANDOM DEMONS	
D12	DEMON SUMMONED
1	Collector Demon
2	Demonic Steed
3	Demon Worm
4	d4 Gladiator Demons
5	Gluttony Demon
6	Librarian Demon
7	Pazuzu
8	Plague Demon
9	Possessor Demon
10	Seducer
11	d4+1 Spined Demons
12	d4+1 Torment Demons

affected. These bonuses stack with the Arcane Resistance and Improved Arcane Resistance Edges.

RINGS OF THE ETERNAL BROTHERHOOD

These cursed rings are often tied to fraternal orders, cults, or other organizations that tend to inspire zealotry in their members. Anyone wearing one of these rings gains a free reroll on Persuasion rolls made against anyone currently or formerly of the order.

Many rings indicate the rank of the member wearing it, and grant a +2 bonus to Persuasion rolls when interacting with someone of a lower rank who’s also in the order.

More importantly, whenever a wearer of the ring suffers one or more Wounds, he can make a Spirit check at -2. With success he’s unharmed and a random member of his order (of lower rank) takes the Wounds instead!

**“I THINK WE’LL
START WITH A
REIGN OF TERROR.”**

—The Invisible Man

SACRIFICIAL KNIFE

Favored by cultist priests and servants of dark gods, the curved blade of a sacrificial knife is usually made from some hellish beast and engraved with runes of death and magic.

The blade is magical and can harm ethereal beings and other monsters otherwise immune to nonmagical damage. It also grants a +2 bonus to damage (Str+d4+2).

It has a far more useful power for spellcasters. For each Wound the blade inflicts, 1d6 Power Points are stored within its unholy runes. As the number of Power Points increases, the runes glow red, starting with a barely noticeable sheen and rising to a blazing hellfire when full. The blade can store a total of 15 Power Points, which can be used by the wielder to power his spells as long as he holds it.

SCROLLS

Each scroll has a power of the Game Master's choosing inscribed onto it, including Power Modifiers if listed in its description. A character must hold the scroll and may not read more than one scroll per turn.

Reading a scroll is an action and requires a Smarts roll or arcane skill roll (caster's choice). If the roll is successful, the power activates and the scroll fades, crumbles, or is otherwise rendered inert.

A reader may try again if the roll fails, but a Critical Failure means the scroll crumbles to dust without activating the power.

SHADOW CANDLES

Shadow candles are a gruesome reddish color. Once lit, the flame burns bright red for 2d4 hours, casting a strong light in a 5" (10 yards) radius that automatically repels all Ethereal creatures. The light is so bright that nothing within its radius casts a shadow. The shadows of those within the light don't just disappear, they turn into "shadow killers" (see page 157) that prowl the local landscape. The shadows start in darkness near the candle, and then move outward in search of blood until the flame is snuffed or the candle burns out entirely.

An adventurer who manages to fall asleep within the candle's light dreams he is inside his murderous shadow. He can't direct its actions, only witness its foul deeds. Sleepers in the light of one or more shadow candles can't be awakened by any means while the candles remain lit. Once all candles are doused or burn out any sleepers awaken and the killer shadows disappear.

SHIP'S FIGUREHEAD

During the Age of Sail, ships regularly featured an ornamental figurehead affixed to the bow. These took many shapes, most often mythological beings such as Greek gods, dragons, mermaids, unicorns, and the like.

Superstition held that the figurehead guarded the ship by keeping watch for reefs, storms, doldrums, and heavy surf.

Of course, most are just inert bits of carved and painted wood. But some figureheads are enchanted through witchcraft or other dark arts. Still others become haunted by elemental spirits, phantoms of deceased crewmembers, or other mysterious entities.

Attaching one of these figureheads to a ship grants reroll on the ship's Boating rolls.

The flip side is that the ship traps the spirits of anyone who died on board, preventing them from passing on. The vessel then becomes known for strange happenings—odd whisperings at night, or glimpses of shadowy figures in the rigging.

Unless laid to rest, the souls of her collected dead come with the figurehead if it is ever transferred to a new vessel.

Should the ship bearing a figurehead ever sink, the curse is sealed. The figurehead inevitably washes up on shore, looking for a new host. However, once a year on the anniversary of its sinking, the ghostly crew come looking for the figurehead, slaying anyone who possesses it, and returning it to the sea once more.

SILVER CLAWS

Designed for the monstrous hands of a werewolf, these leather gloves are tipped with silver claws, the relic of some rivalry or war fought between the savage monsters.

A werewolf with these gloves treats its claw attacks as silvered weapon, but a Critical Failure on a Fighting roll means the lycanthrope damages himself!

SOUL CANDLES

Soul candles must be tied to a specific individual during creation. This is usually achieved by adding a lock of hair or a few drops of blood to the hot wax.

Once lit, the candle burns for 2d4 hours, during which time the benefactor (the one for whom the candle was made) gains the Hard to Kill and Improved Nerves of Steel Edges.

Although lighting extra candles doesn't increase the potency of the magic, it does allow an ally to extend the Duration of the power by lighting a new candle as one burns down.

THE SOUL-KILLER GUN

This unique artifact is a multi-barreled pistol originally crafted in the fifteenth century. Unusually for the time, it has a breach mechanism and bullets. The barrel of the gun and the wooden stock are inscribed with foul runes. It gives off wisps of sulfurous smoke even if it's unloaded.

The gun's Range is 12/24/48. It doesn't roll damage, but instead destroys what it hits, completely and forever. Unless the shot hits with a raise, a target may attempt to Evade the fateful bullet but even if successful is Stunned by the near miss.

Apart from finding the Soul-Killer Gun in the first place, its main limitation is its bullets. The rounds are as unique as the weapon itself, and only one to three are ever found with it.

STAFF OF THE NECROMANCER

This feared relic is carved from gnarled, black wood with a withered human hand at the "working end." The hand clutches a clear orb, in which floats a myriad of trapped souls, each howling silently in eternal torment.

The staff has 20 Power Points and grants the *fear* and *zombie* powers, which require Spellcasting to use.

TALISMAN OF PROTECTION

These simple looking devices are blessed by truly pious priests and given to those they charge with some terrible task—such as destroying a powerful monster.

They grant the user +2 Toughness versus direct attacks from supernaturally evil creatures, their powers, and spells.

TEMPLAR BLADE

The Knights Templar were actively engaged in the destruction of cults across Europe and the Holy Land. One key weapon in their war against evil were swords of cold iron emblazoned with holy runes. It is said the Templars discovered the secrets to forging these blades in the catacombs beneath the Temple of Solomon, though no record of any such discovery exists today.

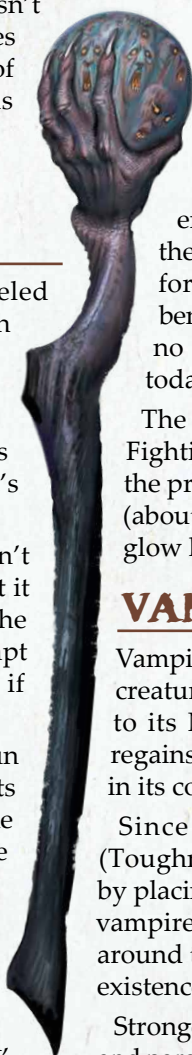
The long swords grant the user +2 to Fighting and damage against demons. In the presence of demons or demonic magic (about 10 yards), the symbols on the sword glow hellish red.

VAMPIRE'S COFFIN

Vampire coffins are filled with soil from the creature's homeland. The vampire adds +2 to its Notice rolls to avoid Surprise and regains one Wound per hour spent sleeping in its coffin.

Since coffins are relatively flimsy (Toughness 4) and can be made unusable by placing holy water or a cross inside, most vampires keep several spare coffins hidden around their lands to ensure their continued existence.

Stronger coffins (Toughness 8) are available, and paranoid fiends may secure them in vaults, mausoleums, tombs, or other protected areas on their estates. Sentinels or loyal guards are almost always present if the vampire expects interlopers.



VOODOO DOLLS

Voodoo dolls are wax, mud, or straw effigies of someone a spellcaster wishes to harm at a distance. Although called voodoo dolls, similar items can be found in several other beliefs.

When the doll is made, the maker must have a token of his victim to be incorporated into the doll. A lock of hair could be stuck to the doll's head, or a fragment of clothing or a piece of jewelry could also be stuck to it.

A mage armed with such an effigy may cast certain spells against his victim at a Range of Smarts in miles. Only the following spells may be cast through a voodoo doll, however—*boost/lower Trait* (usually only the latter), *curse*, *entangle* (the victim is paralyzed), *fear*, *puppet*, *stun*, and *telekinesis* (only to throw the victim around). Other powers might be cast through a voodoo doll as the Game Master and setting allow.

WARDING CHALK

Warding chalk is chalk blessed by a truly pious priest of an established religion. When used to create a binding circle, it adds +2 to the user's Occult roll versus any being summoned within it.

WEREWOLF BLOOD

The life fluid of a lycanthrope is very potent—but extracting it is usually a fatal exercise for most!

Anyone drinking a vial of werewolf blood must make a Vigor roll at -4. If the roll succeeds, she is immediately relieved of all illnesses, diseases, and poisons—magical or mundane!

If the roll is failed, the victim becomes a lycanthrope and changes at the next full moon. Her ailment is not cured until that time. If she happens to die before then, the curse of the werewolf has no effect.

WITCH LADDER

A witch ladder is a cord woven out of a mixture of human hair and black thread. Every few inches the cord is knotted around an item, usually a chicken feather or a small bone, as well as personal belongings of the people the creator wishes to torment!

The witch ladder may target a specific individual or a group of people confined to a relatively small area, such as the inhabitants of a particular abbey, organization, guild, or town.

Those unfortunate souls targeted by a witch ladder must make a Vigor roll at sunset each day or suffer a level of Fatigue. Failure once Exhausted signals death in a number of days equal to the victim's Vigor die type (so no further rolls are necessary).

The *curse* of a witch ladder cannot be *dispelled*—the ladder must be destroyed to save its victims.

The smaller the target, the closer the ladder must remain to work its dark magic. It might be hidden in a well or pond to curse a village, or the house of a single target.

Creation: A witch may never have more than one active ladder at once. Creating one that targets a specific individual requires the components, an hour of time, and a Spellcasting roll. If the target is a small group of people (around a dozen), the roll is made at -2. The penalty is -4 to target the population of a small town or village (a few hundred individuals).

If the Spellcasting roll to make a witch ladder is failed, the witch loses a die type of Vigor—permanently. If this would reduce her Vigor below d4 she dies screaming, dragged to Hell by the dark forces she consorted with.

WOLF-HEAD CANE

This item appears as an ordinary gentleman's cane, the type one might bring as an accoutrement for an evening at the opera or a walk about town. It is topped by an ornate silver handle in the shape of a leaping, snarling wolf.

The cane may be used as an Improvised Weapon and has a pure silver handle for exploiting a lycanthrope's Weakness to that metal.

Ironically, the wolf-head cane is also cursed. Anyone who comes into possession of the cane must roll Spirit -2 or be stricken with lycanthropy herself (one time only). This affliction doesn't show up until the evening of the next full moon. The only way to lift the curse is by gifting—not selling—the cane, thus transferring the curse to someone else.

ALCHEMICAL ITEMS

Alchemical items are created with pseudo-science and perhaps minor magic, depending on the setting. Whether they're available in a particular campaign or not is up to the Game Master. They may be sold at common vendors in horror-fantasy games or found as rare treasures in more grounded campaigns.

MAKING ALCHEMICAL ITEMS

Anyone with the Alchemy skill (see page 7) may make any of the items listed below if she has access to a suitable lab or workshop (GM's call), a number of minutes equal to the cost of the item, and half the listed cost in components—if the GM agrees such materials are available. Once the time is invested, the character must make an Alchemy roll. If the roll is failed the time is lost but not the components. A Critical Failure means the components are lost as well. Success creates one of the items below, and a raise creates two.

TYPE	RANGE	DAMAGE	AP	ROF	BLAST	WEIGHT	COST
Acid flask	3/6/12	2d4	—	1	SBT	1	\$10
<i>Notes:</i> Thrown like a grenade. Those within the template take 2d4 damage when hit and 2d4–2 damage at the start of their next turn unless the acid is washed off somehow.							
Alchemist's Fire	3/6/12	2d4	—	1	SBT	1	\$20
<i>Notes:</i> A sticky, flammable liquid that ignites on impact. Heavy Weapon. Those within the template take 2d4 damage when hit and 2d4–2 damage at the start of their next turn unless doused with water. Targets might catch Fire (see <i>Savage Worlds</i>).							
Antitoxin, vial	—	—	—	—	—	1/2	\$50
<i>Notes:</i> Grants a +4 bonus to resist poison for one hour.							
Boom Stone	3/6/12	—	—	1	MBT	1	\$30
<i>Notes:</i> An enchanted rock that explodes with a deafening boom when struck against a hard surface. Anyone in the template must make a Vigor roll or be Shaken as well as deafened for one hour.							
Smokestick	3/6/12	—	—	1	MBT	1/10	\$20
<i>Notes:</i> An alchemically treated stick that creates thick smoke (Dark Illumination) in a Medium Blast Template for one minute. Dissipates in strong wind in one round.							
Tanglefoot	1/2/4	—	—	1	—	4	\$50
<i>Notes:</i> A Size 3 or smaller victim hit by this small sack of sticky materials is Distracted for five rounds and must make an Athletics roll or be stuck to the ground (Entangled) as well.							
Tindertwig	—	—	—	—	—	1/10	\$1
<i>Notes:</i> A thin stick that alights with flame when struck against a hard surface. It allows torches and other flammable substances to be lit in a single action.							

MAKING ALCHEMICAL ITEMS

Anyone with the Alchemy skill may make any of the items found above if they have access to a lab, a number of minutes equal to the original cost, and half the listed cost in components, followed by an Alchemy roll.

If the roll is failed the time is lost but not the components. A Critical Failure means the alchemist cannot make that item until he replenishes his supplies at a town, lab, or other source of supplies (use the rules for the Material Components Hindrance on page 7).



CHAPTER SIX

CREATURES

The centerpiece of most horror tales are the monsters that drive them. Some are psychopaths wielding chainsaws or axes. Others are ancient creatures lurking in the forgotten shadows of the world or groaning undead hungry for human flesh. A rare few are entities from other planes of existence looking to destroy our world.

Only one thing is for sure—they must be stopped.

WILD CARDS

Some monsters are noted as Wild Cards by the black skull symbol. These are the creatures that should almost always be Wild Cards, but remember even a single zombie might be a Wild Card if it's the center of a tragic tale, the leader or "alpha" of a horde, or just a particularly nasty example of the type.

NEW MONSTROUS ABILITIES

RENDING

Victims Shaken or Wounded by the creature are bleeding and must make a Vigor roll as a free action at the beginning of their next turn. Failure causes one Wound and the victim must make another Vigor roll next turn. Success means the victim doesn't suffer a Wound, but must make a Vigor roll again next turn. A raise stops the bleeding and no

further rolls are required from that attack. A successful Healing roll also stops the bleeding.

SWALLOW WHOLE

With a successful bite attack, the victim must make an Evasion roll or be Swallowed Whole. At the end of the creature's subsequent turns, anyone swallowed must make a Vigor roll at -2 or take a Wound from the crushing gullet and acidic bile. This continues until they're freed or perish.

If the creature is Shaken or Wounded from the inside (ignoring its Armor!), everyone inside gets an immediate Athletics roll to escape. If the monster is Shaken or Wounded from the outside, the escape roll is made at -2.

Appropriate Tests (GM's call, such as pepper in the nose, extreme nausea from a spell effect or poison, etc.) might cause the beast to cough, sneeze, or vomit. This gives everyone inside an Athletics roll to escape.

UNSTOPPABLE

The creature has strong will, magical protections, or great mass. It takes a maximum of one Wound per attack no matter how many Wounds would normally be caused (after Soak rolls are made).

If an attacker's Action Card is a Joker, he may ignore this rule. Some magic items or a creature's Weaknesses also bypass its Unstoppable ability, as listed in the description.

AMA-NO-JAKU

Translating roughly as “imp of heaven,” ama-no-jaku are small beings found in Japan that tempt and provoke mischief into mortals. They often do this by pretending to be something they’re not—such as a human child or a beneficent spirit.

Ama-no-jaku (sometimes amanojaku) do not have a magical power to obscure their looks, so they must wear natural disguises, such as shrouds or the skin of their victims.

Attributes: Agility d10, Smarts d10, Spirit d6, Strength d4, Vigor d6

Skills: Athletics d8, Common Knowledge d8, Fighting d6, Notice d8, Performance d10, Persuasion d12, Stealth d10, Taunt d12, Thievery d10

Pace: 10; **Parry:** 5; **Toughness:** 5

Edges: Extraction (Imp), Fleet-Footed

Gear: The demons prefer to lure victims into death traps (see below), but also take great delight in slashing with nasty (often infected) knives (Str+d4) and retreating into the shadows.

Special Abilities:

- **Blur:** Ama-no-jaku move with supernatural speed. Attacks against them are made at -4.
- **Defender:** Some ama-no-jaku keep their most deluded victims nearby as guardians when working with more observant groups. Such a person is typically an ordinary man or woman who has been tricked into believing the demon is the

ghost of a child, a friendly spirit, etc., and that any new intruders wish it harm.

- **Traps:** Ama-no-jaku take great delight in luring their victims into numerous traps they’ve placed around their lairs. Anytime a character’s Action Card is a Club in combat and the fight is taking place in the creature’s lair or someplace it’s been able to prepare, the victim stumbles into a trap. The GM can determine the effects on her own or use the **Ama-no-jaku Traps** table.

ANIMAL HYBRID

Hybrids are the result of mad scientists messing with genetics, dark magic, or other “technology.” Most are part-human part-animal, but a few are the mixture of two breeds of animal.

A hybrid has all the Hindrances, Edges, and Special Abilities of both species. If the species have shared Abilities, such as Claws or Armor, use the highest value. Hybrids always have the Fear Special Ability as well.

Traits work slightly differently. If one is two or more steps higher than the other, reduce it by one step and use this for the creature. Otherwise, use the highest Trait as it stands. If Pace is different, add the two values together and halve it, rounding down.

***Example:** An alligator has a Spirit of d6 and a lion a Spirit of d10. Since the lion’s Spirit is two steps higher, reduce it by one to a d8 and use this for the beast. Vigor, however, is only one die different (d10 compared to a d8, so we use the d10).*

AMA-NO-JAKU TRAPS

Deuce: The character stumbles into a deadly trap such as a falling ceiling or spiked pit and takes 3d10 damage.

Three—Ten: The hero steps into a dangerous trap and suffers 3d6 damage. This might be poisoned pungi sticks, falling bricks, or a deadly snake hidden in a concealed area.

Jack—King: The hero suffers Bumps & Bruises from some minor trap.

Ace: The hero spots the trap just in time to avoid it. He loses his turn but suffers no injury.

ALLIGATOR-LION HYBRID

This abomination has the body of a lion and the skin, tail, and jaws of an alligator. Additional changes allow it to function underwater. They are particularly foul-tempered and easy to anger.

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

Skills: Athletics d8, Fighting d8, Notice d8, Stealth d10

Pace: 5; **Parry:** 6; **Toughness:** 11 (2)

Edges: Frenzy (Imp)

Special Abilities:

- **Aquatic:** Pace 5.
- **Armor +2:** Thick skin.

- **Bite/Claws:** Str+d6.
- **Fear:** Anyone seeing the creature must make a Fear check.
- **Pounce:** Add +4 to damage instead of +2 when making a Wild Attack.
- **Rollover:** If the beast hits with a raise on a bite attack, it deals +1d10 bonus damage instead of the usual +1d6.
- **Size 2:** This beast weighs over 500 pounds.



Edges: Alertness, Block, Dodge
Special Abilities:

- **Bite:** Str+d6.
- **Fear -2:** Anyone seeing the creature must make a Fear check.
- **Infravision:** Halve penalties for Illumination when attacking warm targets.
- **Resilient:** Can take one additional Wound.
- **Wall Walker:** Can walk on vertical or inverted surfaces at full Pace, and may run.

MAN-DOG HYBRID

A man-dog hybrid is humanoid, covered in fur, and has the head and tail of a dog. It stands hunched, and while it can run upright, prefers to move on all fours. Their fingers are tipped in small claws, and are dexterous enough to use weapons and tools. These foul beasts can talk, though with a rough, growling voice.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d6, Vigor d6

Skills: Athletics d6, Common Knowledge d4, Fighting d6, Notice d10, Persuasion d4, Shooting d6, Stealth d6

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

Edges: Alertness, Fleet-Footed

Gear: Whatever its master gives it.

Special Abilities:

- **Bite/Claws:** Str+d4.
- **Fear:** Anyone seeing the creature must make a Fear check.

MAN-INSECT HYBRID

A man-insect hybrid is humanoid, but with the hideous head and arms of an insect such as a praying mantis or a wasp. Whether created by magic or a tragic accident of science these creatures don't last long, following their instincts to hunt and kill during whatever time they have. These horrid creatures can talk in a high-pitched, buzzing voice.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d12, Vigor d10

Skills: Athletics d6, Fighting d8, Notice d8, Stealth d8, Survival d4

Pace: 6; **Parry:** 7; **Toughness:** 7

MAN-REPTILE HYBRID

A man-reptile hybrid is a humanoid covered in scales. It has gills, claws, and sharp reptilian teeth. Although it has fingers, they are either webbed or too thick to use weapons and tools.

Some hybrids are capable of hissing speech.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d8

Skills: Athletics d8, Common Knowledge d4, Fighting d8, Notice d6, Persuasion d4, Stealth d6, Survival d6

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

Edges: Frenzy

Special Abilities:

- **Aquatic:** Pace 6.
- **Armor +2:** Scaly hide.
- **Bite/Claws:** Str+d6.
- **Cold-Blooded:** Subtract 1 from Agility, Strength, and Vigor rolls after more than 10 minutes below 60° Fahrenheit.
- **Fear:** Anyone seeing the creature must make a Fear check.
- **Low Light Vision:** Ignores penalties for Dim and Dark Illumination.
- **Rollover:** If the creature hits with a raise on a bite attack, it deals +1d10 bonus damage instead of the usual +1d6 bonus damage.

ANT, COLOSSAL

Regular ants can make war, devour cattle, and obliterate acres of land when they go on a rampage. Much larger giant ants (and other giant insects) can be found in the *Fantasy Companion*.

Colossal ants are titanic monsters capable of damage on an immense scale. The profile below is for the warriors that protect the queen and leave the tunnels of the hive to forage for food. They have six legs, faceted eyes, and dangerous mandibles capable of crushing a car. Scouting parties contain one to five warriors. The hive itself contains hundreds, sometimes thousands of these monsters.

The Hive Must Survive!: Like most ants, these colossal cousins dig elaborate tunnel systems with storage rooms filled with rotting meat (cows, corpses, or whatever is available locally). At the bottom is an immobile queen who lays all the eggs for the colony. When a colony is ready to spread—or threatened—she births new queens, who hatch with wings and fly away to dig a new tunnel and begin anew.

Attributes: Agility d8, Smarts d4 (A), Spirit d10, Strength d12+6, Vigor d10

Skills: Athletics d8, Fighting d10, Notice d6, Stealth d8, Survival d6

Pace: 8; **Parry:** 7; **Toughness:** 13 (2)

Hindrances: Bad Eyes (Major)

Edges: First Strike, Quick

Special Abilities:

- **Armor +2:** Carapace plates.
- **Bite:** Str+d8, AP 2.
- **Fear:** The roll suffers a -2 penalty if more than a dozen ants are present.
- **Size 4 (Large):** Colossal ants are 15' long and weigh over a ton.
- **Wall Walker:** Can walk on vertical (but not inverted) surfaces at full Pace, and may run.

VARIANT SPECIAL ABILITIES

There are many different species of ants, all with their own special adaptations for survival.

- **Burrow (Pace 8):** Can burrow through all but solid stone; cannot be attacked while beneath the earth except by special means.
- **Intelligence:** The hive as a whole

becomes sentient. Individual ants are still of animal intelligence, but collectively the hive may set traps, formulate plans, and even take advantage of some technology. Knowledge gained by one ant is gained by all the turn after. The individual lives of ants are unimportant to the intelligence, only the colony's survival as a whole.

- **Paralysis:** Anyone Shaken or Wounded by the ant's bite must make a Vigor roll or be Stunned. They are also paralyzed and incapable of an action—even speech—for 2d6 rounds.
- **Poison (Lethal):** Anyone Shaken or Wounded by the ant's bite must make a Vigor roll. If he fails, he is Stunned, suffers one Wound (two with a Critical Failure), and perishes in 2d6 rounds.
- **Poison Spray:** As an action, the ant may vomit a stream of poison in a Cone Template. It rolls Athletics to hit, and targets suffer the effects of the creature's Poison Special Ability. Evasion avoids the attack.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison.
- **Zombies:** A specialized pheromone hijacks the nervous system of targets killed by ant poison. The corpse continues to perform a programmed task, even though it's dead. Used on warriors, they gain the Undead Special Ability. Used on a human, the target becomes a Zombie (page 176).

"WHEN MAN ENTERED THE ATOMIC AGE, HE OPENED A DOOR INTO A NEW WORLD. WHAT WE'LL EVENTUALLY FIND IN THAT NEW WORLD, NOBODY CAN PREDICT."

**—Edmund Gwenn,
"Them!"**

ASWANG

An aswang is a vampire-like creature from the Philippines. By day it assumes the form of a beautiful female and lives a normal human life, even marrying and having children. By night, however, it becomes a bloodsucking fiend. It uses its immensely long, hollow tongue to siphon blood, preferring to project it down through cracks in the roof rather than enter buildings. Unlike true vampires, however, the aswang is not undead.

The human form has whatever profile the Game Master wants to assign (such as Innocent Victim on page 169) but is always Very Attractive. The profile below is for its vampiric form.

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

Skills: Athletics d10, Common Knowledge d6, Fighting d10, Intimidation d10, Notice d8, Persuasion d8, Stealth d10

Pace: 6; **Parry:** 7; **Toughness:** 7

Special Abilities:

- **Blood Drain:** Grappled foes must make a Vigor roll when grappled and at the start of the vampire's turn as long as they remain Bound or Entangled. Failure results in Fatigue that can lead to death. Entangled victims with a knife or an ally may attempt to sever the tongue (Toughness 3).
- **Shadow Lick:** A person whose shadow is licked by an aswang is cursed. This is a non-damaging Touch Attack if the victim is aware and attempts to resist. Once cursed, any Vigor roll failed by the victim counts as a Critical Failure instead for the next 24 hours.
- **Tongue Lash:** Str+d4, Reach 2.
- **Weakness (Dawn):** An aswang automatically returns to its human form at the first ray of dawn.
- **Weakness (Garlic):** An aswang becomes Distracted if within 1" (2 yards) of garlic.



BANSHEE

Traditional banshees are feminine spirits who take one of three forms—a young maiden, a matron-like figure, or an old crone. All dress in either a dark, hooded cloak or a funeral shroud. Their long nails may be able to tear through flesh, but their most feared power is their terrible scream, which can drive a man mad or even kill him.

A variant of the banshee, known as the "washer woman" comes in the form of a cloaked figure washing blood-stained clothes. According to legend, these are the garments of those about to die from her wailing.

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

Skills: Athletics d6, Common Knowledge d4, Fighting d6, Intimidation d10, Notice d8, Persuasion d4, Stealth d6

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

Special Abilities:

- **Bite/Claws:** Str+d4.
- **Ethereal:** May pass through objects; cannot be harmed by nonmagical attacks; may become invisible (–6 penalty to hit) as a limited free action.
- **Materialize:** May become corporeal as a limited free action, appearing as a spirit or as it did in life.
- **Scream:** Once per night, and again anytime a banshee's Action Card is a face card in combat, it may elicit its trademark scream as its only action. Anyone within 12" (24 yards) must make a Spirit roll or die. Those who succeed must roll on the **Fear Effects** table (page 43) and are Stunned.
- **Wail:** The banshee can elicit an unearthly wail that terrifies those who hear it. As a limited action, the banshee can make an Intimidation Test in a Cone Template. All targets within are affected and must resist separately.





BARROW DWELLER

Also known as wights and hagbui (literally “barrow dweller”), these undead are the corporeal remains of kings, queens, and heroes buried in ages past. They are common in northern Europe, especially areas the Vikings settled. Their form is that of a mummified corpse with tight, leathery skin drawn over wasted muscles. Their eyes burn with a pale, cold light. Although barrow dwellers can speak, they only do so in languages known to them in the era they died. Their tombs are often brimming with treasure, and they intend to ensure it remains that way for eternity.

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

Skills: Athletics d8, Fighting d8, Intimidation d10, Notice d6, Spellcasting d8, Stealth d10

Pace: 6; **Parry:** 6; **Toughness:** 12 (3)

Edges: Counterattack, Mighty Blow

Powers: *Darkness* (mist), *fear* (unearthly scream), *lower Trait* (curse), *speed* (supernatural reflexes). **Power Points:** 15

Gear: Ancient bronze breastplate (+3), bronze long sword (Str+d8).

Special Abilities:

- **Bony Claws:** Str+d4.
- **Bound:** A barrow dweller may not move further than 50’ (100 yards) from its burial place.
- **Fear (-2):** Anyone seeing the creature must make a Fear check at -2.
- **Numbing Touch:** Any creature touched by a barrow dweller must make a Vigor roll or be Stunned.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn’t breathe; immune to disease and poison.
- **Wail:** A barrow dweller can elicit an unearthly wail that terrifies those who hear it. As a limited action, the thing can make an Intimidation Test in a Cone Template. All targets within are affected and must resist separately.
- **Weakness (Sunlight):** Barrow dwellers are weakened by the sun. Each round in sunlight, they must make a Vigor roll or take a level of Fatigue. This cannot kill them, but leaves them dried and helpless until removed from the light and restored with an offering of blood.

BAT, GIANT

Giant bats are usually found in groups of 2d6 members. They are rarely aggressive unless provoked in their lair or under the control of some nefarious master.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d6, Vigor d6

Skills: Athletics d6, Fighting d6, Notice d12, Stealth d10

Pace: 1; **Parry:** 5; **Toughness:** 4

Special Abilities:

- **Bite:** Str.
- **Echolocation:** Giant bats suffer no penalties for bad lighting, even in Pitch Darkness.
- **Flight:** Pace 8.
- **Size -1:** Giant bats are about the size of medium dogs in the body, and have 9’ long wingspans.

THE BLACK COACHMAN

The Black Coachman has existed in one form or another for millennia. The Egyptians knew him as the “dark charioteer,” the Romans as the “black rider,” and the Normans called him “death’s wagoner.” His current name stems from the Victorian era.

The coachman appears only when summoned via a ritual (use the *summon demon* power with a cost of 13 Power Points and a Duration of 13 nights). An additional component is a scroll written in the caster’s blood of up to 13 names—whom the Black Coachman will hunt!

The coachman begins his ride at 13 minutes after the next stroke of midnight, riding the roads within 13 miles of where he was summoned. He remains in the mortal realm for 13 nights, claiming his prey with unerring accuracy.

The coachman prefers to stay in the shadows, waiting patiently on his coach down some dark alley or dirt road until he senses his prey. If it becomes obvious his prey is hiding, however, the coachman is perfectly willing to dismount and barge into homes or buildings and slay anyone who gets in his way.

After claiming any one of his named victims, the coachman disappears for the night unless another is directly in sight. If he cannot reach a victim before dawn, he vanishes then reappears to try again each night until all his victims are collected, his time expires, or he’s slain.

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

Skills: Athletics d10, Common Knowledge d8, Driving d10, Fighting d8, Intimidation d12, Notice d8, Riding d10, Stealth d6, Survival d10

Pace: 6; **Parry:** 6; **Toughness:** 9

Edges: Block, Trademark Weapon (Reaping Scythe)

Special Abilities:

- **Fear (-2):** Anyone seeing the creature suffers a Fear check at -2.
- **Invulnerable:** The coachman can be Incapacitated by magical attacks or weapons but reappears the following night as usual. The only way to permanently

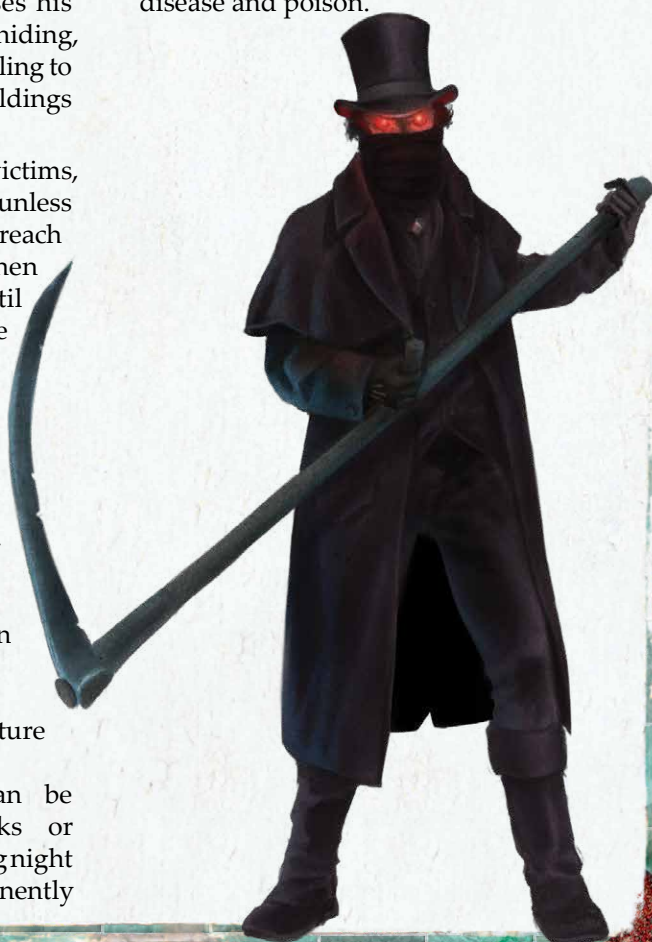
slay the creature is to use a *banish* spell. If a Wound would be caused, it causes the creature to lose its invulnerability for the next 13 minutes instead. Death while in this state opens a portal on the ground to Hell. A moment later a horde of demons rises up and drags the coachman screaming to the Abyss—until summoned again!

- **Reaping Scythe:** Against his named targets, the scythe causes no damage but those hit by it must make a Spirit roll at -4 or be “claimed.” Those claimed fall into a torpor (Incapacitated), alive but unresponsive until the coachman finishes his task and delivers his targets to Hell.

Against all other victims, the scythe causes Str+d10 damage.

If the coachman is defeated in his vulnerable state, claimed victims awake Exhausted.

- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn’t breathe; immune to disease and poison.



- **Unerring Tracker:** The coachman can sense any of the individuals on his list as long as they're within the 13 miles of his hunting radius. His senses guide him to within 50 yards of any victim, then he must rely on his Survival (tracking) to hone in on their exact location.

BLACK COACHMAN'S HORSES

Four stallions, with coats as black as pitch and eyes like burning coals, pull the coachman's black coach. There are no reins attaching them to the coach, only strands of inky blackness.

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength d12+4, Vigor d10

Skills: Athletics d8, Fighting d8, Notice d8

Pace: 10; **Parry:** 6; **Toughness:** 10

Edges: Brawler, Fleet-Footed

Special Abilities:

- **Ghostly Gallop:** Black horses run just above the surface of the ground, and do not suffer movement penalties for Difficult Ground.
- **Kick:** Str+d6.
- **Size 2:** Black horses weigh between 800 and 1000 pounds.

THE BLACK COACH

The black coach is a prison for souls awaiting delivery to whatever fate awaits them. Black curtains cover the windows, but occasionally the ghostly face of a coachman's victim can be seen peering out, frantically looking for help.

Black Coach (Ancient): Size 4 (Large), Handling +1, Top Speed 15 MPH, Toughness 14 (2), Crew 1+Special

Notes: A horse-drawn carriage; tabletop Pace is 12; Heavy Armor thanks to its hellish origins; see the Fear and Invulnerable Special Abilities below.

Black Coach (Modern): Size 4 (Large), Handling +1, Top Speed 100 MPH, Toughness 18 (4), Crew 1+Special.

Notes: A motorized hearse; Heavy Armor thanks to its hellish origins; see the Fear and Invulnerable Special Abilities below.

Special Abilities:

- **Fear (-2):** Anyone who opens the coach door sees a writhing mass of screaming, tormented spirits. They must make a Fear roll at -2.
- **Invulnerable:** If the coach is destroyed, the coachman either mounts a horse or

fights on foot. It returns the following night along with the coachman until he returns to Hell.

BLACK-EYED KID

Black-eyed kids, or BEKs, are mysterious creatures from a realm of pure darkness. They are similar to vampires in many ways but are not vampires nor are they undead. They hunger for flesh, and take the form of human children to appear as innocent and helpless beings to draw in their prey. As their name implies, their eyes are solid black.

Black-eyed kids usually hide their unusual eyes behind dark glasses, hoods, or by just keeping their heads down. They cannot enter human dwellings without permission, similar to some vampires, so they try to persuade those inside to let them in to use the phone, claiming to be lost children.

Black-eyed kids are from a dimension of shadow and hunger for life essence. They can only enter this world at night, vanishing at dawn to return after the next sunset.

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

Skills: Athletics d8, Common Knowledge d6, Fighting d8, Intimidation d6, Notice d6, Persuasion d6, Stealth d10

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

Special Abilities:

- **Bite/Claws:** Str+d6. Black-eyed kids have sharp teeth and retractable, razor-sharp claws.
- **Consume:** When living prey is slain, the entire pack tries to drag the body into the nearest patch of shadow. Once there, they fade into the shadow realm at the beginning of their next turn and the corpse and its soul are consumed forever. The kids don't return for at least a month after feeding.
- **Eyes of Dread:** As a limited action, a black-eyed kid can glare into the eyes of a victim within 6" (12 yards). The target must make a Spirit roll at -2 or be Vulnerable for the remainder of the encounter!
- **Low Light Vision:** Ignores penalties for Dim and Dark Illumination.
- **Shadow Form:** Black-eyed kids can assume a shadowy form, appearing seemingly out of nowhere, as a limited free action.

- **Size -1:** Black-eyed kids are the size of normal children, ranging from 3–5 feet tall and weighing up to 120 pounds.
- **Weakness (Dawn):** A black-eyed kid automatically returns to its shadowy home dimension at the first ray of dawn.
- **Weakness (Invitation Only):** Black-eyed kids cannot enter a private dwelling without being invited. They may enter public domains as they please.

THE BLACK JUDGE

For those who know the ancient rituals necessary to summon him, the Black Judge can be an ally in the fight against evil. He appears when summoned via a ritual (use the *summon demon* power with a cost of 10 Power Points and a Duration of one hour).

The being takes the form of a cowléd figure clad in robes of darkest night. Over his face he wears a vaguely skull-like black mask with burning yellow eyes and fangs. What lies beneath the mask has never been revealed.

Once summoned, the judge attacks the summoner, and is vulnerable only to that individual. Weighing whether or not the judge *should* be summoned should be a very difficult decision.

If the judge is defeated, he falls to one knee and awaits his question. The summoner may ask him how to defeat any one supernatural creature—good or evil.

If the summoner is defeated and survives, the judge renders judgment—see below.

Attributes: Agility d8, Smarts d10,

Spirit d12, Strength d8, Vigor d8

Skills: Athletics d12, Fighting d12, Intimidation d10, Notice d8, Persuasion d10, Stealth d8, Taunt d10

Pace: 6; **Parry:** 9; **Toughness:** 6

Edges: Block, First Strike

Gear: Long sword (Str+d8).

Special Abilities:

- **Dark Insight:** If the summoner defeats the judge in single-combat, he may ask him how to defeat a single supernatural creature. The judge imparts no other information—his sole cosmic purpose is to reveal such secrets. Some believe this is a sort of “safety net” for knowledge that might otherwise be lost so that no creature is ever truly undefeatable.
- **Fearless:** Immune to Fear and Intimidation.
- **Invulnerability:** The judge is invulnerable to all but the person who summoned him.
- **Judgment:** If the summoner is Incapacitated by the Black Judge and survives, he gains the Doomed Hindrance.
- **Weakness (Summoner):** The judge is vulnerable only to the one who summoned him.

BLACK TREE

Black trees are malevolent creatures found in clusters within ancient and dark forests. Some are formed by desecration of old burial grounds, some are possessed by spirits or demons, and others exist where chemical dumping has corrupted the land.

They resemble standard trees, but their bark is black, and sticky red sap oozes from gaps in the bark. Most have grotesque “facial” features, formed from knots and twists in the wood.

Attributes: Agility d6, Smarts d4 (A), Spirit d10, Strength d12+4, Vigor d12

Skills: Athletics d8, Fighting d8, Intimidation d10, Notice d8

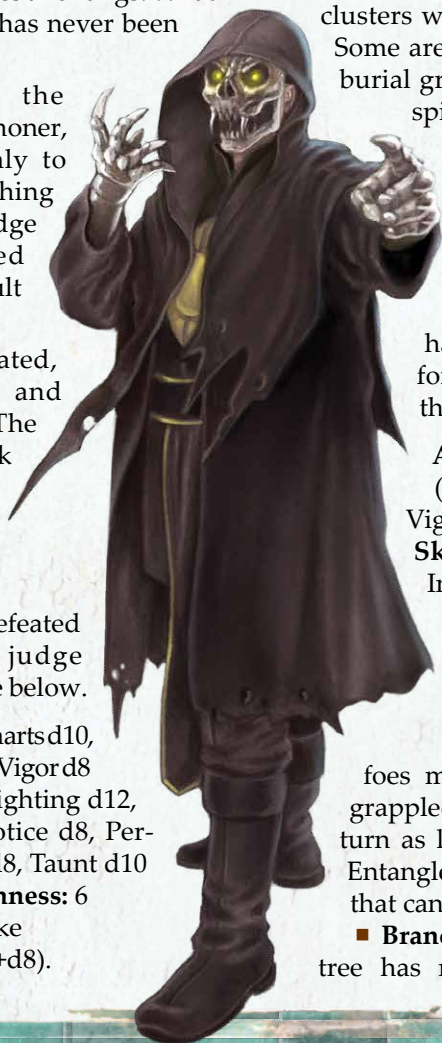
Pace: 2; **Parry:** 6; **Toughness:** 19 (3)

Special Abilities:

- **Armor +3:** Thick bark.

■ **Blood Drain:** Grappled foes must make a Vigor roll when grappled and at the start of the tree's turn as long as they remain Bound or Entangled. Failure results in Fatigue that can lead to death.

■ **Branches:** Str+d6, Reach 3. A black tree has numerous branches (treat as



Tentacles, see *Savage Worlds*) with four actions.

- **Entangle:** The tree's lesser branches and roots attempt to trip and entangle its attackers. Everyone who moves within a Large Blast Template centered on the tree (or begins a turn inside that radius) must succeed at an Evasion roll or become Entangled. An Entangled target who fails the roll becomes Bound.
- **Fear:** Anyone seeing the creature begin to move must make a Fear check.
- **Impale:** A raise on the thing's Fighting roll impales its foe on a sharp branch, Entangling him as if grappled.
- **Resistance (Piercing Weapons):** A black tree suffers half damage from piercing attacks, including gunshots.
- **Size 8 (Huge):** Black trees stand up to 50' high. The creature has two additional Wounds due its massive frame.
- **Sticky Sap:** An attacker who strikes a black tree with a melee weapon finds his weapon stuck to the sap. On his next action, he must make a Strength roll at -2 to free it. With success, he frees the weapon but it takes the entire round. With a raise, he frees the weapon and may still perform other actions this round. A character touching the tree becomes Bound instead.
- **Weakness (Fire):** A black tree takes +4 damage from fire attacks.

BLØB

A blob is an amorphous mass of acidic jelly with an insatiable hunger. It might be an alien entity brought to Earth on a crashed satellite, a creature from another dimension, or the result of rampant pollution.

Attributes: Agility d4, Smarts d4 (A), Spirit d12, Strength d12+2, Vigor d12

Skills: Athletics d4, Fighting d4, Notice d8, Stealth d6

Pace: 4; **Parry:** 4; **Toughness:** 10

Special Abilities:

- **Blob:** +2 to recover from being Shaken; no Wound penalties; immune to poison and disease.
- **Engulf:** After a blob finishes moving, every creature under its mass who isn't Entangled or Bound may Evade. Those who fail become Entangled, or Bound on

a Critical Failure. Bound or Entangled targets suffer Str+d6 damage when crushed, ignoring all but sealed armor. Engulfed targets may attempt to escape as if the blob was grappling them. Dead victims are absorbed and add to the blob's bulk (see Variable Size below).

- **Fear:** Anyone seeing the creature must make a Fear check.
- **Invulnerability:** A blob is immune to nonmagical weapons (except for fire, see below).
- **Mindless:** Immune to Fear and Intimidation.
- **Sticky Body:** An attacker who strikes a blob with a melee weapon finds his weapon stuck to it. On his next action, he must make a Strength roll at -2 to free his weapon. With success, he frees the weapon but it takes the entire round. With a raise, he frees the weapon and may still perform other actions this round. A character touching the blob becomes Bound instead.
- **Variable Size:** A new blob begins as a Small Blast Template (Size 2). For each victim it absorbs, it grows 1" (two yards) in diameter and adds +1 Size (and Toughness). It gains additional Wounds and other benefits as it becomes Large, Huge, and Gargantuan.
- **Weakness (Fire):** A blob suffers +4 damage from fire attacks. The creature's Weakness may change depending upon its origin—light, salt, and even water are all potential agents to use against it.

BLOOD MIST

The destruction of an ancient vampire's physical body isn't necessarily the end of its existence. Through dark magic, it can be brought back into existence as near-mindless, ethereal clouds of vapor with an insatiable bloodlust by those who know the proper rituals.

Blood mists appear as gray clouds until they feed, then change to pink to dark red as they consume more blood. Their preferred tactic is to mingle with natural mist, allowing them to approach unsuspecting victims with ease.

Attributes: Agility d8, Smarts d6 (A), Spirit d10, Strength d6, Vigor d10

Skills: Fighting d6, Notice d12, Stealth d10

Pace: 6; **Parry:** 7; **Toughness:** 7

Special Abilities:

- **Invulnerability:** Blood mists suffer no damage from mundane attacks. Magic weapons and supernatural powers affect them normally. They can be temporarily driven off by tactics such as sucking them into a vent, intense heat, or pelting them with a strong stream of water. Such tactics typically scatter the mist for 1d10 minutes.
- **Life Drain:** Anyone within the mist at the start of the creature's turn (or about every minute out of combat) must make a Vigor roll or take a level of Fatigue that can lead to death. A target in a completely sealed suit is immune.
- **Swarm:** +2 to recover from being Shaken; Parry +2; blood mists cover the area of a Large Blast Template; normal attacks, even area attacks, deal no damage at all (see Immunity).
- **Variable Size:** A blood mist begins as a Large Blast Template. A Wound reduces it to a Medium Blast Template, two to a Small template, and three destroy it. Every three levels of Fatigue it drains allows it to replenish its size, up to a maximum of a Large Blast Template.

CARNIVOROUS PLANT

Plants which evolve to consume flesh evoke instinctive dread. They could lurk anywhere, as deadly grass, ominous lily pads, or innocuous vines. What makes them terrible is the lengthy and painful demise that awaits their victims as they are paralyzed and slowly digested alive.

Attributes: Agility d4, Smarts d4 (A), Spirit d10, Strength d10, Vigor d12

Skills: Athletics d8, Notice d6, Stealth d8

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

Special Abilities:

- **Armor +2:** Thick, fibrous husks.
- **Fear:** Anyone who sees a carnivorous plant attack must make a Fear check.
- **Mindless:** Immune to Fear and Intimidation.
- **Paralysis:** Anyone Shaken or Wounded by a carnivorous plant must make a Vigor roll or be Stunned. They are also paralyzed and incapable of an action—even speech—for 2d6 rounds.

■ **Resilient:** Can take one additional Wound.

■ **Size 3:** Carnivorous plants large enough to threaten humans typically spread ten feet across.

■ **Trap:** The plant attacks by attempting to grapple prey within reach, preferably with The Drop. Bound or Entangled targets suffer Str+d6 damage when crushed, ignoring all but sealed armor.

VARIANT SPECIAL ABILITIES

■ **Aquatic:** Pace 0. The plant may drift along rivers or with the tide, and anyone it traps risks drowning.

■ **Decoy:** The plant has evolved a pod which resembles a baby, and can produce a sound like a young child in distress. Curious investigators have one chance to make a Notice roll with a -2 penalty to spot the nature of the deception, otherwise by the time they get close enough to determine the true nature of the lure they are close enough for the plant to attack.

■ **Poison Spit:** The plant may spit its poison up to 6" (12 yards), using Athletics to hit. Characters in a sealed environmental suit are immune, but anyone else must roll Vigor or suffer the creature's Paralysis (see above). Spitters usually have a Pace of 1 so they can creep forward to consume their victims while they are frozen in place.

■ **Sticky Body:** An attacker who strikes the plant with a melee weapon finds his weapon stuck to it. On his next action, he must make a Strength roll at -2 to free his weapon. With success, he frees the weapon but it takes the entire round. With a raise, he frees the weapon and may still perform other actions this round. A character touching the plant becomes Bound instead.

"FEED ME, SEYMOUR!"

-Audrey II,
Little Shop of Horrors

CAT, SMALL

This is an ordinary house cat, the sort that might be a familiar for a spellcaster, a beast master's animal friend, or an alternate form for the *shape change* power.

Attributes: Agility d8, Smarts d6 (A), Spirit d10, Strength d4-3, Vigor d6

Skills: Athletics d8, Notice d6, Stealth d8

Pace: 6; **Parry:** 2; **Toughness:** 2

Edges: Acrobat

Special Abilities:

- **Bite/Claws:** Str.
- **Low Light Vision:** Ignores penalties for Dim and Dark Illumination.
- **Size -3 (Very Small):** Cats are typically less than a foot high.

CHOSEN SLAYER

Many are called but most die before they get a chance to prove themselves. Whether a chosen slayer is a feisty young maiden hunting vampires or a mean hombre packing state-of-the-art technology depends on your setting. What they all have in common is a calling to serve a higher power.

CHOSEN SLAYER

This stat block is for a monster hunter at the start of her career.

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

Skills: Athletics d8, Common Knowledge d4, Fighting d8, Intimidation d6, Notice d8, Persuasion d6, Shooting d6, Stealth d6, Taunt d4

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

Hindrances: Heroic, Loyal

Edges: Acrobat, Arcane Resistance, Champion, Danger Sense, Quick

Gear: Sword (Str+d8), sharpened stake (Str+d4), crossbow with wooden bolts.

VETERAN CHOSEN SLAYER

Slayers who survive their first few years have learned how to handle themselves in battle against a variety of supernatural foes.

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

Skills: Athletics d10, Common Knowledge d6, Fighting d12, Intimidation d8, Notice d8, Persuasion d8, Shooting d10, Stealth d8, Taunt d6

Pace: 6; **Parry:** 9; **Toughness:** 7

Hindrances: Heroic, Loyal

Edges: Acrobat, Arcane Resistance, Block, Champion, Combat Reflexes, Command, Danger Sense, Dodge, Hard to Kill, Level Headed, Quick

Gear: Sword (Str+d8), sharpened stake (Str+d4), crossbow with wooden bolts.

CHUPACABRA

Chupacabras are large, hairless canine creatures with long legs and a pronounced ruff of mange or spines on their back. They feed by seizing their prey in their jaws, then piercing the target's skin with a sharp, hollow tongue and sucking out blood. They tend to rip the body apart after feeding, which makes it difficult to find the puncture wound and identify the attack as the work of a chupacabra.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d8, Vigor d8

Skills: Athletics d8, Fighting d8, Intimidation d8, Notice d6, Stealth d10

Pace: 8; **Parry:** 6; **Toughness:** 6

Edges: Fleet-Footed, Frenzy

Special Abilities:

- **Bite/Claws:** Str+d6.
- **Blood Drain:** Grappled foes must make a Vigor roll when grappled and at the start of the creature's turn as long as they remain Bound or Entangled. Failure results in Fatigue that can lead to death. Entangled victims with a knife or an ally may attempt to sever the tongue (Toughness 3).
- **Spines:** Anyone who grapples or is grappled by a chupacabra suffers 2d4 damage per round from its spines.

CORPSE WORM SWARM

Corpse worms are one-inch long red worms with a taste for flesh and a paralyzing bite. Although they usually feed on carcasses, they are partial to warm, living tissue. While an individual worm poses little threat to a healthy human, a swarm can render a man incapable of defending himself very quickly.

Attributes: Agility d4, Smarts d4 (A), Spirit d6, Strength d4-3, Vigor d6

Skills: Fighting d4, Notice d12, Stealth d10

Pace: 1; **Parry:** 6; **Toughness:** 5

Special Abilities:

- **Devour from Within:** Anyone paralyzed by a corpse swarm is slowly devoured from within, taking one Wound per hour that can only be stopped by magic or ingesting a full pound of salt. This dehydrates the worms like slugs and they die inside the body.
- **Paralysis:** Corpse worm swarms don't cause damage, but living victims who aren't in sealed suits of at least 1 Armor must make a Vigor roll every round they're within the swarm or be paralyzed for 2d6 rounds, or as long as they remain with the swarm.
- **Swarm:** +2 to recover from being Shaken; Parry +2; corpse swarms cover the area of a Medium Blast Template; cutting and piercing attacks inflict no damage, area effect weapons work normally; reduce the Blast Template to a Small Blast Template after a Wound. Small swarms are destroyed.

CREEPING HAND

Creeping hands are severed hands given animation by some arcane process. Three different varieties have been recorded, though all share the same traits.

The first are those of murderers. In this instance, the hand somehow reanimates after death and sets out on a murderous spree.

The second belong to sorcerers who have learned how to detach their hands and send them to perform errands. Not all of these are necessarily evil.

The third sort are vengeful creatures, usually belonging to accident victims who seek revenge.

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

Skills: Athletics d10, Fighting d10, Notice d4, Stealth d10

Pace: 4; **Parry:** 7; **Toughness:** 3

Special Abilities:

- **Choke:** A creeping hand may immediately make a grappling attempt (at +2) as a free action if it gets a raise on a Fighting attack against a target of Size 0 or less.
- **Scuttle:** Creeping hands have a d4 running die.
- **Size -3 (Very Small):** Creeping hands are under a foot long from fingertip to wrist.

CULTIST

The mortal worshipers of insane gods, demons, and other supernatural entities may be cunning schemers, stark-raving lunatics, fanatics loyal to their master, or some deadly combination of all three.

TYPICAL CULTIST

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d4, Common Knowledge d4, Fighting d6, Notice d6, Persuasion d6, Stealth d6

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

Hindrances: Loyal (to cult)

Edges: Brave

Gear: Ceremonial robes, dagger (Str+d4).

**CULT LEADER**

At the top of every cult is a high priest, grand wizard, or other lunatic. Most have supernatural powers granted to them by their dark gods, expressed as profane miracles or black magic. Alter the Trappings of their spells to fit the nature of the beings they worship.

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

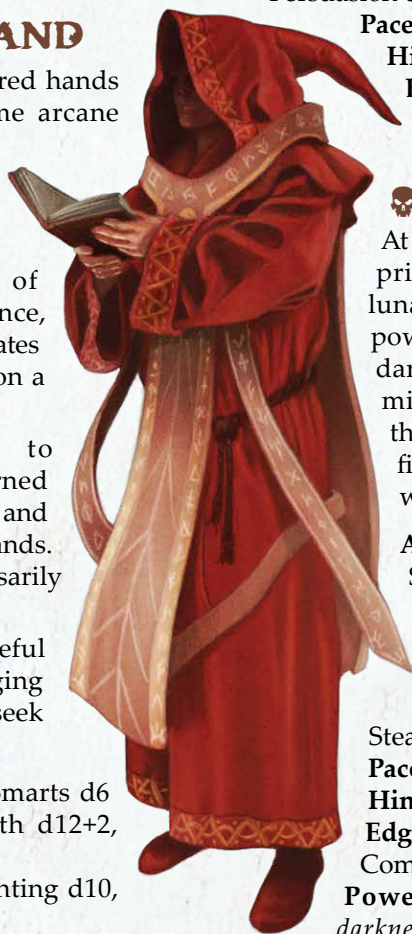
Skills: Athletics d6, Battle d6, Common Knowledge d6, Fighting d8, Notice d8, Persuasion d8, Spellcasting d10, Stealth d6

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

Hindrances: Arrogant

Edges: Arcane Background (Magic), Command, Inspire

Powers: Bolt (screaming skull), darkness (cloud of darkness), fear



(unearthly shriek), *puppet* (hypnotic voice), *smite* (balefire along blade), *zombie* (special powder). **Power Points:** 15

Gear: Ceremonial robes, cursed dagger (Str+d6+2 damage; Wounds can only be healed naturally).

DANSE MACABRE

A danse macabre is both a singular entity and an event. The creature itself, often called the Dance Master to differentiate it from the event it leads, is a skeletal figure clad in brightly colored robes. Although it has no capacity to breathe, it plays on a set of pipes crafted from the bones of the damned. The tune is not only spellbindingly haunting, it is deadly to mortals.

Following the Dance Master are a number of skeletons, previous victims who defend their master from attack.

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

Skills: Athletics d8, Intimidation d8, Notice d6, Performance d12, Persuasion d8

Pace: 8; **Parry:** 2; **Toughness:** 8

Special Abilities:

- **Dance of Death:** Each round the Dance Master plays its pipes, it makes an opposed roll of its Performance versus the Spirit of every creature within close earshot (20 yards). Those who fail to beat the master become members of the dance troupe and begin dancing along to the tune. Victims may make a Spirit roll at -2 every hour to break free. Each hour they remain in the dance, they suffer a Wound as their flesh rots away. Anyone Incapacitated in this way dies, becoming a skeleton permanently ensnared in the dance of death.
- **Fear (-2):** Anyone seeing the danse macabre must make a Fear check at -2.
- **Fearless:** The Dance Master is immune to Fear and Intimidation.
- **Skeletal Dancers:** Surrounding the Dance Master are 4d6 skeletons (see *Savage Worlds*).
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison.

DARK GOD

Whatever the setting, sentient races are likely to follow gods. Some are omnipotent beings with no true physical form, able to grant their most trusted followers special powers. Others are demigods, saints, or powerful spirits.

Whether super aliens, beings from another dimension, demon lords, or avatars of true gods is up to the Game Master. Many use their followers to achieve their own goals (such as being summoned to Earth) then devour them without so much as a thought.

Below are a few examples to help you create your own malevolent deities. Repelling such a powerful being typically requires disruption of the ritual that summoned it, or an even greater ritual if that event has already transpired.

Slaying a dark god is *virtually* impossible. Virtually, of course, means there *is* a way, but both the forbidden knowledge and the sacrifice required to do so should be at least twice as difficult as summoning the thing in the first place.

ARACHNOS, THE MANY LEGGED SPIDER-GOD

Many people are afraid of spiders. If they knew their true origin, *everyone* would be afraid. Arachnos, Mother of Spiders, takes the form of a monstrous tarantula. Crawling across her back are thousands of smaller spiders—her young.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d12+7, Vigor d12+2

Skills: Athletics d10, Fighting d8, Notice d8, Shooting d10, Stealth d8

Pace: 6; **Parry:** 6; **Toughness:** 22 (3)

Edges: Arcane Resistance (Imp)

Special Abilities:

- **Armor +3:** Chitinous shell. Heavy Armor.
- **Bite:** Str+d6.
- **Fear (-6):** Anyone seeing the creature must make a Fear check at -6.
- **Fearless:** Immune to Fear and Intimidation.
- **Hardy:** If already Shaken, further Shaken results have no effect.
- **Poison (-4):** Anyone Shaken or Wounded by Arachnos' bite must make a Vigor roll at -4 or die.

- **Regeneration (Fast):** Natural healing roll every round except for those Wounds caused by fire, magic, or her own poison.
- **Size 10 (Huge):** Over 60' across.
- **Spider Swarm:** Arachnos may release one swarm (see *Savage Worlds*), per round, up to 10 per day.
- **Unstoppable:** A dark god can't suffer more than one Wound from a single attack (after Soak rolls are made).
- **Wall Walker:** Can walk (or run) on vertical or inverted surfaces at full Pace.
- **Webbing:** Arachnos may hurl a web in a Cone Template or Medium Blast Template (Range 24" or 48 yards), using Athletics. Targets must Evade or be Entangled (Bound if Arachnos hits with a raise). The Webs are Hardness 10 to cut.

👹 CRAZALPHASALIUS, THE FIRE STORM

Crazalphasalius is aptly titled. His form is that of a vast fireball of no fixed dimensions. He ebbs and flows to his own tide, engulfing everything he touches in searing flame. Few materials can withstand his fiery wrath for long. His other titles include the Living Flame, the Howling Inferno, the Purifying Flame, and the Burning Maelstrom.

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d10, Vigor d12+8

Skills: Athletics d8, Fighting d6, Intimidation d12, Shooting d10, Stealth d4

Pace: 10; **Parry:** 5; **Toughness:** 22

Edges: Arcane Resistance (Imp)

Special Abilities:

- **Engulf:** Crazalphasalius fills an area 12" (24 yards) in diameter. After he moves, those within his template take 2d10 damage.
- **Fear (-6):** Anyone seeing the creature must make a Fear check at -4.
- **Fearless:** Immune to Fear and Intimidation.
- **Fireball:** Crazalphasalius may use Shooting to hurl one RoF 3 fireball per round at any target within 24" (48 yards). Each shot may be Evaded, causes 2d10 damage in a Large Blast Template, and is a Heavy Weapon.
- **Hardy:** If already Shaken, further Shaken results have no effect.
- **Regeneration (Fast):** Natural healing roll every round except for those Wounds caused by water, ice, or magic.

■ **Size 10 (Huge):** Crazalphasalius is 40' in diameter.

■ **Unstoppable:** A dark god can't suffer more than one Wound from a single attack (after Soak rolls are made).

■ **Weakness (Water):** Crazalphasalius can only be harmed by water or ice-based attacks. A mere bucket of water inflicts 1d6 damage, whereas something like a fire hose causes 3d6 damage.

👹 JJRIKILLIMSG, THE HOWLER OF TRUTH

Jjrikillimsg is mad — totally and utterly mad in a way no mortal can ever hope to understand or emulate. His titles include such epithets as the Insane, One Without True Form, the Revealer of Secrets, and Enlightener of Closed Minds.

If Jjrikillimsg has a true shape, no one has ever recorded it. It flits between many forms, changing so rapidly that the human eye cannot keep up. Every now and then, however, he pauses in one form just long enough for the brain to analyze what it has seen. Madness usually follows shortly thereafter.

Attributes: Agility d8, Smarts d4 (A), Spirit d12, Strength d12+8, Vigor d12+4

Skills: Athletics d8, Fighting d8, Intimidation d12, Notice d6, Stealth d4

Pace: 8; **Parry:** 6; **Toughness:** 18

Edges: Arcane Resistance (Imp)

Special Abilities:

- **Fear (-6):** Anyone seeing the creature must make a Fear check at -6.
- **Fearless:** Immune to Fear and Intimidation.
- **Hardy:** If already Shaken, further Shaken results have no effect.
- **Howl:** Once per round, as a free action, Jjrikillimsg emits an unearthly, howling babble. Every living being that can hear and is within 10" (20 yards) must make a Spirit roll. Failure causes the victim to lose his mind, permanently lowering his Smarts a die type. If Smarts drops below d4 the victim has a Psychotic Break (see the **Fear Effects** table on page 43).
- **Insane:** A character trying to affect Jjrikillimsg's mind through arcane powers, such as *puppet* automatically fails and causes the caster to permanently reduce his Smarts a die type. If Smarts drops below d4 the victim has a Psychotic Break.

(see the **Fear Effects** table on page 43).

- **Natural Weapons:** Str+d8. The dark god always has some form of weapon, be it claws, teeth, a multiple barbed tail, or a blade of some sort.
- **Regeneration (Fast):** Natural healing roll every round except for those Wounds caused by fire or magic.
- **Size 8 (Huge):** Jjrikillimg's form varies, but averages around 30' tall and 10' in diameter (or vice-versa).
- **Unstoppable:** A dark god can't suffer more than one Wound from a single attack (after Soak rolls are made).

TODOTO, THE MUTATOR

Todoto takes the form of a huge giant with dark green skin. His skin bubbles and writhes as if some unholy force were fighting for release. Todoto is a chaos god, warping life through the power of his blood. Nothing is safe from his corruption, and once corrupted, his victims can never be returned to their normal form.

As with most dark gods, Todoto has many titles, including the Spawner, Chaos Breeder, Dark Warper, and the Unholy Shaper.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d12+12, Vigor d12+4

Skills: Athletics d6, Fighting d12, Notice d8, Stealth d4

Pace: 8; **Parry:** 8; **Toughness:** 20

Edges: Arcane Resistance (Imp)

Special Abilities:

- **Blood Spray:** Any Wound caused to Todoto causes a fountain of blood to spray in a Cone Template away from the direction of the injury. Any character under the template must Evade or be struck by the blood (see below).
- **Fear (-6):** Anyone seeing the creature must make a Fear check at -6.
- **Fearless:** Immune to Fear and Intimidation.
- **Hardy:** If already Shaken, further Shaken results have no effect.
- **Mutating Blood:** Any creature struck by Todoto's blood must make a Vigor roll at -2 or be transformed into a Minion of Todoto (see below). The process takes one round, during which time the victim can take no action. *Dispel* at -2 stops the process if cast before the transformation occurs, but it is otherwise irreversible.
- **Regeneration (Fast):** Natural healing roll

every round except for those Wounds caused by fire or magic.

- **Size 10 (Huge):** Todoto is a 70' tall humanoid.
- **Unstoppable:** A dark god can't suffer more than one Wound from a single attack (after Soak rolls are made).

MINION OF TODOTO

Those unfortunate souls sprayed with Todoto's blood become twisted and warped. No two forms are the same. Some may grow extra limbs or tentacles while others turn inside out, transforming into an unholy blend of man, plant, and animal. Still others might become putrescent blobs of gelatinous ooze.

Minions are loyal to Todoto, though he has no special powers to control their actions.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Athletics d6, Fighting d6, Intimidation d8, Notice d6, Stealth d6

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

Special Abilities:

- **Fear:** Anyone seeing a Minion must make a Fear check.
- **Natural Weapons:** Minions have a variety of attacks including bite, claws, tentacle slaps, and tails. All inflict Str+d4 damage.

VRALKRESH OF THE THOUSAND MAWS

Vralkresh is a monstrous-sized bag of pulsating jelly with blood red segments mixed with ichor green, putrefying blue, and all manner of other vile colorations. When lying dormant, Vralkresh has no discernible features. Once awakened, however, a throng of slimy tentacles, each tipped with a grasping mouth, sprouts from his gelatinous form.

Vralkresh is known by many other names, including Lord of Many Mouths, He Who Feeds Endlessly, and the Slithering Maw.

Attributes: Agility d6, Smarts d6, Spirit d12, Strength d12+10, Vigor d12+4

Skills: Fighting d12, Notice d8

Pace: 8; **Parry:** 8; **Toughness:** 26 (4)

Edges: Arcane Resistance (Imp)

Special Abilities:

- **Armor +4:** Gelatinous body. Heavy Armor.
- **Fear (-6):** Anyone seeing the creature must make a Fear check at -6.

- **Fearless:** Immune to Fear and Intimidation.
- **Hardy:** If already Shaken, further Shaken results have no effect.
- **Regeneration (Fast):** Natural healing roll every round except for those Wounds caused by fire or magic.
- **Size 12 (Gargantuan):** Vralkresh is over 100' wide.
- **Tentacles (Variable):** Str+d8, Reach 2, Heavy Weapon. Vralkresh has four tentacle actions. Instead of regenerating a Wound, Vralkresh can sprout a new tentacle to replace one that's been severed.
- **Unstoppable:** A dark god can't suffer more than one Wound from a single attack (after Soak rolls are made).

DARK MAN

Although often referred to as "the" Dark Man, evidence suggests that this creature is not a unique entity. He is a human-like figure of inky darkness with no visible facial features. He is a source of pure necromantic energy, with power to boost undead. As such, a dark man is never summoned except to lead a host of such fiends.

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

Skills: Athletics d6, Fighting d6, Focus d10, Intimidation d10, Notice d6, Stealth d12+2

Pace: 6; **Parry:** 5; **Toughness:** 9

Edges: Arcane Resistance (Imp)

Special Abilities:

- **Boost Undead:** Any undead within 10" (20 yards) adds +2 to recover from being Shaken, Fighting attack and damage rolls, and Toughness.
- **Ethereal:** May pass through objects; cannot be harmed by nonmagical attacks; may become invisible (-6 penalty to hit) as a limited free action.
- **Fear:** Anyone seeing the creature must make a Fear check.
- **Fearless:** Immune to Fear and Intimidation.
- **Necromantic Surge:** As a free action, a dark man may make a Focus roll to send forth a wave of necromantic energy. If successful, it removes all Distracted and Vulnerable statuses from all Undead within 12" (24 yards). With a raise it also removes Shaken or Stunned results.
- **Undead:** +2 Toughness; +2 to recover from

being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison.

DEATH WORM

Death worms are blood red and look more like a length of fresh human entrails than a living creature. They are incredibly poisonous: toxic to the touch and able to spit deadly venom from either end. Death worms burrow easily through desert sand and the flesh of carrion.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d6, Vigor d8

Skills: Athletics d6, Fighting d6, Notice d6, Stealth d6

Pace: 4; **Parry:** 5; **Toughness:** 3

Special Abilities:

- **Bite:** Str+d4.
- **Blindsense:** Death worms ignore invisibility, illusion, and Illumination penalties.
- **Burrow (Pace 4):** Can burrow through all but solid stone; cannot be attacked while beneath the earth except by special means.
- **Poison (Lethal):** Anyone Shaken or Wounded by the worm's bite must make a Vigor roll or be Stunned, suffer one Wound (two with a Critical Failure), and perish in 2d6 rounds.
- **Poison Spit:** A death worm may spit its poison, rolling Athletics to hit any target within 6" (12 yards). Characters in a sealed environmental suit are immune, but anyone else must roll Vigor as if touched by the creature's Poison.
- **Size -3 (Very Small):** Death worms are around two feet in length and very thin.

DEMON

Demons and devils may be minions of Hell or servants of evil gods depending on the setting. Regardless of origin, they are supernatural evil beings completely devoid of positive qualities, though some feign good virtues to lure unwary prey to their doom.

Demons speak many languages, including a demonic tongue rarely spoken by mortals not involved with the dark arts. Whether they bother to talk to lowly mortals is a matter of personal choice.

HOLY WEAKNESSES

Demons might have an additional Weakness in some settings, particularly those based on our world.

- **Weakness (Holy Symbol):** “Good” holy symbols act as wards against vampires (see page 48).
- **Weakness (Holy Water):** In addition to the usual effects (page 26), a demon sprinkled with holy water is Fatigued. In some settings, holy water is much more dangerous. When successfully Tested (see page 26), they take 2d4 damage (2d6 with a raise). A demon immersed in or forced to drink holy water takes 2d4 damage per round (or per cup).

Demons represent a wide variety of evil beings with very different powers and abilities. In typical horror settings, defeating their mortal form sends them back to the Abyss only for a short while (usually only until the next sunset). Destroying or exiling them permanently requires an *exorcism*.

Below are typical demons from a variety of religions and beliefs.

COLLECTOR DEMON

Collector demons are sent to gather the souls of those who renege on their promises to Hell. This may be someone who sold their soul, a cultist who pledged his life to a dark master, or perhaps even a fool who lost a bet with some demonic power.

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

Skills: Athletics d10, Common Knowledge d6, Fighting d10, Intimidation d12, Notice d8, Stealth d12, Survival d12+2

Pace: 8; **Parry:** 7; **Toughness:** 9

Edges: Arcane Resistance (Imp), Strong Willed

Special Abilities:

- **Claws:** Str+d6 AP 6.
- **Demon:** +2 to recover from being Shaken; immune to poison and disease; half-damage from nonmagical attacks except for cold iron.

- **Fear (-2):** Anyone seeing a collector must make a Fear check at -2.
- **Size 1:** These cowed demons stand over 7' tall.
- **Soul Drain:** The uncowed stare of a collector rips the life and soul from its quarry. To use this Ability, the collector must grapple its foe, at which point it removes its cowl and forces its prey to stare into its demonic eyes. The victim must make an opposed Spirit roll against the demon's Intimidation or die instantly. The victim's soul is sent to Hell, making resurrection impossible without somehow freeing it.
- **Unnatural Senses:** A collector can detect its target anywhere on earth, homing in on it with unerring accuracy (though it may take a while to travel to it). It also ignores all penalties for bad lighting, including complete darkness.

DEMONIC LEGIONNAIRE

The legions of Hell are formed of these silent souls. They are relentless horrors, whipped into action by a Wild Card leader with increased Traits and a few Combat or Leadership Edges.

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

Skills: Athletics d8, Fighting d8, Intimidation d8, Notice d6, Shooting d8, Stealth d6

Pace: 6; **Parry:** 6 or 8 (shield); **Toughness:** 8 (2)

Hindrances: Mean

Edges: Brave

Gear: Carapace armor (+2), barbed long swords (Str+d8, +2 damage if foe has no more than 2 points of Armor), medium shield. Some may be equipped with barbed light crossbows (Range 10/20/40, Damage 2d6, +2 if foe has less than 2 points of Armor, AP 2).

Special Abilities:

- **Demon:** +2 to recover from being Shaken; immune to poison and disease; half-damage from nonmagical attacks except for cold iron.
- **Fear:** Anyone seeing the creature must make a Fear check.

DEMONIC STEED

Demonic steeds are primarily used by demons to travel around Hell, but are occasionally

gifted to loyal mortals. Demonic steeds are jet black with red eyes and steaming nostrils. Their bits and bridles are made from twisted, barbed wire and their horseshoes are hammered in with nails made from the ribs of sinners.

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

Skills: Athletics d8, Fighting d8, Notice d6

Pace: 10; **Parry:** 6; **Toughness:** 12 (3)

Edges: Fleet-Footed

Gear: Some villains give their nightmares barding (+3).

Special Abilities:

- **Kick:** Str+d6.
- **Rider Empathy:** If the rider of a demonic steed is evil, whether mortal or supernatural, he adds +2 to his Riding rolls. Good characters subtract 4 and the steed attempts to kill him at an appropriate and perhaps inescapable moment.
- **Size 2:** Demonic steeds weigh between 800 and 1000 pounds.

DEMON WORM

Summoned from the depths of Hell, demon worms are actually more akin to gargantuan slugs. Their mottled green skin drips with foul ichor and leaves a slimy trail wherever they go. They have vast, round mouths full of needle-like teeth surrounded by a mass of writhing tentacles.

Some cultists worship them as gods, though they are far from omnipotent and can bestow no powers to their misguided followers.

Attributes: Agility d6, Smarts d4 (A), Spirit d10, Strength d12+7, Vigor d10

Skills: Athletics d6, Fighting d6, Intimidation d10, Notice d10, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 19 (4)

Special Abilities:

- **Armor +4:** Thick layers of fat.
- **Bite:** Str+d8.
- **Demon:** +2 to recover from being Shaken; immune to poison and disease; half-damage from nonmagical attacks except for cold iron.
- **Fear (-4):** Anyone seeing the

creature must make a Fear check at -4.

- **Hardy:** If already Shaken, further Shaken results have no effect.
- **Size 8 (Huge):** Demon worms are over 30' long and 10' in diameter.
- **Slam:** Demon worms can crush prey beneath their massive bodies. Lay three Small Blast Templates adjacent to one another in a straight line. Everything beneath the templates must Evade or be crushed, taking the worm's Str as damage. Ignore Scale modifiers when making a Slam attack.
- **Swallow Whole:** Victims bitten by a demon worm must make an Evasion roll or be Swallowed Whole.
- **Tentacles (4):** Demon worms have four tentacle actions. Each causes Str+d4 damage, Reach 1.

GLADIATOR

Gladiators are Hell's elite warriors, fighting in the service—or for the amusement—of demon princes. They are towering monstrosities of muscle, metal, and hate.

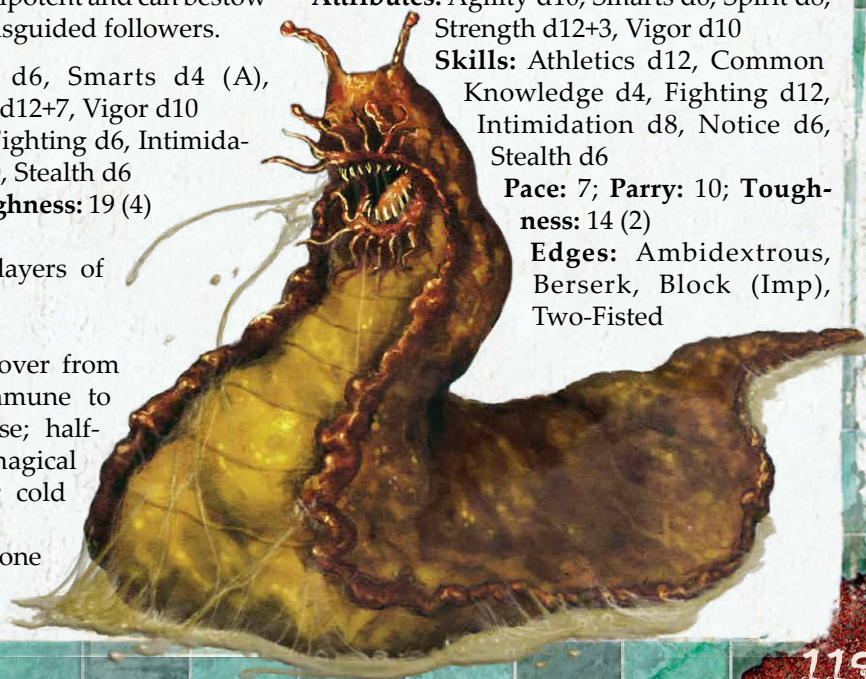
Somewhere in the bowels of the Abyss, in some horrific workshop of screaming blacksmiths, metal plates have been crudely riveted onto its flesh. Its arms below the elbow end in large, jagged blades, the tips scraping along the ground when the beast moves. Even when calm, a gladiator froths at the mouth and has a mad look in its eyes.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d12+3, Vigor d10

Skills: Athletics d12, Common Knowledge d4, Fighting d12, Intimidation d8, Notice d6, Stealth d6

Pace: 7; **Parry:** 10; **Toughness:** 14 (2)

Edges: Ambidextrous, Berserk, Block (Imp), Two-Fisted



Special Abilities:

- **Armor +2:** Pieces of metal.
- **Berserker:** Gladiator demons don't suffer Fatigue from going Berserk, and only end their furious rampage when all foes in sight are dead.
- **Blades:** Str+d10, Reach 1.
- **Demon:** +2 to recover from being Shaken; immune to poison and disease; half-damage from nonmagical attacks except for cold iron.
- **Fear (-2):** Anyone seeing a collector must make a Fear check at -2.
- **Fearless:** Immune to Fear and Intimidation.
- **Infravision:** Halve penalties for Illumination when attacking warm targets.
- **Size 5 (Large):** Gladiators are over 15' tall and have one extra Wound.
- **Very Resilient:** Non-Wild Card gladiator demons can take two additional Wounds before being Incapacitated.

GLUTTONY DEMON

Gluttony demons have the bodies of large, bloated toads and the limbs of a pig. So obese are they that their bodies actually wobble from side to side like a mass of quivering jelly.

Their jaws can expand wide enough to swallow a man-sized object in a single gulp. Their appetite is endless, and they can swallow an unlimited number of foes during a single combat.

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

Skills: Athletics d8, Fighting d8, Intimidation d10, Notice d6, Stealth d6

Pace: 5; **Parry:** 6; **Toughness:** 12

Special Abilities:

- **Bite:** Str+d6.
- **Demon:** +2 to recover from being Shaken; immune to poison and disease; half-damage from nonmagical attacks except for cold iron.

- **Fear (-2):** Anyone seeing the creature must make a Fear check at -2.
- **Obese:** Gluttony demons roll a d4 running die instead of a d6; Toughness +1.
- **Size 4 (Large):** Gluttony demons are the size of small elephants and have one extra Wound.
- **Swallow Whole:** Anyone hit by a bite attack must make an Evasion roll or be Swallowed Whole.

HELLHOUND

Hellhounds are monstrous demon dogs with black skin, steaming from the heat of their demonic blood. Their eyes burn with balefire and their teeth jut from their jaw at terrible angles. Certain demons often keep hellhounds as pets, though they may also be found in the company of necromancers and other evil wizards.

Attributes: Agility d8, Smarts d6 (A), Spirit d8, Strength d10, Vigor d10

Skills: Athletics d8, Fighting d8, Notice d10, Stealth d8, Survival (tracking) d12+2

Pace: 8; **Parry:** 6; **Toughness:** 7

Edges: Alertness, Fleet-Footed

Special Abilities:

- **Bite:** Str+d6.
- **Demon:** +2 to recover from being Shaken; immune to poison and disease; half-damage from nonmagical attacks except for cold iron.
- **Fear:** Anyone who sees a hellhound must make a Fear roll.
- **Immunity (Fire):** Hellhounds take no damage from fire.
- **Terrible Wounds:** The jagged teeth of a hellhound inflict terrible wounds, which do not heal quickly. Healing rolls, including magical and natural healing, are subject to a -2 penalty on top of any Wound penalties.

VARIANT SPECIAL ABILITIES

- **Invisible:** Some hellhounds are invisible to all but those they pursue! Attacks against them are made at -6 and until an ally sees evidence of their existence they may not believe the prey's mad pleas for help!



- **Unerring Trackers:** Hellhounds might be sent by vengeful owners to track down prey and make them pay some nefarious debt. Hellhounds are relentless trackers already, but if the host manages to take some action that would thwart most trackers—change his scent, board a plane for a new continent, etc.—the hounds eventually find a way to follow. GMs may set some limits on this, of course. Maybe the hounds can't pursue into other planes of existence, Hell, if the prey changes bodies somehow, etc.

IMP

Imps are pernicious creatures that delight in violent mischief. Most are summoned by a witch or necromancer, or serve a powerful demon.

The details of their form vary greatly, but most are short, humanoid beings with large heads and pointed ears. They favor darkened areas, recoiling violently from bright light with hisses or curses. Should their fanged mouths and clawed fingers leave any doubt, the malevolent gleam in their eyes makes their wicked natures clear.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d4, Vigor d6

Skills: Athletics d10, Common Knowledge d6, Fighting d8, Notice d8, Persuasion d6, Shooting d8, Spellcasting d10, Stealth d10, Taunt d8

Pace: 6; **Parry:** 6; **Toughness:** 4

Powers: *Invisibility, slumber.* **Power Points:** 20
Special Abilities:

- **Claws:** Str+d4.
- **Demon:** +2 to recover from being Shaken; immune to poison and disease; half-damage from nonmagical attacks except for cold iron.
- **Low Light Vision:** Ignores penalties for Dim and Dark Illumination.
- **Shadow Magic:** Imps are magical creatures tied closely with darkness. They may only use their powers in areas with an Illumination penalty.
- **Size -1:** Imps are three to four feet tall.
- **Weakness (Imp Code):** Imps must abide by special rules of behavior. They cannot lie (but don't have to tell the truth, either!); they must always parley, if asked; if they agree to a bargain, they must keep to

the letter (but not the spirit!); they must always accept something offered.

- **Weakness (Sunlight):** Imps are Distracted while exposed to direct sunlight.

LIBRARIAN

While it's doubtful many demon lords have libraries, these unusual demons are the scholars of the underworld. The epithet, perhaps given in jest, has become common parlance.

Librarians are tall, blue-skinned humanoids with red eyes. Their heads are completely bald, and runes of power and knowledge are burned into their skull. When traveling in mortal realms, they wear heavy cowed cloaks to conceal their appearance.

Unusually for a denizen of Hell, librarians seem quite willing to help mortals in return for a small reward, such as a relic or a tome of knowledge. What use they have for these items in Hell is anyone's guess.

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

Skills: Academics d12+2, Athletics d4, Battle d10, Common Knowledge d12, Electronics d10, Fighting d4, Notice d8, Occult d12, Persuasion d8, Repair d10, Research d12, Science d12, Stealth d10, Taunt d8

Pace: 6; **Parry:** 4; **Toughness:** 7

Edges: Arcane Resistance (Imp), Investigator, Scholar (Academics)

Special Abilities:

- **Demon:** +2 to recover from being Shaken; immune to poison and disease; half-damage from nonmagical attacks except for cold iron.
- **Learned:** Librarian demons have lifetimes of education, and gain a free reroll on all Smart-based skills.
- **Size 1:** Librarians are taller than humans.

PAZUZU

Pazuzu have the head of a man with a lion's mane, leonine claws on their hands and feet, the wings of an eagle, and a scorpion's tail.

When on Earth they prefer hot, dry climates. They are said to be masters of illusion, and desert nomads believe mirages are their work.

Pazuzu enjoy cruel and often lethal pranks. One common trick is to approach desert nomads and question them about how much

water they have. If they are low, the demon offers to lead them to an oasis in return for money. In reality, it leads them deeper into the desert and then abandons them to await a lingering death. Once its victims have died, it returns to feast on their flesh.

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

Skills: Athletics d8, Common Knowledge d8, Fighting d8, Notice d8, Persuasion d10, Stealth d8, Survival d8, Taunt d12

Pace: 6; **Parry:** 6; **Toughness:** 9

Edges: Frenzy (Imp), Rabble-Rouser, Retort

Special Abilities:

- **Claws:** Str+d6.
- **Demon:** +2 to recover from being Shaken; immune to poison and disease; half-damage from nonmagical attacks except for cold iron.
- **Fear (-2):** Anyone seeing a collector must make a Fear check at -2.
- **Flight:** Pace 12.

■ **Illusionary Appearance:** Pazuzu can assume the form of a human (or nonhuman if your setting allows such races).

■ **Retaliate:** If the demon resists an attempt to *banish* it (including each round of an *exorcism*), the caster suffers Fatigue that can lead to death!

■ **Size 2:** Pazuzu stand over 9' high in their natural form.

■ **Untrickable:** Pazuzu are masters of deception and are immune to Tests based on Smarts.



PLAGUE DEMON

Plague demons have haunted mankind for millennia, spreading sickness and disease wherever they go. They resemble humans (or any other race in a fantasy or sci-fi horror game), but are covered in weeping sores, pus-filled boils, and always surrounded by a dark halo of flies.

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

Skills: Athletics d6, Fighting d6, Intimidation d8, Notice d6, Stealth d6

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

Special Abilities:

- **Claws:** Str+d4.
- **Demon:** +2 to recover from being Shaken; immune to poison and disease; half-damage from nonmagical attacks except for cold iron.

■ **Disease (-4):** Anyone touched by a plague demon must make a Vigor roll or catch a Chronic Disease (see *Savage Worlds*). The disease is contagious, so anyone the victim physically contacts must also make a Vigor roll or catch the disease. Healing rolls to treat the disease are made at -4.

■ **Fear (-2):** Anyone seeing the creature must make a Fear check at -2.

■ **Halo of Flies:** The swarm of flies around a plague demon makes it hard to hit. Attackers suffer a -2 penalty to all attack rolls.



POSSessor

In their natural form, possessors are dark shadows of indiscernible shape. They drift like clouds, changing form in response to an imaginary wind.

Possessors exist only to inhabit mortal hosts and use them as puppets to wreak havoc and misery. Although they can possess alert and awake victims, possessors prefer to infest those who are sleeping, if only to keep their presence a secret.

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

Skills: Notice d6, Stealth d10, Taunt d12

Pace: 6; **Parry:** 2; **Toughness:** 5

Special Abilities:

- **Demon:** +2 to recover from being Shaken; immune to poison and disease; half-damage from nonmagical attacks except for cold iron.
- **Ethereal:** May pass through objects; cannot be harmed by nonmagical attacks; may become invisible (–6 penalty to hit) as a limited free action.
- **Possession:** These insidious fiends can cast the *puppet* power at will using Spirit as their arcane skill, but may not possess more than one victim at a time. The victim resists at –2 and the base Duration is 24 hours. Releasing the spell is a free action.
- **Retaliate:** If the demon resists an attempt to *banish* it (including each round of an *exorcism*), the caster suffers Fatigue that can lead to death!

SEDUCER

Whereas incubi and succubi seduce mortals to feed on their life energy, seducer demons corrupt their souls. They favor the innocent—though harder to corrupt, the end result is much sweeter to their diabolical tastes.

Seducers work by approaching mortals and offering them strength, power, love, wealth, or other benefits. These “dark gifts” are delivered subtly within a few days or weeks. Raising a Trait might take a few days so as not to raise suspicions. Wealth might come in the form of a lucrative contract, or something as simple as finding a treasure chest or bag of money. A leadership position follows the death or embarrassment of the previous leader.

DARK GIFTS

Accepting a seducer’s dark gift gives the recipient one of the advantages listed in this sidebar but comes at the stated price:

- **MINOR:** Increase a Trait one die type (this may exceed the character’s maximum), money equal to five times the setting’s Starting Funds, make someone Friendly to the hero (see Persuasion in *Savage Worlds*), cause an enemy embarrassment or misfortune, grant the hero leadership of a medium-sized organization or middling authority.
- **MAJOR:** Increase a Trait two die types (this may exceed the character’s maximum), money equal to 20 times the setting’s Starting Funds, make someone fall in love or be Helpful to the hero (see Persuasion in *Savage Worlds*), cause an enemy grave misfortune or death, grant the hero leadership of a large organization or powerful authority.

Each dark gift comes with a price, of course. A Minor gift gives the hero a Minor Psychosis, and a Major gives her a Major Psychosis. If a hero would ever experience a Psychotic Break from gaining a fourth Psychosis (see page 44), she becomes the seducer’s slave instead, doing his or her will without question.

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

Skills: Athletics d6, Fighting d6, Intimidation d8, Notice d8, Persuasion d12+2, Taunt d10

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

Edges: Charismatic, Very Attractive

Special Abilities:

- **Dark Gifts:** See the Dark Gifts sidebar.
- **Demon:** +2 to recover from being Shaken; immune to poison and disease; half-damage from nonmagical attacks except for cold iron.
- **Fear:** Anyone seeing the creature in its natural form must make a Fear check.
- **Illusionary Appearance:** Seducers can assume any humanoid form.
- **Retaliate:** If the demon resists an attempt to *banish* it (including each round of an *exorcism*), the caster suffers Fatigue that can lead to death!

SPINED DEMON

Spined demons are hunched humanoids with scaly skin covered in short, sharp spines. They have no visible facial features, yet have little difficulty detecting their foes. They typically serve as minions to other demons and devils.

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

Skills: Athletics d10, Fighting d10, Intimidation d10, Notice d6, Shooting d10, Stealth d8

Pace: 6; **Parry:** 7; **Toughness:** 6

Special Abilities:

- **Claws:** Str+d6.
- **Demon:** +2 to recover from being Shaken; immune to poison and disease; half-damage from nonmagical attacks except for cold iron.
- **Fear (-2):** Anyone seeing a collector must make a Fear check at -2.
- **Spines:** Anyone who grapples or is grappled by a spined demon suffers 2d4 damage from its spines at the beginning of the thing's turn.
- **Volley of Spines:** As an action, a spine demon may launch a volley of sharp spines in a Cone Template. It rolls Shooting to hit, and targets who don't Evade take 2d6 damage.

TORMENT DEMON

These bizarre entities are the personification of suffering. They are summoned from Hell by solving one of their puzzle boxes. Some attempt the task because they want to experience the dark desires promised, but most do so purely by accident.

Either way, once the puzzle is solved, a trio of demons appears and shows the solver the "pleasures" that await. The target may now make a Spirit roll at -4 if she wishes. If she doesn't or fails, she's carried off to Hell and eventually becomes a torment demon herself.

If she succeeds, the demons may attempt to kill her or thank her and explore the mortal realm until returned to Hell by some do-gooder. If the puzzler succeeds with a raise, the puzzle resets and the torment demons return to Hell with a grudge.

Torment demons have unique mutilations and scarification that cross the line between pleasure and pain. Most still look somewhat human, but all delight in the misery they seek to share.

Attributes: Agility d6, Smarts d8, Spirit d12+1, Strength d8, Vigor d12+2

Skills: Athletics d4, Common Knowledge d4, Fighting d6, Healing d10, Intimidation d10, Notice d6, Occult d8, Persuasion d10, Shooting d10, Stealth d6, Taunt d8

Pace: 6; **Parry:** 5; **Toughness:** 11 (1)

Edges: Menacing, Strong Willed

Gear: Light leather armor (+1).

Special Abilities:

- **Bite/Claws:** Str+d4.
- **Chains:** Str+d6, Reach 2, Rending. Torment demons summon hooked, barbed, or grotesque chains that impale or wrap around their victims. A raise on the attack roll Entangles the victim.
- **Demon:** +2 to recover from being Shaken; immune to poison and disease; half-damage from nonmagical attacks except for cold iron.
- **Fear (-2):** Anyone who sees a torment demon must make a Fear check at -2.
- **Retaliate:** If the demon resists an attempt to *banish* it (including each round of an *exorcism*), the caster suffers Fatigue that *can* lead to death!



DEVILKIN

Devilkin are minor infernals from the Abyss that often pretend to be far greater beings, such as the dark master himself. They are humanoid in appearance, but with the legs and head of a goat.

A summoned devilkin does not speak, but listens to the summoner's pleas, canting its unearthly head back and forth as if paying great attention. When the request is complete, the pretender runs off and tries to fulfill the caster's request in the worst way possible. It won't attack the summoner though—it wants to torment her through its deeds instead.

Attributes: Agility d8, Smarts d10 (A), Spirit d8, Strength d8, Vigor d8

Skills: Athletics d6, Fighting d6, Intimidation d8, Notice d6, Spellcasting d8, Stealth d6

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

Powers: *Barrier* (invisible wall), *bolt* (fiery bolts from eyes), *darkness* (cloud of darkness), *detect/conceal arcana* (word of power), *fear* (curses), *puppet* (hypnotic gaze), *stun* (word of power). **Power Points:** 20

Special Abilities:

- **Fear:** Anyone seeing the creature must make a Fear check.
- **Kick:** Str+d4.



DEVIL (MORTAL)

A mortal devil, half-fiend, or “cambion” is the offspring of a human and a demon or devil or a child cursed by some demonic influence. Typical features include cloven hooves, horns, bat-like wings, claws, fangs, and an animal-like head. Most mortal devils are wicked beings true to their ancestry, but this is not always the case; in some rare occasions the human side is more prominent. These mortal devils are lonesome creatures, shunned by human society but desirous of its benefits nonetheless. Their wicked counterparts

are murderous things, giving in fully to their bestial, demonic sides and reveling in bloodshed, terror, and chaos.

The most famous cambion in the United States is the Jersey Devil. This being is said to be the 13th child of “Mother” Jane Leeds. Exhausted and exasperating at birthing her 13th child, she exclaimed her son would be the devil. So cursed, the child was indeed born a half-human monster that sprouted wings and escaped up the chimney. It now haunts the Pine Barrens of southern New Jersey.

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

Skills: Athletics d8, Common Knowledge d6, Fighting d8, Intimidation d6, Notice d8, Stealth d8, Survival d6

Pace: 6; **Parry:** 6; **Toughness:** 7

Special Abilities:

- **Bite/Claws:** Str+d6.
- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from nonmagical attacks except for cold iron.
- **Fear:** Anyone seeing the creature must make a Fear check.
- **Fearless:** Immune to Fear and Intimidation.
- **Hardy:** If already Shaken, further Shaken results have no effect.
- **Immortal:** A mortal devil cannot die of old age.

DHAMPYR

Dhampyrs are the children of an unholy (and seemingly impossible) mating of a vampire and a mortal. They have some of the strength and abilities of their sires, but can walk in the sunlight and detect the presence of other vampires.

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

Skills: Athletics d6, Common Knowledge d4, Fighting d8, Intimidation d6



tion d8, Notice d6, Persuasion d4, Shooting d8, Stealth d8, Survival d6

Pace: 6; **Parry:** 6; **Toughness:** 7

Hindrances: —

Edges: Assassin, Combat Reflexes

Gear: Wooden stake (Str+d4), pistol or cross-bow (depending on era), crucifix.

Special Abilities:

- **Sense Vampire:** Dhampyrs can detect vampires (and other dhampyrs) up to 10" (20 yards) distant. If masked by *conceal arcana*, the dhampyr opposes it with his Notice skill.
- **Weakness (Sunlight):** Dhampyrs are Distracted while exposed to direct sunlight.

DISMEMBERED CORPSE

When first encountered, dismembered corpses look exactly like zombies. After they take their first Wound, however, they fly apart into four limbs, a torso, intestines, and a head—each acting as an independent entity.

The various parts float around the torso but operate completely independently. These various bits flail, slap, kick, and claw at their bewildered foes.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d8, Vigor d8

Skills: Athletics d6, Fighting d6, Notice d4, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 8

Special Abilities:

- **Fear (-2):** Anyone seeing the dismembered corpse after it has separated must make a Fear check at -2.
- **Fearless:** Immune to Fear and Intimidation.

"LAST NIGHT I SAW
UPON THE STAIR, A
LITTLE MAN WHO
WASN'T THERE. HE
WASN'T THERE AGAIN
TODAY. OH, HOW I
WISH HE'D GO AWAY..."

—William Mearns,
Antigonish

- **Separate Limbs:** The first Wound(s) a dismembered corpse takes causes it to separate but causes no actual damage. Each limb then acts as an Extra. Only by destroying all seven parts can the corpse be vanquished.

- **Head:** Head butt or bite for Str damage.

- **Torso:** Slam for Str damage.

- **Intestines:** Grapple.

- **Arms (2):** Clawed hands for Str+d6 damage.

- **Legs (2):** Toenail claws for Str+d4 damage.

- **Size -2 (Small):** After the corpse has divided, each part is a smaller target and has Toughness 6.

- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison.

DOG



BLACK SHUCK

This apparition appears as a large black dog with shaggy hair and glowing red, saucer-like eyes. Black Shuck wanders the woods and moors at night during storms. It attacks those who show fear, but is apt to avoid or even protect those who don't. Similar black hounds have been sighted in remote areas all across the world. Sometimes they are said to presage death (see **Signs and Portents** on page 46).

Attributes: Agility d8, Smarts d6 (A), Spirit d10, Strength d10, Vigor d10

Skills: Athletics d8, Fighting d10, Notice d10, Stealth d12, Survival (tracking) d12

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

Edges: First Strike, Fleet-Footed, Frenzy

Special Abilities:

- **Bite:** Str+d6.
- **Fear:** Anyone who sees Black Shuck must roll a Fear check. Failure activates the creature's Ill Omen Special Ability, in addition to the usual effects.
- **Ill Omen:** A witness who shows fear in front of Black Shuck falls under a curse. For the next year, any failed Vigor roll counts as a Critical Failure instead. The curse may be broken early by seeking

out Black Shuck on a different night and succeeding at the Fear check.

- **Vanish:** Black Shuck disappears without a trace if the weather improves, the sun rises, or it is Incapacitated.

DOG, JUNKYARD

The stats below are for large attack dogs trained to be vicious by cruel masters—or compelled to violence by unseen forces.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d8, Vigor d8

Skills: Athletics d8, Fighting d6, Notice d10, Stealth d8, Survival (tracking) d8

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

Edges: Alertness, Fleet-Footed, Frenzy

Special Abilities:

- **Bite:** Str+d4.
- **Size -1:** The heads of these canines usually come to an average human's waist, and they weigh about 60 pounds.

FETCH

Fetches are spiritual companions to mortals who can detect spirits and other ethereal beings. Traditionally, only people born on a Saturday could have a fetch dog, but this may vary depending on the setting and its particular lore. A fetch might be a gift from a powerful, supernatural ally, for example.

The "owner" of a fetch cannot communicate with it—the thing simply stays by its companion at all times, protecting its master from evil to the best of its ability. It cannot affect the physical world in any way.

Fetches are invisible, but mortals might occasionally catch a glimpse of the creature whenever it performs some crucial act.

Attributes: Agility d8, Smarts d6 (A), Spirit d8, Strength d6, Vigor d6

Skills: Athletics d8, Fighting d6, Notice d10, Stealth d6, Survival (tracking) d8

Pace: 8; **Parry:** 5; **Toughness:** 4

Edges: Alertness, Fleet-Footed

Special Abilities:

- **Bite:** Str+d6 vs ethereals only.
- **Dire Warning:** When a fetch detects an invisible or ethereal foe within 10" (20 yards), its host gains a sense of the enemy's location as well, ignoring up to 4 points of its attack penalties.
- **Ethereal:** May pass through objects;

cannot be harmed by nonmagical attacks; may become invisible (-6 penalty to hit) as a limited free action. Fetches may not make physical attacks.

- **See Invisible:** A fetch can see invisible creatures, whether they are flesh or ethereal.
- **Size -1:** Fetches are canines whose heads come to an average human's waist.

DOPPELGANGER

There are many types of doppelgangers in the horror genre: pod people, aliens who walk among us, mythological beings, or dark fairies, just to name a few.

The profile here is for a shapeshifter that takes an hour to duplicate a form but no clothes or items. Those of magical origin might be able to completely duplicate their prey much faster, and are listed in the Variants which follow.

Doppelgangers have many goals. Some want to take over a person's life for companionship while others may be scouts for some alien or monstrous force attempting to take over the world.

Doppelgangers aren't particularly powerful physically, so they rely on stealth and guile to isolate their chosen prey before "wearing" its skin.

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

Skills: Athletics d6, Common Knowledge d6, Fighting d6, Intimidation d8, Notice d6, Persuasion d6, Stealth d10, Survival d8

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

Edges: Jack-of-All-Trades

Special Abilities:

- **Shift:** Doppelgangers take on the forms of others. This takes an hour with an immobile victim and results in its death.

VARIANT SPECIAL ABILITIES

- **Memories:** The doppelganger has full access to the host's skills and memories (use the higher of the two beings' skills).
- **Quick Shift:** The doppelganger's ability to mimic a host is magical or supernatural. It happens immediately after it touches its prey and replicates gear and items as well. If the host has magical items, the doppelganger's versions are mundane instead.

- **Wail:** The creature can emit an inhuman wail as a limited action. This is an Intimidation Test in a Cone Template. All targets within are affected and must resist separately. Other doppelgangers in earshot are often attracted to the wail and may come running to its aid.

DREAM EVIL

At certain times of the year, evil holds great sway. All Hallows' Eve is one such occasion, but there are others. During this time, creatures born in sleepers' nightmares gain the power to enter the physical world.

Their exact form varies from sleeper to sleeper. Some take the form of demonic clowns, others tentacled beasts or maniacal versions of abusive parents. Regardless of form, all are intent on manifesting in the physical world and causing as much mayhem as possible.

Dream evils materialize after their host has gone to sleep, generally appearing within a few miles and proceed to act like the thing they've manifested as. A giant spider lurks in trees and ensnares victims, an evil clown might appear near a circus and lure attendees into a dark tent where it can devour them, etc.

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

Skills: Athletics d8, Fighting d10, Intimidation d12, Notice d8, Persuasion d8, Spellcasting d10, Stealth d10

Pace: 6; **Parry:** 7; **Toughness:** 8

Powers: *Confusion, entangle, fear, illusion, invisibility, shape change, slumber, sound/silence.* **Power Points:** 20

Special Abilities:

- **Nightmare Entity:** Dream evils disappear immediately when their host wakes. If destroyed by the *banish* spell they reappear the next time the host sleeps. Only the death of the host, an *exorcism*, or seven straight nights without sleep by the host destroys them for good (see Sleep under Hazards in *Savage Worlds*).

"I DREAMED ABOUT THIS GUY IN A DIRTY RED AND GREEN SWEATER."

—Nancy,
A Nightmare on Elm Street

DREAMREAPER

Dreamreavers are spirits of nightmare that prey on mortal psyches plunging them into a terrible dreamscape. Within, the dreamer must battle to complete some quest, overcoming obstacles and defeating foes, or remain lost in the nightmare land forever.

Dreamreavers often pull close companions of their victims into the nightmare realm as well. This means an entire party might find themselves trapped in one of their companions' nightmares.

Once in the dreamscape, the victim stumbles on some quest he feels compelled to complete. The task may be simple escape, to defeat a dreaded foe, or to reach some distant objective. The terrible foes and otherworldly obstacles faced along the way look and feel real and should be handled as such, though with whatever strange physics the dreamscape demands.

Victims who die in the dream world remain in a coma in the physical world. They are essentially brain dead—the dreamreaver has devoured their essence.

Those who survive and "win" dispel the dreamreaver and are blessed with restful sleep for the rest of their lives. If they suffered from night terrors or other sleep disorders before, they are cured. They may still have occasional nightmares, but are always aware they are nothing but dreams and ignore any ill effects.

The statistics below are for the dreamreaver's spirit form. Those who can see such things spy a squat, toad-like humanoid with black eyes, lolling tongue, and vacant, slack-jawed gaze.

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

Skills: Athletics d4, Fighting d4, Notice d6, Stealth d10

Pace: 6; **Parry:** 4; **Toughness:** 5

Special Abilities:

- **Dream Warp:** The dreamreaver can pull any sleeping victim into the nightmare lands, as described above.
- **Ethereal:** May pass through objects; cannot be harmed by nonmagical attacks; may become invisible (–6 penalty to hit) as a limited free action. Dreamreavers may not take physical actions.

DROWNLING

Drownings are drowning victims come back to unlife. They look like they did in life, but wear water-soaked clothes which never dry out.

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

Skills: Athletics d6, Fighting d6, Notice d6, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 7

Special Abilities:

- **Aquatic:** Pace 6.
- **Drown:** Drownings embrace their victims and force water into their mouths and lungs. Grappled foes must make a Vigor roll when grappled and at the start of the drowning's turn as long as they remain Bound or Entangled. Failure results in Fatigue. Once Incapacitated, death results in a number of rounds equal to the victim's Vigor die.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison.

EMOTION SPIRIT

Emotion spirits are non-corporeal embodiments of a dark or negative emotion, such as hatred or greed.

They attach themselves to a victim who was—at least momentarily—affected by its particular vice. So a Greedy character, or one who was even temporarily greedy, might attract the spirit's attention.

After that the creature follows its host around, invisible and ethereal, emphasizing this negative trait to the extreme in hopes of causing more misery and pain.

To those who can see them, their form varies by type. A spirit of greed might appear as a corpulent human weighed down by golden chains. A spirit of cruelty might be covered in weeping whip marks.



Attributes: Agility d6, Smarts d4, Spirit d10, Strength d6, Vigor d6

Skills: Athletics d6, Fighting d6, Notice d6, Stealth d8

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

Special Abilities:

- **Dark Emotion:** The spirit attaches itself to a single victim and stays within a few feet for the duration of its "life." While present, it enhances the host's negative emotions, making them more desperate, violent, or long-lived. A peaceful man might become angry or short-tempered, while a naturally angry man likely becomes violent.
- **Ethereal:** May pass through objects; cannot be harmed by nonmagical attacks; may become invisible (−6 penalty to hit) as a limited free action. Emotion spirits may not take physical actions.

EVIL CLOWN

The irrational fear most have of clowns isn't *always* irrational. Below is a common version of the evil clown—the kind that lures victims into the dark and devours them.

A gaggle of clowns has the statistics listed below. A single clown—or sometimes a "boss clown"—is a Wild Card.

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

Skills: Athletics d6, Common Knowledge d4, Driving d6, Fighting d8, Intimidation d8, Notice d6, Persuasion d10, Stealth d8, Taunt d10

Pace: 6; **Parry:** 6; **Toughness:** 7

Edges: Combat Acrobat, Frenzy (Imp), Retort

Special Abilities:

- **Bite:** Str+d12, Rending.
- **Claws:** Str+d6.
- **Fear (−2):** Once a clown has its victim isolated and alone, it drops its disguise and reveals its true self, causing a Fear check at −2.

FEAR STALKER

Fear stalkers are created when a person experiences overwhelming fear. The wretched, unseen things then attach themselves to the victim, driving him to dread, ruin, madness, or death from misadventure.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d6, Vigor d6

Skills: Athletics d6, Intimidation d10, Notice d6, Stealth d10

Pace: 6; **Parry:** 2; **Toughness:** 5

Special Abilities:

- **Enhance Fear:** The subject becomes nervous and jumpy over time, receiving a -1 penalty to his Fear checks for each week the spirit is attached, up to a maximum of -4.
- **Ethereal:** May pass through objects; cannot be harmed by nonmagical attacks; may become invisible (-6 penalty to hit) as a limited free action. Fear stalkers may not take physical actions.

FLESH RIPPER

Flesh rippers are fleshless humanoids who need the skin of victims to survive. Although they can use animal hides, most prefer the comforting fit of human skin. Particularly beautiful or charismatic humans are their favorite targets. Individual flesh rippers may have other preferences, such as heavily tattooed victims or those with a particular hair or eye color.

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

Skills: Athletics d8, Common Knowledge d4, Fighting d10, Intimidation d8, Notice d8, Persuasion d8, Stealth d10



Pace: 6; **Parry:** 7; **Toughness:** 7

Special Abilities:

- **Claws:** Str+d4, Rending.
- **Disguise:** A flesh ripper wearing the skin of a victim looks, sounds, and has the same mannerisms as the victim. It has none of their memories, Hindrances or Edges, however.
- **Fear (-2):** Anyone seeing the creature without skin must make a Fear check with a -2 penalty.
- **Regeneration:** Each time a flesh ripper dons a new skin, it recovers one Wound. This is the only way it can heal damage.
- **Resilient:** Can take one additional Wound.
- **Skin Loss:** Every time a flesh ripper takes a Wound, it must make a Vigor roll. Failure means the skin it's currently wearing is ruined and peels away, revealing the creature in its natural form. Each hour the creature spends without a skin, it must make a Vigor roll or suffer a Wound.
- **Strip:** Flesh rippers can skin an Incapacitated victim in three rounds, pulling the entire skin off in a single piece. It then takes 1d4 rounds to don and meld into the skin.

FLYING HEAD

Among certain tribes of North American Indians, there exist stories of flying heads. Each head is as tall as a man, and rests upon two short legs. At the end of each leg are a set of powerful claws. Flying heads emit a fearsome cry which can turn a warrior's blood to ice.



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

Skills: Athletics d10, Fighting d8, Notice d8, Stealth d6

Pace: 4; **Parry:** 6; **Toughness:** 6

Special Abilities:

- **Fear (-2):** Anyone seeing the creature must make a Fear check at -2.
- **Fearless:** Immune to Fear (except lightning) and Intimidation.
- **Flight:** Pace 8.

- **Kick:** Str+d6.
- **Scream:** Once per night, and again anytime a flying head's Action Card is a face card in combat, it may elicit its trademark scream as its only action. Anyone within 12" (24 yards) must make a Fear check at -1 per flying head participating (maximum penalty of -4).
- **Weakness (Lightning):** Flying heads fear lightning and must make a Fear check when they see it or attempt to flee into cover of some sort.

GHØST

Specters, shades, and phantoms sometimes return from death to haunt the living or fulfill some lost goal.

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

Skills: Athletics d6, Common Knowledge d8, Fighting d6, Intimidation d12, Notice d12, Stealth d12, Taunt d10

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

Gear: Thrown objects (Str+d4).

Special Abilities:

- **Ethereal:** May pass through objects; cannot be harmed by nonmagical attacks; may become invisible (-6 penalty to hit) as a limited free action.
- **Fear (-2):** Ghosts cause Fear checks at -2 when they let themselves be seen.

VARIANT SPECIAL ABILITIES

Ghosts in horror tales have many different powers and abilities. Customize with these or other abilities as desired.

- **Energy Drain:** With a successful touch or attack, a victim must make a Vigor roll or lose a die type in Strength or Vigor (whichever is highest, or spirit's choice if tied). If the attack would reduce Vigor below d4, the victim must make a Vigor roll at the end of his next turn or perish. Unless slain, a victim recovers one die type every 24 hours.
- **Illusions:** The ghost can manifest minor illusions at will. With more effort (usually no more than once per scene), the spirit can create larger illusions, such as transforming its entire surroundings. Illusions cannot cause harm, but they might lead a victim to harm if they're not careful!
- **Materialize:** The spirit may become

visible (or even corporeal) as a limited free action. It may manifest as it appears in the spirit realm, at its death, or at any point in its life as it chooses.

- **Near-Omniscient:** The ghost is usually lurking in the background, listening in on the living and waiting for a chance to strike. It knows most anything the heroes say or do within its domain unless distracted somehow.
- **Retaliate:** If the spirit resists an attempt to *banish* him (including each round of an *exorcism*), the caster suffers Fatigue that can lead to death!
- **Telekinesis:** The spirit can affect the material world without manifesting itself—balancing chairs, hurling knives, etc., just as if it were real. It typically remains invisible while doing so, however.

PLAYING FAIR

Player characters in fantasy settings usually have access to spells and magic items. Such weapons are more rare in horror games, so ethereal creatures that can affect the physical world, like ghosts, are very dangerous and very unfair.

This is horror, so fortunately "unfair" is part of the experience. In fact, it's expected and makes the monsters far more terrifying.

But there's a limit, of course. If the investigators enter a house haunted by a murderous ghost and took no precautions, a few horrific attacks from an invisible foe should chase them out and encourage them to return prepared.

Use such assaults to scare the players, herd their characters where you want them to go, encourage research, and emphasize the nature of the genre. Go too far and you'll quickly wind up with a very unfun "total party kill."

VARIANT WEAKNESSES

Here are a few additional Weaknesses your investigators might use to battle these tricky fiends.

- **Bane:** The ghost is vulnerable to something associated with its life or death. The phantom of a hanged man might retreat from anyone holding a noose, for example. The item acts like a ward to this spirit (see page 48).
- **Resolution:** Most spirits materialize because they want something. A murdered woman might want someone to know it was her jealous husband—not the drifter from out of town—who killed her. If whatever brought the spirit back is resolved in some acceptable way, it fades from the physical world and does not return.
- **Salt:** The ghost suffers damage from salt—such as shotgun pellets filled with it. This cannot kill the thing, but it can drive it off for about 10 minutes per Wound. The spirit also cannot cross barriers of salt, and if its corpse is covered in a fine layer of salt, it is effectively paralyzed in the nether realm and can no longer function in the mortal world.
- **UV:** The spirit cannot go into bright lights and burns for 2d6 damage per round if hit with strong UV light such as the sun or technology that uses UV rays.

☠ WHITE LADY

The White Lady is an example of a specific type of ghost, and refers to a number of similar stories involving such an entity.

A white lady appears as a pale woman dressed in white. She is usually covering her face and weeping. Those unfortunate enough to look into her eyes see only dark, hollow voids. She embodies some tragedy, usually involving missing or murdered children or a husband. She appears to travelers on roads seeking aid or a ride, and follows them home whether granted aid or not. At home is where the real trouble starts. She knocks on the door sporadically with increasing desperation. If she's invited in she disappears and begins to haunt the house and murder those within, otherwise she disappears at sunrise and looks for new travelers to stalk with the next nightfall.

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

Skills: Athletics d8, Fighting d8, Intimidation d10, Notice d8, Persuasion d8, Stealth d8

Pace: 6; **Parry:** 6; **Toughness:** 9

Edges: Arcane Resistance (Imp), Killer Instinct

Special Abilities:

- **Claws:** Str+d6. She only uses her claws on victims who have looked into her eyes or invited her into their home.
- **Ethereal:** May pass through objects; cannot be harmed by nonmagical attacks; may become invisible (–6 penalty to hit) as a limited free action.
- **Fear (–2):** Anyone seeing the white lady's hollow eyes or hearing her knock must make a Fear check with a –2 penalty.
- **Fearless:** Immune to Fear and Intimidation.
- **Invulnerability:** A white lady Incapacitated by any means other than a *banish* spell leaves any house she is haunting, but eventually reappears on the road to stalk again. Her invitations are no longer valid. Incapacitating her with the *banish* power ends her threat for good.
- **Marked for Death:** Anyone who looks into her eyes is subject to the white lady's curse until sunrise: all Vigor rolls are made at –2.
- **Weakness (Daylight):** The white lady cannot appear during the day. She isn't present at all, and only returns after sunset the next day, either where she last vanished or by the road she usually haunts.
- **Weakness (Invitation Only):** The white lady cannot enter a private dwelling without being invited. They may enter public domains as they please.

GHQUL

Ghouls are vile scavengers, feasting off carrion and unfortunate victims who cross their paths while feeding. Ghouls have pale, rubbery skin with the texture of uncooked pastry. Their eyes are large and glow with a pale feral-yellow color. They have sharp claws and teeth, often with shreds of rendered flesh hanging from them.

Ghouls typically scavenge in packs and live in vast lairs of 20+ individuals with a Wild Card king or queen.

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

Skills: Athletics d8, Fighting d6, Intimidation d8, Notice d8, Stealth d10, Survival d8

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

Special Abilities:

- **Claws:** Str+d4.
- **Infravision:** Halve penalties for Illumination when attacking warm targets.
- **Keen Nose:** Ghouls get +2 to Notice rolls against living targets and Survival rolls to track them.
- **Paralysis:** Anyone Shaken or Wounded by a ghoul's claw attack must make a Vigor roll or be Stunned. They are also paralyzed and incapable of an action—even speech—for 2d6 rounds.
- **Weakness (Sunlight):** Ghouls are Distracted while exposed to direct sunlight.

GOBLIN

These are not the goblins of epic fantasy, but the twisted fey of fairy tales. The legends say they hunt children, perhaps looking to initiate them into their tribe, but perhaps these are just wives' tales.

These cretinous creatures are small and blind, with milky-white, pupil-less eyes. They navigate in the dark places by echolocation, issuing soft cooing noises that often sound like the babes they're rumored to steal.

Attributes: Agility d8, Smarts d4, Spirit d4, Strength d8, Vigor d8

Skills: Athletics d6, Fighting d6, Notice d8, Stealth d8

Pace: 4; **Parry:** 5; **Toughness:** 7 (2)

Special Abilities:

- **Armor +2:** Fey goblins are densely muscled with thick, leathery hides.
- **Blind:** Goblins "see" via echolocation and are immune to vision-based effects (darkness, invisibility, etc.).
- **Burrow (Pace 4):** Can burrow through all

but solid stone; cannot be attacked while beneath the earth except by special means.

- **Claws:** Str+1d4, AP 2. Goblin claws are dense and sharp, capable of scoring solid stone.
- **Size -1:** Goblins are 4' tall.
- **Weakness (Sound):** Goblins can be "blinded" with continuous loud noise or magical silence.

VARIANT SPECIAL ABILITIES

- **Pack Tactics:** For a far more brutal, coordinated group of goblins, add any Gang Up bonus to their Fighting damage rolls.

GOLEM

Golems are artificial creatures made with magic and pseudo-science. Some, like the clay golem of Prague, were created to act as servitors. Others are an attempt to make guardians or murderous automatons.

Few sane men of science put belief in such creations, and even fewer have the finances, skill, or urge to dabble in their making. Such monstrosities are more often created by deranged scientists, necromancers, and the misguided. True golems cannot talk.

BEAST GOLEM

Animal golems are stitched together from the parts of many beasts. Below is an example using the torso and legs of a bear with the forearms and head of a lion.

Attributes: Agility d6, Smarts d4, Spirit d10, Strength d12+2, Vigor d10

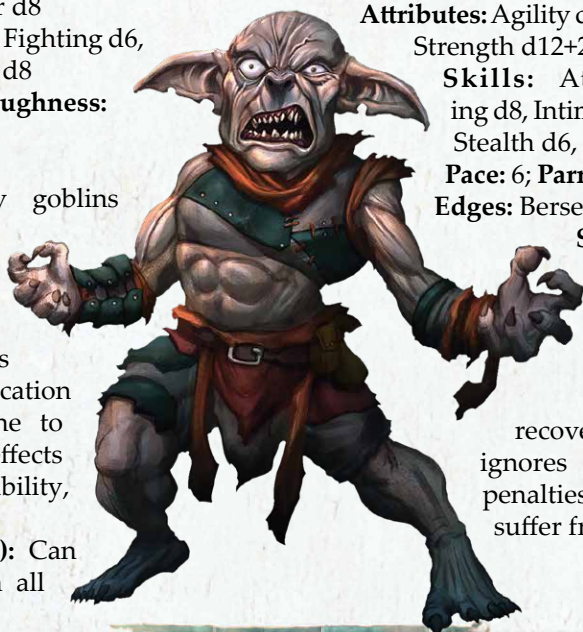
Skills: Athletics d8, Fighting d8, Intimidation d10, Notice d6, Stealth d6, Survival d6

Pace: 6; **Parry:** 6; **Toughness:** 10 (1)

Edges: Berserk, Frenzy (Imp)

Special Abilities:

- **Armor +1:** Hard muscle.
- **Bite/Claws:** Str+d6.
- **Construct:** +2 to recover from being Shaken; ignores 1 point of Wound penalties; doesn't breathe or suffer from disease or poison.



- **Fear:** Characters seeing a beast golem must make a Fear check.
- **Fearless:** Golems are immune to Fear (with the exception of fire) and Intimidation.
- **Size 2:** Being based on a bear, this particular beast golem stands over 8' tall.
- **Weakness (Fire):** Beast golems are afraid of fire. They are Distracted around a person carrying a burning torch or similar object.

BLOOD GOLEM

Blood golems are created by magically binding together the blood of many creatures. Blood congeals quickly, so it must be fresh when the ritual is conducted. Soon after, it turns to a thick jelly.

Blood golems are dark red in color and humanoid in shape, but with no facial features other than two glowing yellow slits for eyes.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d10, Vigor d10

Skills: Athletics d8, Fighting d8, Intimidation d8, Notice d6, Stealth d6

Pace: 6; **Parry:** 6; **Toughness:** 8

Special Abilities:

- **Construct:** +2 to recover from being Shaken; ignores 1 point of Wound penalties; doesn't breathe or suffer from disease or poison.
- **Fear (-2):** Anyone seeing the creature must make a Fear check at -2.
- **Fearless:** Blood golems are immune to Fear and Intimidation.
- **Infravision:** Halve penalties for Illumination when attacking warm targets.
- **Invulnerability:** Nonmagical attacks of any sort cause half-damage.
- **Size 1:** Blood golems stand slightly taller than a human.
- **Slam:** Str+d4.
- **Smother:** Grappled foes must make a Vigor roll when grappled and at the start of the golem's turn as long as they remain Bound or Entangled. Failure results in Fatigue. Once Incapacitated, death results in a number of rounds equal to the victim's Vigor die.

BONE GOLEM

Unlike skeletons, bone golems are a mishmash of bones bonded together through dark magic. Many are given bony spines to add to their already grotesque appearance.

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d12, Vigor d12

Skills: Athletics d10, Fighting d10, Intimidation d8, Notice d6, Stealth d8

Pace: 8; **Parry:** 7; **Toughness:** 12 (2)

Edges: Frenzy

Special Abilities:

- **Armor +2:** Bone.
- **Bony Claws:** Str+d4.
- **Construct:** +2 to recover from being Shaken; ignores 1 point of Wound penalties; doesn't breathe or suffer from disease or poison.
- **Fear:** Characters seeing a bone golem must make a Fear check.
- **Fearless:** Bone golems are immune to Fear and Intimidation.
- **Size 2:** Bone golems are usually over 9' tall.

CORPSE GOLEM

Corpse golems are patchwork men made from the bits and pieces of others recently deceased.

Attributes: Agility d6, Smarts d4, Spirit d10, Strength d12, Vigor d10

Skills: Athletics d8, Fighting d8, Intimidation d10, Notice d6, Stealth d6

Pace: 5; **Parry:** 6; **Toughness:** 8 (1)

Hindrances: Slow (Minor)

Edges: Arcane Resistance, Berserk

Gear: Typically a long sword (Str+d8).

Special Abilities:

- **Armor +1:** Hard skin and muscle.
- **Construct:** +2 to recover from being Shaken; ignores 1 point of Wound penalties; doesn't breathe or suffer from disease or poison.
- **Fear (-2):** Anyone seeing the creature must make a Fear check at -2.
- **Fearless:** Golems are immune to Fear and Intimidation.

MARIONETTE GOLEM

Stories of possessed marionettes (stringed puppets) have dated back centuries. More modern marionette golems may be made in the form of dolls or teddy bears.

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

Skills: Athletics d6, Fighting d8, Intimidation d6, Notice d6, Stealth d10, Taunt d8

Pace: 6; **Parry:** 6; **Toughness:** 7 (2)

Gear: Knife (Str+d4).

Special Abilities:

- **Armor +2:** Wooden body. (Ignore this for teddy bears, stuffed animals, etc.)
- **Construct:** +2 to recover from being Shaken; ignores 1 point of Wound penalties; doesn't breathe or suffer from disease or poison.
- **Fearless:** Golems are immune to Fear and Intimidation.
- **Size -2 (Small):** Marionettes stand no taller than 2'.



GRAVEBANE

When a powerful necromancer dies but his spirit refuses to move on, a gravebane may be born. Gravebanes are large clouds of putrescent energy. They retain a small degree of intelligence, but are primarily interested in feasting. They do so by animating nearby undead to hunt for them.

The gravebane's favored tactic is to remain hidden and use its zombies to kill nearby beings. Once all the prey are dead, the zombies bring the corpses to the gravebane for absorption.

Attributes: Agility d4, Smarts d8 (A), Spirit d8, Strength d6, Vigor d10

Skills: Athletics d8, Fighting d6, Notice d8, Shooting d8, Stealth d10

Pace: 4; **Parry:** 5; **Toughness:** 7

Special Abilities:

- **Bloat:** As a limited action, a gravebane can greatly expand its mass. On the first round it swells to the size of a Small Blast Template. The next round it increases to a Medium Blast Template, and then a Large Blast Template on the third. On the fourth round, it shrinks back to normal size. Once started, the process must be seen through to the end. Anyone caught in the Small Template suffers 3d6 damage

as it drains their life essence, the Medium Template 2d6, and the Large Template 1d6. The gravebane has no other form of direct attack.

- **Ethereal:** May pass through objects; cannot be harmed by nonmagical attacks; may become invisible (-6 penalty to hit) as a limited free action.
- **Fear:** Anyone seeing the creature must make a Fear check.
- **Zombie:** Gravebanes retain the power to animate the dead, but only within about 10" (20 yards) of their grave. Most control 2d6 zombies when encountered, lying just below the sodden earth and ready to attack.

GRAY

These elusive, advanced beings hail from elsewhere in the universe. They appear as slender, hairless humanoids with egg-shaped heads, large black eyes, tiny noses and mouths, and gray skin (hence the name).

What brings them here is a mystery, but grays haunt deserts and other remote locations where they transport isolated victims to their spaceships for experimentation. Captives remember little from their experience other than bright lights, bizarre humanoids, and terrifying probes.

One of the grays' spacecraft is rumored to have crash landed in Roswell, New Mexico, and is now held by the U.S. Government in a top-secret research facility—perhaps some of their weird technology has been behind our own scientific leaps.

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

Skills: Athletics d6, Electronics d8, Fighting d6, Healing d10, Notice d8, Piloting d10, Psionics d10, Repair d8, Science d10, Shooting d6, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 10 (4)

Edges: Arcane Background (Psionics), Mentalist

Powers: *Boost/lower Trait, confusion, mind link, mind reading, mind wipe, puppet, slumber, stun, telekinesis.* **Power Points:** 20

Gear: Stun gun (Range 1/2/4, Vigor roll at -2 or be Stunned), scalpel, futuristic body armor (+4).

HAG

Though they are often mistaken for witches, “hags” are not—or are no longer—human. Some are more akin to trolls with witch-like powers, while others were once women or even actual witches who became something far more loathsome and corrupt.

See page 173 for actual witches, often misunderstood spellcasters feared by locals who only treat with them out of sheer desperation. Hags are the cackling fiends the locals really *should* fear.

HAG

Hags have given themselves to sinister powers in exchange for revenge, long life, or other dark desires. They are the monsters who cook children and murder those who stumble into their territory. They revel in extreme gore, horror, and the grotesque. They might use their magic to move among the populace they hate and magically fill a communal feasting pie with maggots, cause a dreadful industrial accident, or startle a driver into a grisly accident.

Some hags might be part troll or ogre, or they might be unique creatures twisted by whatever dark powers grant them their terrible magic.

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

Skills: Athletics d8, Common Knowledge d8, Fighting d10, Healing d8, Intimidation d10, Notice d8, Occult d10, Persuasion d4, Spellcasting d10, Stealth d10, Taunt d8

Pace: 6; **Parry:** 7; **Toughness:** 7

Hindrances: Ugly (Major)

Edges: Arcane Background (Magic), Assassin, Frenzy (Imp), Menacing, Rabble-Rouser, Sweep (Imp)

Powers: *Boost/lower Trait, deflection, disguise, entangle, farsight, fear, fly (broom), illusion, illusionary horrors, invisibility, light/darkness, lock/unlock, protection, puppet, summon ally, summon demon, wall walker.* **Power Points:** 25

Special Abilities:

- **Bite/Claws:** Str+d6, AP 2, Rending.
- **Fear (-2):** Anyone who sees a hag in her true form must make a Fear check at -2.

VARIANT SPECIAL ABILITIES

- **Curse of Doom:** When a hag is slain, she curses her slayers with a malevolent curse. Until the character undergoes a ritual casting of *dispel* (or some other specific task set by the Game Master), any failed Vigor roll counts as a Critical Failure instead.
- **Ogre Blood:** The hag has the Strength of an ogre (d12+2), Size 2, and may have the Brute, Berserk, and Sweep Edges at the GM’s discretion.

WOOD HAG

A wood hag was an evil and vengeful witch who died and left a tormented soul behind to possess the woods she once roamed. They are invisible, incorporeal beings with a hatred for the living, and are even more powerful in death than they were in life.

Wood hags curse an entire region of forest around their lairs, infusing the trees, the animals, and even the land itself with their foul presence. They rarely show themselves, preferring to attack with their powers, using animated trees, enraged animals, and the land itself to torture those who trespass on their domain.

The most famous wood hag from American history was Kate Batts, also known as the Bell Witch. She haunted the family of John Bell in Tennessee in the early 1800s. She tormented them for years and is reportedly responsible for the death of John Bell himself.

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

Skills: Athletics d6, Common Knowledge d12, Fighting d4, Intimidation d8, Notice d8, Occult d10, Spellcasting d10, Stealth d10, Taunt d8

Pace: 6; **Parry:** 4; **Toughness:** 7

Hindrances: Ruthless (Major), Vengeful (Major)

Edges: Arcane Background (Magic)

Powers: *Barrier (underbrush and vines), beast friend, blind, confusion, curse, elemental manipulation, entangle (underbrush and vines), environmental manipulation (fire, ice, rain, landslides), fear, havoc, illusion, illusionary horrors, lower trait, nightmares, slumber, stun, telekinesis.* **Power Points:** 30.

Special Abilities:

- **Cursed Forest:** Wood hags claim a region of the forest within a few miles radius of her former lair. The limits of her domain are marked by strange occult symbols carved into trees and rocks, or by stick dolls hanging from trees, though such marks may be obvious or obscured. Fear checks are made at -2 in a cursed forest, Survival checks to track, hunt, or navigate are made at -4, and trespassers never recover Fatigue while within.
- **Ethereal:** May pass through objects; cannot be harmed by nonmagical attacks; may become invisible (-6 penalty to hit) as a limited free action.
- **Fear:** If a wood hag becomes visible, witnessing her causes a Fear check.
- **Flight:** Pace 12.
- **Invulnerable:** A wood hag can be Incapacitated by magical attacks, but cannot be slain. Once Incapacitated, her soul returns to the soil of her forest to rest. While resting she makes natural healing rolls as usual, and cannot manifest again until all of her Wounds are healed. The only way to permanently rid a forest of a wood hag is to locate her grave (or bones) and give it a proper *exorcism* (page 76). If the wood hag isn't Incapacitated, she will of course do all she can to disrupt the ritual.

 SWAMP HAG

A swamp hag is a female humanoid creature that lives in lakes and swamps. Most are descended from either trolls or ogres with water-logged, decaying flesh, sharp black claws, wide maws filled with small, jagged teeth, and long scraggly hair dripping with stagnant water. Swamp hags are carnivorous, lurking in wait for animals and people to venture too close to the water they hide in. Then they burst up from the murk and attack.

Swamp hags of folklore include the fuath, the fideal, and the monster called Jenny Green-Teeth.

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

Skills: Athletics d8, Fighting d8, Intimidation d8, Notice d8, Spellcasting d8, Stealth d10

Pace: 6; **Parry:** 6; **Toughness:** 10

Powers: *Confusion, deflection, disguise, elemental manipulation, entangle* (water weeds), *sloth, stun*. **Power Points:** 20

Special Abilities:

- **Aquatic:** Pace 10.
- **Armor +2:** Thick or blubbery skin.
- **Bite/Claws:** Str+d6.
- **Environmental Resistance (Fire):** The swamp hag's wet skin gives her +4 resistance / -4 damage from Fire-based effects.
- **Fear -2:** Anyone seeing a swamp hag must make a Fear check at -2.

VARIANT SPECIAL ABILITIES

- **Regeneration (Fast):** Natural healing roll every round except for those Wounds caused by fire or heat.

HARBINGER

A harbinger is a winged creature that appears in the sky during or just before deadly disasters. Whether they are drawn by the impending doom or somehow cause it is unknown. Harbingers are mute, but just by appearing they offer a warning of sorts to those who understand what they're seeing.

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

Skills: Athletics d8, Common Knowledge d8, Fighting d8, Notice d6, Stealth d10

Pace: 6; **Parry:** 6; **Toughness:** 7

Edges: Arcane Resistance (Imp), Combat Reflexes, Danger Sense, Dodge, Level Headed (Imp)

Special Abilities:

- **Bite/Claws:** Str+d6.
- **Doom:** Anyone who fails the Fear check gains the Doomed Hindrance (page 6) until the harbinger is Incapacitated or at the completion of some terrible event.
- **Fear:** Anyone seeing the creature must make a Fear check.
- **Fearless:** Immune to Fear and Intimidation.
- **Flight:** Pace 10.

 HATE

A hate is formed when multiple souls suffer a collective fate. They are usually found on battlefields, scenes of massacres, and death camps. When the bodies of the victims die, their souls flock to form a mass of swirling, screaming spirits. Hates are filled only with

thoughts of vengeance. Although initially they target those who oppressed them in life, their desire for revenge can never be truly sated and even innocents quickly become their prey.

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

Skills: Notice d6

Pace: 6; **Parry:** 4; **Toughness:** 7

Special Abilities:

- **Ethereal:** May pass through objects; cannot be harmed by nonmagical attacks; may become invisible (–6 penalty to hit) as a limited free action. Hates may not take physical actions.
- **Fear:** Anyone seeing the creature must make a Fear check.
- **Fearless:** Immune to Fear and Intimidation.
- **Rage:** A hate fills a Large Blast Template. When a living being enters the template, or starts his turn within it, he must make a Spirit roll at –4. Those who fail go Berserk (per the Edge) and launch a violent attack against the nearest character, friend or foe. Once out of the template, the hate's victims automatically make another Spirit roll (–4) to break out of the thing's control (that's why hates tend to follow their victims and keep them inside their area of effect). When a thrall escapes, he's Shaken.
- **Swarm:** +2 to recover from being Shaken; Parry +2; Large Blast Template; cutting and piercing attacks inflict no damage, magical area effect weapons work normally.

HAUNTED ARMOR

Sometimes the spirits of those who inhabited a suit of armor give it life. Other times they may be animated by sorcerous shenanigans.

Either way, a walking suit of empty plate mail is a challenging foe!

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d10, Vigor d8

Skills: Athletics d8, Fighting d8, Notice d6, Stealth d6

Pace: 6; **Parry:** 7 or 9 (shield); **Toughness:** 10 (4)

Edges: Block, Sweep (Imp)

Gear: Sword (Str+d8) or mace (Str+d6). Some also carry a medium shield (Parry +2).

Special Abilities:

- **Armor +4:** Most spirits choose to inhabit plate mail armor.
- **Construct:** +2 to recover from being Shaken; ignores 1 point of Wound penalties; doesn't breathe or suffer from disease or poison.
- **Fearless:** Immune to Fear and Intimidation.

HAUNTED CAR

Haunted cars (or other vehicles) are possessed by evil machine spirits who “feed” by mangling victims beneath their wheels or even within them. Haunted cars are sentient and malevolent. They're also conscious of being destroyed and so know to maintain a low profile—when they aren't on a murderous rampage.

Haunted cars control themselves, but like to toy with their victims for a while before feasting on their shattered bodies. This process may go on for several days or even weeks if the car becomes fond of a particular operator. When this happens, which it inevitably does, the machine spirit “falls in love” with the driver, killing at night or when the operator isn't present to avoid the temptation of devouring him or her instead. Such spirits often become *very* jealous of others who compete for their operator's attention.

Track the car's Wounds just as you would any other



vehicle. It can be Wrecked but fixes itself with Slow Regeneration (see below).

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

Skills: Driving d12 (plus Handling), Fighting d8

Pace: As vehicle; **Parry:** 2 (Inanimate Object); **Toughness:** As vehicle.

Hindrances: Bloodthirsty, Mean

Edges: Arcane Resistance (Imp), Strong Willed

Special Abilities:

- **Armor:** The car's Toughness relates to every part of the vehicle, even the windows. This is magic, after all!
- **Control:** The car can control all its accessories, making it freezing cold with its air conditioner or blasting its radio to deafen everyone inside. It might also communicate with its radio, using different stations to put together a cryptic message from various spoken words or playing certain songs that communicate its message. It can also hold its doors (or other portals) closed with a Strength of d12+2.
- **Fearless:** Immune to Fear and Intimidation.
- **Feed:** Haunted cars must feed on flesh and blood at least once per week or they suffer a Wound. They do this by ramming, or allowing an unwitting person inside then crashing at the first opportunity when no one is looking.
- **Regeneration (Slow):** Haunted cars make a Spirit roll every day to "heal" their Wounds. Dents fix themselves, tires reinflate, bumpers reattach, and so on. Even crushing it is only a temporary "death" for the vehicle. Only an *exorcism* can permanently destroy a haunted vehicle.

HAUNTED PORTRAIT

A haunted portrait is a painting possessed by a malevolent spirit—typically a shade or shadow of the person depicted.

Attributes: Agility d4, Smarts d8, Spirit d10, Strength d4, Vigor d10

Skills: Notice d8, Persuasion d8, Spellcasting d10, Taunt d10

Pace: —; **Parry:** 2; **Toughness:** 7

Powers: *Fear, protection, puppet, telekinesis.*

Power Points: Unlimited

Special Abilities:

- **Animate:** The spirit can animate the image of any person in the portrait. Although the image cannot attack, it can move its eyes to follow people, open its mouth to speak, and even move its hand to make gestures.
- **Invulnerability:** The spirit can only be injured in the painting it calls home. For obvious reasons, they are loath to reveal which painting this is.
- **Weakness (Fire):** Haunted portraits suffer +4 damage from fire.

VARIANT SPECIAL ABILITIES

- **Manifest:** Some very powerful paintings can eject their subjects into the physical world for a time, usually no more than an hour per day. Any of the images within may manifest—use the statistics of whatever the painting depicts, but the creatures are always Extras. When manifested they disappear from the painting, and when "slain" their image returns.
- **Skidoo:** Some haunted paintings can also pull viewers inside! If the spirit desires, any being who gets within a foot and stares for even a few moments at the painting's details must make a Spirit roll at -4 or be swept into the world it represents. This lasts until the heroes (viewers may fail willingly if they want to follow a companion) defeat the painting in its own nightmare world. Its profile there depends on the form it takes, but is usually something incredibly powerful such as a dragon or a demon.



HELLDRAKE

Helldrakes are akin to dragons but have seven heads, each inscribed with a blasphemous name. Their thick scales are fiery red, like the fires of the inferno that spawned them, and engraved with unholy runes and sigils.

In some settings, helldrakes might serve as mounts for powerful demons of Hell.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d12+9, Vigor d12

Skills: Athletics d10, Fighting d10, Intimidation d12, Notice d12, Spellcasting d12

Pace: 10; **Parry:** 7; **Toughness:** 20 (4)

Edges: Arcane Resistance (Imp), Champion, Level Headed (Imp)

Powers: *Blast* (hellfire, victims may catch fire), *burst* (rots the flesh from bones), *fear* (unholy curses), *lower Trait* (curse), *puppet* (seductive words), *stun* (roar), *zombie* (corpse possessed by unholy spirit). **Power Points:** Unlimited

Special Abilities:

- **Armor +4:** Scaly hide.
- **Bite/Claws:** Str+d8.
- **Fear (-4):** Anyone who sees a helldrake must make a Fear check at -4.
- **Hardy:** If already Shaken, further Shaken results have no effect.
- **Multiple Heads:** Helldrakes have seven heads. Each head may make a Fighting or Spellcasting roll in a round without incurring a Multi-Action penalty (but no more than two heads may make a Fighting roll against a single target each turn, regardless of its Size). Every head has one Wound and is severed if Incapacitated. Each of the seven heads knows one of the creature's powers. If a head is severed, the helldrake loses the use of that power. Damage caused to heads does not inflict Wound penalties on the helldrake, but it dies when the last head is severed (the only true way to slay it).
- **Regeneration (Fast):** Helldrakes get a natural healing roll every round as a free action, even if Incapacitated—even against fire and acid. This cannot regrow heads though—those regrow in a week if severed. The only way to stop its regeneration is to sever all seven heads before any are regrown.
- **Size 8 (Huge):** Helldrakes are over 40' long.

HOARFROST WARRIOR

These malevolent spirits were once Norse warriors, traveling from frozen, northern lands to raid for riches and flesh. Unlike many of their Viking brethren, they were little more than murderous thugs in life. Their souls were denied admittance to the afterlife and are now cursed to roam the seas, raiding seaside communities again and again as hoarfrost warriors.

In life, Vikings limited their raids mainly to European shores. In general, hoarfrost warriors are most likely to be found in these regions. However, the power of the curse upon them may send hoarfrost warriors onto any seacoast where the temperature drops below freezing.

When they appear, they approach the shore in long, dark boats which are nothing more than silhouettes in the night. The hoarfrost warriors silently glide across the waves from their shadowy craft and into unsuspecting towns, spreading havoc and death throughout the settlement.

On occasion, the spirit raiders kidnap male victims and take them aboard their ethereal longboats.

Legend claims those captured replenish the ethereal warbands' ranks when their numbers diminish.

Hoarfrost warriors are invisible except in moonlight. There, they appear as translucent, hulking Norse warriors with pale white skin accented by pale blue veins and hair. Deep within their chests beats the sparkling outline of their frozen hearts, pulsing in time with their blood lust.



Attributes: Agility d8, Smarts d4, Spirit d8, Strength d8, Vigor d8

Skills: Athletics d8, Boating d8, Fighting d8, Intimidation d8, Notice d4, Shooting d6, Survival d8

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

Edges: Ambidextrous, Two-Fisted

Gear: Two battle axes (Str+d8), bow (Range 12/24/48, Damage 2d6).

Special Abilities:

- **Ethereal:** May pass through objects; cannot be harmed by nonmagical attacks; may become invisible (-6 penalty to hit) as a limited free action.
- **Fear:** Hoarfrost warriors cause Fear checks when visible.
- **Weakness (Daylight):** Hoarfrost warriors can only appear at night once the moon has risen. They disappear when the day comes or the moon has set.
- **Weakness (Fire):** Hoarfrost warriors suffer normal damage from fire or flaming weapons.
- **Weakness (Icy Heart):** A hoarfrost warrior spirit can be harmed physically if someone dares to grab their icy heart and yank it from their body. A hero must make a successful grappling attack with a raise to grasp the heart and yank it free. If he does, however, the hoarfrost warrior loses the Ethereal ability until sunrise.

HOMUNCULUS

The homunculus is a living creature created by a spellcaster. They are tiny, man-shaped, and sometimes take on the rough appearance or characteristics of their creators. The recipes for homunculi vary, but all have one thing in common: the strange constructs are alive but lack a true soul.

The lack of a soul and their arcane nature make homunculi the perfect vessels for demonic or spiritual possession. Most sorcerers fall prey to their own creations within hours of their making (and possession).

While in service of their creator, homunculi are used as servants, spies, or simple companionship. Should they fall under the sway of a malevolent spirit, however, they become focused on mischief and mayhem—or far worse.

A homunculus' appearance depends largely on the ingredients used to form it. Some are plant-like while others resemble lizards or other reptiles. Over time, they may take on more human features if they bond to their creator—or more demonic ones if they succumb to diabolic influences.

Attributes: Agility d8, Smarts d6, Spirit d4, Strength d4, Vigor d8

Skills: Athletics d6, Fighting d6, Notice d6, Stealth d10

Pace: 6; **Parry:** 5; **Toughness:** 2

Special Abilities:

- **Claws:** Str.
- **Malleable Body:** A homunculus can squeeze its body through any space at least one inch in diameter.
- **Noxious Breath:** A homunculus can exhale a small cloud of gas that works as a very mild sedative. There is no effect against a fully conscious target, but a victim who is already sleeping must make a Vigor roll (-2) or fall into a deeper slumber that lasts one hour. Targets who have suffered one or more Fatigue levels are also susceptible, but they roll a straight Vigor roll instead (minus any Fatigue modifiers, of course). The sleep is so deep a victim is only allowed a Vigor roll to awaken whenever she takes actual physical damage.
- **Poison (Mild):** A character struck by a homunculus in combat must make a Vigor roll, regardless of whether the creature deals enough damage to overcome Toughness. If he fails, he gains a Fatigue level. The poison is not strong enough to cause death and Fatigue levels gained in this fashion are removed after one hour.
- **Size -4 (Tiny):** Homunculi are six inches tall.

ICTHYNITE

The ichtynites are a race of fish-men who hail from a time long forgotten by humanity. From a distance, they appear to be humanoid. Nearer, one can see the silver sheen of their scaled skin and the piscine mouths filled with sharp, translucent teeth. Most remarkable of all are their glistening, metallic eyes which never blink.

Travelers have claimed sighting ancient cities occupied by these fish-men in lonely stretches

of the sea. Perhaps these lost megalopolises were even built by the ichtynites themselves. If so, the secrets to their ancient civilization are long lost, for the feral fish-men seem to have no recollection of it. Instead, they clamber over the neglected ruins, fighting each other and feeding on any mortals who dare wander close to their abodes.

On rare occasions, through savagery or sorcery, ichtynites merge with humans. The offspring rarely survive but a few have integrated into human society, many with no idea of their unnatural parentage but harbor hidden ancestral memories deep within their souls. True ichtynites sometimes croon from the sea at night, recalling all mortals who can remember their alien song. Should any wander towards the waves, they are taken from the shore and taken into the fish-folks' watery embrace.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Athletics d8, Fighting d8, Notice d8, Stealth d8

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

Special Abilities:

- **Aquatic:** Pace 8.
- **Armor +2:** Icthyntes have tough scales.
- **Bite/Claws:** Str+d6
- **Blood Frenzy:** When another character or animal suffers a Wound, all ichtynites within 6" (12 yards) go Berserk by the scent of blood. Icthyntes cannot end their rage until all their foes are slain.
- **Crooning:** An ichtynite can sing an alien song if it takes no other actions or movement. Every mortal character within 12" (24 yards) plus 6" per additional ichtynite joining in must decide if they have ichtynite blood in their veins. If they do, they are automatically enthralled (see below) but forever after gain the Semi-Aquatic ancestral ability.



All those who can hear the fish-folk's crooning must make a Spirit roll or become enthralled as if subjected to the *puppet* power for one hour, or until they break free (see *puppet*). Those with ichtynite blood subtract 4 from their initial resistance rolls and rolls to break free. The goal of the ichtynite is to transform those with their blood line into hybrids (see below).

- **Low Light Vision:** Ignores penalties for Dim and Dark Illumination.

ICTHYNITE HYBRID

These hideous mutations are created when a human with ichtynite ancestry is taken to the briny depths by the fish-folk. As soon as a victim is taken below, his heritage emerges in the form of thin gills on the side of his neck. Over the next week, his skin develops a thin covering of gray scales and his teeth become more pointed and cartilaginous. He also grows webbed flesh between his fingers and toes, and his eyes bulge and accommodate his new Low Light Vision.

Whether a hybrid can recover its humanity is up to the setting, but if so should require the *healing* spell with the Greater Healing modifier cast as a ritual. At least some of the Exotic Components should come from the fish-folk—perhaps even their undersea kingdom, or even the blood of the dark god they serve.

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

Skills: Athletics d6, Common Knowledge d6, Fighting d6, Notice d6, Persuasion d4, Stealth d6

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

Special Abilities:

- **Aquatic:** Pace 8
 - **Bite/Claws:** Str+d4
 - **Blood Frenzy:** When another character or animal suffers a Wound, all ichtynites within 6" (12 yards) are driven into a

frenzy by the scent of blood. This causes them to go Berserk (as the Edge). Unlike their full-blooded cousins, a hybrid can attempt to end his rage by doing nothing (even moving) for a full turn and making a Smarts roll (-2).

- **Crooning:** A hybrid's vocal cords aren't developed enough to initiate the ichtynites' hypnotic song. However, as an action, it can lend its voice to the chorus and counts as an additional ichtynite for purposes of adding Range to the crooning.
- **Low Light Vision:** Ignores penalties for Dim and Dark Illumination.

JACK IN THE BOX

Said to have been created by a maniacal toymaker with a hatred of children, the "Savage Jack" is a tool of fear and revenge. The same toymaker may have created the first marionette golems as well (see page 134).

Although it looks like a normal children's toy by day, by night it becomes a twisted, macabre jester with a hatred of children. Its favorite tactic is to rattle its box until the child grows curious and opens it. Jack then springs out, armed with a vicious, jagged knife stained in the blood of previous victims.

A Jack in the Box can talk, though it usually only converses to intimidate and mock its victims.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8
Skills: Athletics d6, Fighting d8, Intimidation d12, Notice d8, Stealth d8, Taunt d12+2

Pace: 2; **Parry:** 6; **Toughness:** 4

Edges: Assassin

Gear: Knife (Str+d4).

Special Abilities:

- **Construct:** +2 to recover from being Shaken; ignores 1 point of Wound penalties; doesn't breathe or suffer from disease or poison.
- **Fear (-2):** Anyone seeing the creature must make a Fear check at -2.
- **Fearless:** Immune to Fear and Intimidation.

- **Hop:** Jack moves by hopping, bringing his entire box with him. He rolls a d4 as his running die.
- **Size -2 (Small):** Jack's box is less than two feet high.
- **Springy:** Jack is mounted on a powerful spring and has a Reach of 1 (2 yards). In place of "Running" he can extend this to 2 (4 yards).
- **Surprise!:** Jack gets The Drop against an unsuspecting foe who opens his box.



KUCHISAKE-ONNA

Kuchisake-onna is the slit-mouthed woman of Japanese legend. The original Kuchisake-onna was a beautiful woman who was disfigured by another woman jealous of her beauty. Kuchisake-onna appears as a demure-looking woman who hides her lower face behind a fan or veil. In modern days, a Kuchisake-onna may wear a scarf or a medical mask; any sort of face covering to conceal her disfigurement. In her hand she carries a sharp bladed instrument, such as a scalpel, knife, or even a pair of scissors.

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

Skills: Athletics d8, Common Knowledge d6, Fighting d10, Intimidation d8, Notice d6, Persuasion d6, Stealth d8

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

Hindrances: Thin Skinned

(Major)

Edges: Fleet-Footed, Very Attractive

Gear: Sharp blade (Str+d4, AP 2).

Special Abilities:

- **Fear (-2):** Anyone seeing the creature must make a Fear check at -2.
- **Slit the Mouth:** Kuchisake-onna ignore up to 2 points of penalties for a Called Shot to the head.
- **Teleport:** With a successful Spirit check a Kuchisake-onna can teleport up to 24" (48 yards).
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from



Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison.

- **Very Fast:** Kuchisake-onna ignore 2 points of Multi-Action penalties.
- **Weakness (Vanity):** Kuchisake-onna are obsessed with their beauty. When one encounters a living person, she asks them if they find her beautiful. A positive response causes her to reveal her face and ask again; she kills those who react in fear or answer negatively. If they answer yes, she attacks them to gash open their mouths as hers is. The only way to avoid either fate is to call her average-looking after she reveals her face or to ask her a question in return. The Kuchisake-onna is Stunned by this response, allowing the potential victim to escape or attack her.

LEANHAUM-SHEE

Found in Irish folklore, the leanhaum-shee (lee-awn-she) is a type of vampiric fairy. She uses her stunning appearance and seductive ways to enslave men then drains them of their life force.

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

Skills: Athletics d8, Common Knowledge d4, Fighting d6, Notice d6, Persuasion d12+2, Stealth d6, Taunt d10

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

Special Abilities:

- **Enslave:** A leanhaum-shee uses her seductive charms to enslave mortals. This works as *puppet* using the leanhaum-shee's Persuasion as her arcane skill, but once enthralled, the Duration is indefinite. The victim may attempt to resist commands (as per *puppet*) with a Spirit roll, but the fairy may simply reissue it on her turn (but no more than once per turn). The spell is only broken if the leanhaum-shee dies or chooses a new thrall, for it may never have more than one at a time.
- **Life Drain:** Each week a slave remains enthralled, regardless of the distance between mistress and slave, he must make a Spirit roll or reduce his Vigor a die type. When Vigor drops below d4, he dies. One die of Vigor is recovered with each natural healing roll made once the

leanhaum-shee's hold over the slave is broken.

- **Unearthly Beauty:** A leanhaum-shee is incredibly beautiful. As a limited free action, she can force one living being within 6" (12 yards) who's looking at her to roll Spirit or be Stunned. She may not use this trick on the same person twice in the same encounter.

LEECH, GIANT

A leech is a quivering slug which drinks the blood from its prey. It grapples and attaches a sucker which deadens feeling, then ingests blood through powerful suction. Leeches prefer to attack sleeping targets, or creatures so large they may not notice the blood loss. A leech this size attaching to a human definitely gets noticed, and is fatal if not dislodged.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d12, Vigor d8

Skills: Athletics d6, Fighting d6, Notice d6, Stealth d10

Pace: 4; **Parry:** 5; **Toughness:** 6

Special Abilities:

- **Aquatic:** Pace 4.
- **Blood Drain:** Grappled foes must make a Vigor roll when grappled and at the start of the creature's turn as long as they remain Bound or Entangled. Failure results in Fatigue that can lead to death.
- **Fear:** Anyone seeing the creature must make a Fear check.
- **Rupture:** Escaping a leech's grapple or killing it while it's attached causes the wound to rupture for 2d6 damage. Shaking or Stunning a leech breaks the grapple without rupture, as does poisoning it with salt (see below).
- **Wall Walker:** A leech can crawl on vertical or inverted surfaces at full Pace, and may run.
- **Weakness (Salt):** More than a pound of salt applied directly to a giant leech's skin counts as a Lethal Poison (see *Savage Worlds*) and causes it to release any prey it's attached to.

"I AM NOT TOUCHING THAT..."

-Gabe



LICH, DREAD

Dread liches are those foul beings who have existed for centuries, refining and honing their mastery of the dark arts. They have far greater power than lesser liches and can even transfer their essence to other undead under their foul sway.

They are usually surrounded by a horde of skeletons or zombies as they choose. Some liches have entire armies of the undead at their disposal.

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

Skills: Athletics d8, Battle d10, Common Knowledge d8, Fighting d10, Intimidation d12, Notice d10, Occult d12+2, Persuasion d8, Spellcasting d12, Stealth d10

Pace: 6; **Parry:** 7; **Toughness:** 15 (6)

Edges: Command, Fervor, Tactician

Powers: All. **Power Points:** 65

Gear: Magic armor (+6), bane greatsword (Str+d10+1).

Special Abilities:

- **Death Touch:** Liches drain the lives of those around them with a touch.

Instead of a normal attack, a lich may make a Touch Attack.

Every raise on its Fighting roll inflicts one Wound to its target. An Incapacitated victim must make a Vigor roll or join the ranks of the damned as a zombie 1d4 rounds later.

- **Fear:** Anyone seeing the creature must make a Fear check.

- **Invulnerability:** Dread liches can only be harmed by magical attacks.

- **Leader of the Damned:** A dread lich's Command, Fervor, and Tactician only apply to undead Extras.

- **Transfer Essence:** A dread lich may transfer its essence to any non-Wild Card undead within 6" (12 yards)

with a successful Spellcasting roll and 5 Power Points. With success the old body crumbles to dust and the new body becomes the dread lich with all Wounds intact!

- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison.

- **Zombie:** The undead raised by dread liches are always permanent and may be enhanced with strange powers and abilities as the GM sees fit at no additional cost. Consider this a unique version of the *zombie* power should they need to raise them in combat. Exactly what powers and abilities they have is up to the GM—remember that villains don't have to play fair!



LIVING GOD

These abominations aren't true gods, but supernatural servitors of those beings. Commonly found among the ancient Egyptians, they have the bodies of humans but the heads of animals.

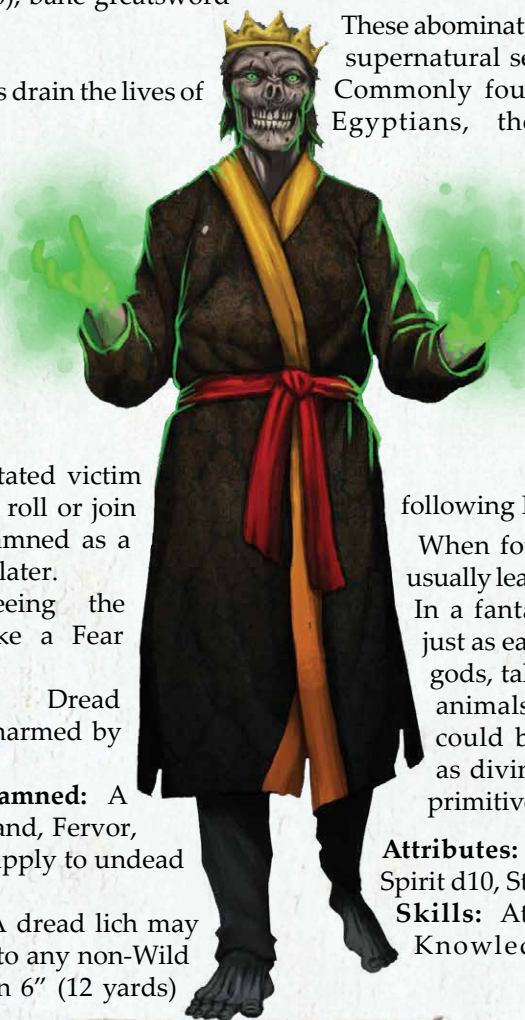
Thus, one finds crocodile-headed living gods following Sobek, jackal-headed gods following Anubis, and cow-headed gods

following Hathor.

When found on Earth, they are usually leading a cult of worshipers. In a fantasy setting, they might just as easily be servitors of other gods, taking the heads of sacred animals. In a sci-fi game, they could be an alien race posing as divine messengers among a primitive culture.

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

Skills: Athletics d8, Common Knowledge d4, Faith d10,



Fighting d8, Intimidation d10, Notice d6, Persuasion d8, Stealth d6

Pace: 6; **Parry:** 7; **Toughness:** 10

Edges: Arcane Background (Miracles), Block, Combat Reflexes, Frenzy (Imp), Quick

Powers: *Beast friend* (command over animals of same type), *bolt* (divine energy), *detect/conceal arcana* (divine sight), *fear* (howl), *speaking language* (divine understanding), *speed* (supernatural reflexes), *stun* (word of power), *teleport* (blinding flash). **Power Points:** Unlimited

Special Abilities:

- **Bite/Claws:** Str+d6.
- **Fear:** Anyone seeing the creature must make a Fear check
- **Size 2:** Living gods stand over 10' tall.

LIVING GRIMOIRE

Grimoires are books containing dark knowledge or spells. Most are simply books, though they may be written in blood or contain images that make even the strongest stomach quiver. Living grimoires, however, are magical creations, designed to protect the book from nosy individuals.

Living grimoires are actually just the covers of the book they hold. Usually they take the form of demonic faces, gaping maws, or perhaps just sharp claws used to clasp the book closed. They only make their presence felt when someone other than the book's rightful owner tries to pick up or open the book. Killing the grimoire does not damage the pages within (a by-product of the magic used in their creation).

Living grimoires speak many languages, but usually only converse to threaten or taunt people. A living grimoire whose contents include spells may use that magic to defend itself.

Attributes: Agility d4, Smarts d4 (A), Spirit d12, Strength d8, Vigor d10

Skills: Fighting d6, Intimidation d10, Notice d6, Spellcasting d8, Taunt d10

Pace: —; **Parry:** 2; **Toughness:** 5

Powers: *Bolt* (dark energy), *conceal arcana* (changes appearance to look like a regular tome), *darkness* (sphere of darkness), *deflection* (skeletal hands), *fear* (demonic laugh), *fly* (it flaps its cover like wings), *teleport*

(accompanied by insane laugh), *zombie* (incantation). **Power Points:** 15

Special Abilities:

- **Bite/Claws:** Str+d8.
- **Construct:** +2 to recover from being Shaken; ignores 1 point of Wound penalties; doesn't breathe or suffer from disease or poison.
- **Immobile:** A grimoire can only attack characters who try to pick it up. It's Fighting roll is a reflection of its ability to attack, not defend itself.
- **Size -2 (Small):** Grimoires are less than 2' across.

VARIANTS

- **Flight:** Pace 8.

LIVING TOPIARY

Whether given life through magic or demonic possession, living topiaries haunt the recesses of stately homes and the gardens of those with dark secrets. Regardless of form, the plants use the statistics listed below.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d8, Vigor d8

Skills: Athletics d8, Fighting d8, Intimidation d6, Notice d6, Stealth d10

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

Special Abilities:

- **Claws:** Str+d6.
- **Construct:** +2 to recover from being Shaken; ignores 1 point of Wound penalties; doesn't breathe or suffer from disease or poison.
- **Fearless:** Immune to Fear and Intimidation.

MAD SCIENTIST

Mad scientists are geniuses who have taken it upon themselves to play God. Doctors Frankenstein and Moreau are good examples of these demented geniuses. Most are surrounded by their creations, such as golems, hybrids, undead, or other constructs.

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

Skills: Academics d10, Athletics d4, Common Knowledge d8, Fighting d6, Intimidation d6, Notice d6, Occult d8, Persuasion d4, Repair d10, Research d10, Science d10, Stealth d6, Taunt d6, Weird Science d12

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

Hindrances: Delusional (Major—can create life), Quirk (Various), Stubborn

Edges: Arcane Background (Weird Science), Scholar (Science)

Powers: *Bolt* (electrical discharger), *elemental manipulation* (lightning and electricity), *shrink* (reduction ray). Powers may vary depending on the mad scientist's fields of interest. **Power Points:** 20

Gear: Varies, but most keep a weapon of some sort nearby.

METAL JUGGERNAUT

Metal juggernauts are constructs of metal and machinery bonded together through the force of a powerful spirit. They are most common on modern (and futuristic) battlefields where they form (or are formed) from the wrecks of war machines. Left on their own, they are likely to try and hide in the bowels of old factories or scrapyards to hide from humanity.

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

Skills: Athletics d10, Fighting d10, Intimidation d10, Notice d6, Shooting d8

Pace: 6; **Parry:** 7; **Toughness:** 18 (4)

Special Abilities:

- **Armor +4:** Heavy Armor. Metal body.
- **Construct:** +2 to recover from being Shaken; ignores 1 point of Wound penalties; doesn't breathe or suffer from disease or poison.
- **Fear:** Anyone seeing the creature must make a Fear check.
- **Fearless:** Immune to Fear and Intimidation.
- **Regeneration:** A metal juggernaut adjacent to a large source of metal (size of a sports car or upward) can make a natural healing roll as a limited free action by drawing pieces of metal onto its body. The Game Master decides if the source can be used more than once.
- **Size 6 (Large):** Juggernauts are the size of tanks.
- **Weaponry:** The weapons available to a juggernaut depend on the era in which it was built, but usually include a main gun and two smaller ones, such as a 125mm cannon and two .50 caliber machine-guns.

MUMMY

Mummies are undead whose bodies have been dried and preserved through science and sorcery. Some are preserved naturally but most are created by human hands.

Natural mummies typically recover some semblance of the soul inside once awakened. In man-made mummies, the spirit is bound to the corpse through powerful necromantic rituals known only to a select few priests. Most stem from Egypt, but the ancient Meso-American and Chinese cultures also practiced mummification.

In both cases, lesser wills become maddened and enraged by their desiccated state. Stronger wills retain full consciousness and access to whatever skills and abilities they had in life (such as spellcasting).



Mummies awaken when some sort of event is triggered. This may be the application of human blood, magical words of power, thawing the flesh of a frozen mummy, or moistening the tissue of a dried corpse. The specific trigger is up to the Game Master, but once the mummy rises, it only stops when it is dead or its goal (if any) is attained.

GREATER MUMMY

Greater mummies were former high priests, mages, and corrupt rulers, deliberately preserved for eternity and granted an unearthly life through arcane rituals.

Attributes: Agility d4, Smarts d10, Spirit d12, Strength d12+4, Vigor d12

Skills: Athletics d8, Fighting d10, Intimidation d10, Notice d8, Persuasion d8, Spellcasting d10, Stealth d6

Pace: 4; **Parry:** 7; **Toughness:** 13 (3)

Edges: Arcane Background (Magic), Arcane Resistance (Imp)

Powers: *Barrier* (wall of darkness), *bolt* (swarm of tiny skulls), *darkness* (area of shadow), *deflection* (shield of swirling skulls), *fear* (unearthly cry), *zombie* (ritual preparation).

Power Points: 30

Gear: Ancient bronze armor (+3), long sword (Str+d8).

Special Abilities:

- **Fear (-2):** Anyone seeing the creature must make a Fear check at -2.
- **Fearless:** Greater mummies are immune to Fear and Intimidation.
- **Feast:** Greater mummies can return to a near-semblance of real life. Every time they kill a specific kind of target (their natural enemies, those who awoke them, etc.), they regain some of their appearance in life. When they have taken the life of three such victims, they are no longer “mummies” and do not cause fear, suffer from Fire, cause mummy rot, or have a Shuffling Gait. They retain all their other powers.
- **Mummy Rot:** Anyone touched by a greater mummy who *doesn't* already have mummy rot must make a Vigor roll or contract it—a general rotting of the flesh and an immediate Wound. Victims who die from “mummy rot” may be brought back as mummies through the *zombie* power.
- **Shuffling Gait:** Mummies roll a d4 running die due to the constraint of their dressing and desiccated flesh.



- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison.
- **Weakness (Fire):** Mummies wrapped in dried rags (often treated with flammable chemicals) suffer +4 damage from fire and are very flammable (see **Fire** in *Savage Worlds*).

GUARDIAN MUMMY

These creatures were former priests and soldiers, placed in tombs to guard their masters for all eternity.

Attributes: Agility d4, Smarts d6, Spirit d10, Strength d12+2, Vigor d12

Skills: Athletics d6, Fighting d8, Intimidation d8, Notice d6, Stealth d6

Pace: 4; **Parry:** 6; **Toughness:** 10

Edges: Arcane Resistance

Special Abilities:

- **Fear:** Anyone seeing a guardian mummy must make a Fear check.
- **Fearless:** Mummies are immune to Fear and Intimidation, except when fire is involved.
- **Mummy Rot:** Anyone touched by a guardian mummy who *doesn't* already have mummy rot must make a Vigor roll or contract it—a general rotting of the flesh and an immediate Wound. Victims who die from “mummy rot” may be brought back as mummies through the *zombie* power.
- **Shuffling Gait:** Mummies roll a d4 running die.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison.
- **Weakness (Fire):** The chemicals used in the preservation process mean mummies take +4 damage from fire and are very flammable (see **Fire** in *Savage Worlds*).

ICE/SAND MUMMY

Some mummies are formed naturally in very dry environments where the corpse is frozen or sealed over with naturally protective elements.

Ice and sand mummies have rock hard skin infused with frozen water or calcified earth and tissue. Their limbs are twisted and deformed as their flesh shrunk and hardened.

Attributes: Agility d4, Smarts d6, Spirit d8, Strength d12, Vigor d10

Skills: Athletics d4, Fighting d6, Intimidation d8, Notice d6, Stealth d8

Pace: 4; **Parry:** 5; **Toughness:** 11 (2)

Special Abilities:

- **Armor +2:** Hardened skin.
- **Burrow (Pace 4):** Can burrow through all but solid stone; cannot be attacked while beneath the earth except by special means.
- **Fear:** Anyone seeing an ice or sand mummy must make a Fear check.
- **Fearless:** Mummies are immune to Fear and Intimidation.
- **Shuffling Gait:** Mummies roll a d4 running die.
- **Touch of Pain:** Anyone touched by an ice or sand mummy must make a Vigor roll or take Fatigue from either frostbite (ice) or terrible abrasion (sand). This cannot cause death.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison.
- **Weakness (Environmental):** Ice mummies need a freezing environment and sand mummies need a dry one. Each hour spent in warm or wet conditions they must make a Vigor roll or suffer a level of Fatigue. If this results in “death,” the mummy returns to its inert state.

**“KNOW THIS: THIS
CREATURE IS THE
BRINGER OF DEATH. HE
WILL NEVER EAT, HE
WILL NEVER SLEEP, AND
HE WILL NEVER STOP.”**

—Ardeth Bay,
The Mummy (1999)

MUTANT

Once he was human, but radiation, an alien infection, or an industrial accident changed his physiology. Now he must kill in order to live, usually by stealing some crucial biological component from living humans. A mutant may be a reluctant killer or driven completely insane by his mutation.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+1, Vigor d10

Skills: Athletics d8, Common Knowledge d6, Fighting d8, Notice d6, Persuasion d6, Stealth d10, Thievery d8

Pace: 6; **Parry:** 6; **Toughness:** 8

Hindrances: Habit (Major—murder)

Edges: Brute

Special Abilities:

- **Bite/Claws:** Str+d6.
- **Fear (-2):** Anyone seeing the creature must make a Fear check at -2.
- **Low Light Vision:** Ignores penalties for Dim and Dark Illumination.
- **Size 1:** Mutants are tall and imposing creatures.
- **Weakness (Sunlight):** Mutants are Distracted while exposed to direct sunlight.

VARIANT SPECIAL ABILITIES

A unique mutant is a Wild Card, but some mutations can take hold of an entire population, or the residents of an area. In those cases the mutants are Extras, perhaps led by a more powerful Wild Card. A mutant may also be a Serial Killer (page 156) and take on different properties from that profile.

- **Armor +4:** A hard shell or carapace. A Called Shot at -2 can ignore this Armor.
- **Blood Drain:** Grappled foes must make a Vigor roll when grappled and at the start of the creature's turn as long as they remain Bound or Entangled. Failure results in Fatigue that can lead to death.
- **Poison (Lethal):** A target who touches or is touched by the mutant must make a Vigor roll or he is Stunned, suffers one Wound (two with a Critical Failure), and perishes in 2d6 rounds. A radiation proof suit blocks this effect.

NAGIN

Found in Indian folklore, a nagin is a frightening mixture of a human woman's face and upper body with the eyes, teeth, skin, and tail of a venomous serpent.

Under normal circumstances a nagin is a neutral creature who shuns humans, but when pushed she's a bloodthirsty spirit of vengeance.

The most common way to earn a nagin's spite is to kill or capture her mate. Removing a dangerous snake has unforeseen consequences when the nagin begins to murder everyone involved—and anyone else who gets in the way—until her vengeance is satisfied or she is otherwise appeased.

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

Skills: Athletics d10, Common Knowledge d4, Fighting d8, Notice d6, Performance d8, Persuasion d8, Spellcasting d10, Stealth d10, Taunt d8

Pace: 6; **Parry:** 6; **Toughness:** 7

Hindrances: Bloodthirsty, Vengeful (Major)

Edges: Arcane Background (Magic), Combat Acrobat, First Strike (Imp), Quick, Very Attractive

Powers: *Beast friend, invisibility, shape change.*

Power Points: 15

Special Abilities:

- **Bite:** Str+d6.
- **Disguise:** When a nagin uses *shape change* to become either a human woman or a snake the Duration increases to days. If she is Shaken, Stunned, or Wounded she reverts to her default appearance.
- **Fear (-2):** Anyone seeing the creature must make a Fear check at -2.
- **Low Light Vision:** Ignores penalties for Dim and Dark Illumination.
- **Poison (Lethal):** A character bitten by a nagin and Shaken or Wounded must make a Vigor roll or he is Stunned, suffers one Wound (two with a Critical Failure), and perishes in 2d6 rounds.
- **Regeneration (Fast):** Natural healing roll every round except for those Wounds caused by silvered objects.
- **Wall Walker:** Can walk on vertical or inverted surfaces at full Pace, and may run.

NOPPERA-BŌ

Noppera-bō are creatures of Japanese legend. They are faceless horrors, looking completely human except for the startling lack of a face. They are generally capricious creatures, getting enjoyment from frightening humans with their unusual appearance. Other legends say the faceless are monsters that seek to kill and consume people. Despite lacking a mouth and nose, noppera-bō can see, speak, and breathe normally. Noppera-bō often appear as beautiful women weeping by the side of a road or trail, revealing their smooth faces and emitting a shrill wail when confronted.

Noppera-bō can use any type of equipment or weapons that a normal human can use. A noppera-bō armed with weapons uses them defensively, trying to escape if attacked.

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

Skills: Athletics d8, Common Knowledge d6, Fighting d6, Intimidation d6, Notice d8, Persuasion d6, Shooting d6, Stealth d8, Survival d6, Taunt d8

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

Edges: Humiliate, Menacing, Retort, Strong Willed

Special Abilities:

- **Aura of Revulsion:** The presence of a noppera-bō is so uncanny that just seeing or being near one makes people uneasy. Any attack made on a noppera-bō is penalized by -2.
- **Face Wipe:** Some noppera-bō do have faces, and can go about in human society normally. Being trickster beings, these noppera-bō enjoy “wiping” their faces off with their hands or a sleeve to catch humans unaware. This action increases the Fear check below to -2. A noppera-bō cannot mimic a specific person’s face.
- **Fear:** Anyone seeing a noppera-bō’s face (or lack thereof) must make a Fear check.
- **Invulnerability:** Noppera-bō can be Shaken, but not Wounded, by nonmagical attacks.
- **Tricky:** Noppera-bō are tricksters, and have a +2 bonus on Tests.

OCCULTIST

Depending on your setting, an occult researcher might be a wizened sage who consults ancient tomes, or a high school student with access to parts of the web others fear to surf. What they all have in common is in-depth knowledge of the occult and the skills to find more information.

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

Skills: Academics d6, Athletics d6, Common Knowledge d8, Fighting d6, Notice d8, Occult d12, Persuasion d6, Research d10, Stealth d6

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

Hindrances: Bad Eyes (Minor)

Edges: Connections, Investigator, Scholar (Occult), Streetwise

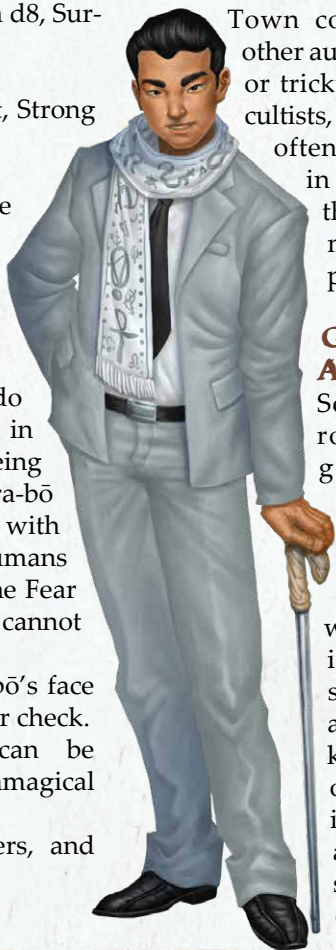
Gear: Notebook, pens, spectacles, and a collection of rare texts, tomes, and occasionally even a grimoire.

POLICE

Town constables, policemen, or other authorities make useful allies or tricky enemies as battling evil cultists, monsters, and other threats often requires taking the law in one’s own hands. Saving the world from a dark god might be a tough thing to prove in court, after all.

GOVERNMENT AGENT

Serving in a variety of roles and departments, government agents are secretive, organized, and dedicated to the mission of their agency. They are often tasked with responding to and investigating reports of supernatural events, and almost always seem to know more than they let on. These agencies are intensely hierarchical and compartmentalized, so most agents have only enough working



information to be able to do their jobs. Only those of the highest rank know the full truth.

These “Men in Black” usually wear suits and sunglasses—even at night—and carry a firearm.

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

Skills: Athletics d6, Common Knowledge d8, Driving d6, Fighting d6, Hacking d8, Healing d6, Intimidation d6, Notice d8, Occult d6, Persuasion d6, Research d8, Science d4, Shooting d8, Stealth d6, Survival d4

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

Hindrances: Loyal, Vow (Major—Keep the Truth Hidden)

Edges: Alertness, Command, Level Headed, Strong Willed

Gear: Glock (Range 12/24/48, Damage 2d6, RoF 1, AP 1), cell phone, sunglasses, flashlight.

👤 POLICE LIEUTENANT

While the Chief of Police usually calls the shots, it is these officers who manage the day-to-day operations of the department and oversee operations during a crisis.

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

Skills: Athletics d8, Battle d6, Common Knowledge d6, Driving d10, Fighting d8, Intimidation d8, Notice d8, Persuasion d6, Research d8, Shooting d8, Stealth d6

Pace: 6; **Parry:** 6; **Toughness:** 7 (2)

Hindrances: Loyal

Edges: Command, Investigator

Gear: Kevlar vest (+2, -4 damage from firearms), 9mm pistol (Range 12/24/48, Damage 2d6, AP 1).

POLICE PATROLMEN

Whether they are foot cops, riding in a squad car, or patrolling on bikes, the beat cops are the grunts who fight crime in the trenches day after day.

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

Skills: Athletics d6, Common Knowledge d6, Driving d8, Fighting d8, Intimidation d6, Notice d6, Persuasion d6, Shooting d8, Stealth d6

Pace: 6; **Parry:** 6; **Toughness:** 7 (2)

Hindrances: Loyal

Edges: Dodge, Streetwise

Gear: Kevlar vest (+2, -4 damage from firearms), 9mm pistol (Range 12/24/48, Damage 2d6, AP 1), baton (Str+d4).

SECURITY GUARD

While not an officer of the law, the humble security guard is often the first line of defense.

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

Skills: Athletics d6, Common Knowledge d4, Fighting d6, Intimidation d4, Notice d4, Persuasion d6, Stealth d4

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

Hindrances: —

Edges: —

Gear: Cable ties, flashlight, walkie talkie.

SWAT TEAM

Most departments have a group of officers on call for the Special Weapons and Tactics team. These are highly trained officers who are often ex-military and equipped to deal with terrorist or heavily armed criminal threats.

Outside of modern times, a SWAT team (with appropriate weapon changes, of course) might represent the authorities’ most elite officers.

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

Skills: Athletics d8, Common Knowledge d6, Driving d8, Fighting d8, Intimidation d8, Notice d6, Persuasion d6, Shooting d8, Stealth d6

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

Hindrances: Loyal

Edges: Dodge, Marksman, Rock and Roll!

Gear: Kevlar vest (+2, -4 damage from firearms), 9mm pistol (Range 12/24/48, Damage 2d6, AP 1), SMG (Range 12/24/48, Damage 2d6, RoF 3), baton (Str+d4).

RABID ANIMALS

Rabies is a disease of the central nervous system and can be found in any warm-blooded animal. In the real world, it tends to be found in smaller animals, such as bats or raccoons, but in a horror game there’s no reason why a larger creature can’t have the disease.

To make a rabid animal, add the Berserk, Fearless, Infection, and Weakness (Water) abilities as shown below in the sample creature.

RABID BEAR

Attributes: Agility d6, Smarts d6 (A), Spirit d8, Strength d12+3, Vigor d12

Skills: Athletics d8, Fighting d8, Intimidation d10, Notice d8, Stealth d8

Pace: 8; **Parry:** 6; **Toughness:** 12

Special Abilities:

- **Berserk:** A rabid animal is automatically Berserk (as the Edge). The Traits above include the modifiers to Strength and Toughness from going Berserk.
- **Bite/Claws:** Str+d6.
- **Fearless:** Immune to Fear and Intimidation unless water is involved (see Weakness below).
- **Infection (-2):** A character Shaken or Wounded by a bite attack must make a Vigor roll at -2. Failure means the victim contracts rabies. He suffers a level of Fatigue each day until death. A successful Healing roll can treat the disease, but it must be made within 24 hours and the healer must have access to the vaccine.
- **Size 2:** These creatures stand up to 8' tall and weigh over 1,000 pounds.
- **Weakness (Water):** A strange symptom of rabies is hydrophobia from involuntary swallowing reflex. The creature is Distracted when there is a body of water larger than a drinking trough within 5" (10 yards).

RAKE

Rakes are pale, hairless creatures that dwell in deep caves and dark forests. They are humanoid, but unnaturally thin, their ribs and vertebrae showing under their skin. Their arms and legs are longer than a comparably sized human, and tipped in black, filthy claws. Their fingers and toes have an extra joint, allowing them a powerful grip.

The face of a rake is only vaguely human, with dark, sunken eyes, flat noses, and mouths filled with yellowed fangs. They can walk on two legs but fall onto all fours to run. Rakes are fierce predators, killing anything they come across to drag the bodies back to their lair to eat.

Rakes are also known as crawlers, fleshgaits, or (incorrectly) skinwalkers and wendigos.

Attributes: Agility d8, Smarts d8 (A), Spirit d6, Strength d10, Vigor d10

Skills: Athletics d10, Fighting d8, Intimidation d8, Notice d8, Stealth d10, Survival d8

Pace: 10; **Parry:** 6; **Toughness:** 8

Special Abilities:

- **Bite/Claws:** Str+d6, AP 2. Rakes have extremely sharp teeth and claws.
- **Gripping Hands:** +2 to Athletics and Strength rolls made to grapple.
- **Fear:** Anyone seeing the creature must make a Fear check.
- **Pace:** Rakes are inhumanly fast. They have a Pace of 10 and a d8 running die.
- **Resilient:** Rake Extras can take one Wound before being Incapacitated.
- **Size 1:** Rakes are tall but lean. They stand around 8 ft. tall but weigh only 200 lbs.
- **Wail:** A rake can emit an unearthly wail that terrifies those who hear it. As a limited action, it can make an Intimidation Test in a Cone Template. All targets within are affected and must resist separately.
- **Wall Walker:** Rakes can scale vertical or inverted surfaces at their full Pace, and may run.

VARIANT SPECIAL ABILITIES

- **Blind:** Some rakes are blind but can "see" via echolocation and are immune to vision-based effects (darkness, invisibility, etc.).
- **Mimic:** The rake can imitate sounds and voices.

RÖKURÖKUBI

Rokurokubi look and act like human beings during the day. At night, the body sleeps and the head detaches and rolls or flies around in search of blood. Some rokurokubi have a distinctive slit across their throat which they disguise with scarves or high collars.

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

Skills: Athletics d8, Common Knowledge d6, Fighting d6, Intimidation d8, Notice d8, Persuasion d6, Stealth d10, Taunt d8

Pace: 2; **Parry:** 5; **Toughness:** 4

Special Abilities:

- **Bite:** Str+d4, Rending.
- **Fear:** Anyone seeing the creature separated from its body make a Fear check, at -2 if they actually see it separate!
- **Flight:** Pace 6.
- **Invulnerability:** While a rokurokubi's

head is attached to its body damage to anywhere but the head only Shakes the creature. Aiming for the head deals normal damage, but without the usual +4 damage.

- **Size -3 (Very Small):** Rokurokubi are the same size as a human head.
- **Weakness (Body):** A rokurokubi's head must return to its body before sunrise—or at least a body. If the cunning creature realizes its body has been tampered with or destroyed it can attach to any headless corpse it finds or makes. Sealing off the body's neck with wax or metal destroys the head when it attempts to reattach.

VARIANT SPECIAL ABILITIES

- **Reach 4:** Some types of rokurokubi have long, stretchy necks rather than detachable heads. This variety remain scary, but are generally considered more harmless.
- **Spellcasting:** The most dangerous rokurokubi know foul magic. They gain the Arcane Background (Magic) Edge, Spellcasting d10, the powers *confusion*, *disguise*, *illusion*, *mind wipe*, *puppet*, and *slumber*, and 25 Power Points.

RUG FIEND

Animal skin rugs are just the skins of dead animals, but a few retain the spirit of the beast. Rug fiends lack flesh and bone, but they are still dangerous to unwary intruders. The version below is a tiger skin rug, but other types exist on the floors of the hunters who slew them.

Attributes: Agility d6, Smarts d6 (A), Spirit d8, Strength d12, Vigor d12

Skills: Athletics d8, Fighting d10, Intimidation d8, Notice d8, Stealth d10

Pace: 4; **Parry:** 7; **Toughness:** 9

Edges: Frenzy (Imp)

Special Abilities:

- **Bite/Claws:** Str+d6.
- **Camouflage:** A dormant rug fiend looks like a regular rug. If an opponent moves adjacent to the rug without detecting its evil nature, the rug gets The Drop.
- **Construct:** +2 to recover from being Shaken; ignores 1 point of Wound penalties; doesn't breathe or suffer from disease or poison.

- **Size 1:** Rug fiends are larger than humans, albeit flat.

SASQUATCH

Nearly every continent has some legend of a giant, humanoid creature that dwells in its most remote regions. Sasquatch resemble a cross between man and ape, standing eight feet tall or more with broad shoulders and powerful arms and legs. They are supremely stealthy in their native terrain, rarely being seen by those who pass near to them. Sasquatch prefer to keep to themselves, and are generally passive. They often drive away interlopers from their territory by emitting eerie shrieks and howls, knocking on trees with large branches, and throwing rocks.

Some sasquatch take on the role of protector of their domain, even assisting lost hikers and harassing those who would despoil the natural world.

In the United States, they are called sasquatch, bigfoot, the Ohio grassman, and the Florida skunk ape. In the Himalayas, they are the yeti. In Australia, the name is yowie.

Attributes: Agility d6, Smarts d10 (A), Spirit d10, Strength d12+3, Vigor d10

Skills: Athletics d10, Fighting d8, Intimidation d8, Notice d8, Stealth d10, Survival d10

Pace: 8; **Parry:** 6; **Toughness:** 10

Edges: Brawny, Brute

Gear: Tree branch club (Str+d8), rock (Range 4/8/16, Str+d6).

Special Abilities:

- **Fist:** Str+d6.
- **Forest Haunt:** Sasquatch have the ability to blend into their forest home. They have a +4 bonus on Stealth checks in forested terrain. (Change this to the appropriate environment type for sasquatch from other biomes).
- **Size 3:** Sasquatch stand over 9 ft. tall and weigh 800 pounds.

VARIANT SPECIAL ABILITIES

- **Mystic Powers:** Some sasquatch have Mystic Powers (see page 11). They have the following powers: *beast friend*, *boost Trait* (self only), *confusion*, *empathy*, *environmental protection*, *fear*. **Power Points:** 15.

SCARECROW, FOUL

Pumpkin Jack is probably the most famous foul scarecrow, but he isn't the only one of his kind. Foul scarecrows are most commonly awakened by evil spirits, but sometimes the spilling of blood can awaken them. Old battlefields now turned over to agriculture are good candidates.

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

Skills: Athletics d10, Fighting d10, Notice d6, Stealth d10

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

Edges: Sweep (Imp)

Gear: Scythe (Str+d10, -1 Parry, requires two hands).

Special Abilities:

- **Construct:** +2 to recover from being Shaken; ignores 1 point of Wound penalties; doesn't breathe or suffer from disease or poison.
- **Fear (-2):** Anyone seeing the creature must make a Fear check at -2.
- **Weakness (Fire):** Foul scarecrows suffer +4 damage from fire attacks and are treated as very flammable material.

SCREAMING SKULL

Screaming skulls are human skulls given limited intellect through arcane rituals. They serve primarily as spies, though they can defend themselves if attacked.

Attributes: Agility d4, Smarts d6, Spirit d8, Strength d4, Vigor d6

Skills: Athletics d4, Fighting d6, Intimidation d8, Notice d10, Stealth d6, Taunt d8

Pace: —; **Parry:** 5; **Toughness:** 4

Special Abilities:

- **Flight:** Pace 6.
- **Headbang:** Str+d4.
- **Scream:** The skull can elicit an unearthly shriek that terrifies those who hear it. As a limited action, the screaming skull can make an Intimidation Test in

a Cone Template. All targets within are affected and must resist separately.

- **Shared Senses:** The creator of a screaming skull can use its senses as if they were his own, but is Distracted while doing so.
- **Size -3 (Very Small):** Screaming skulls are the size of a human head.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison.

SEAWEED FIEND

The sea is a mysterious place, its depths scarcely explored by man, with unknown terrors lurking beneath the waves. Seaweed fiends may be natural creatures, the result of magic, or byproducts of chemical pollution. The fiends' black, slimy forms often contain rotting marine life and their eyes glow a baleful yellow.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d10, Vigor d8

Skills: Athletics d6, Fighting d8, Intimidation d6, Notice d6, Stealth d8

Pace: 4; **Parry:** 6; **Toughness:** 6

Special Abilities:

- **Aquatic:** Pace 8.
- **Claws:** Str+d4 (formed from sharp pieces of fish bone or splintered wood).
- **Fear:** Anyone seeing the creature must make a Fear check.
- **Immunity (Fire):** Fire attacks cause no damage to their slimy bodies.
- **Stench:** The first time someone moves adjacent to a seaweed fiend, they become overcome by nausea and Distracted.



SERIAL KILLER

Unlike in real life, serial killers in most horror settings aren't the quiet-guy-next-door type. These monsters stand out in a crowd, often due to their strange attire, blood-soaked clothes, and trademark weapons!

CRAZED SERIAL KILLER

Some killers are nothing more than a bloodthirsty mortal human. The same madness that compels them to kill bestows them with surprising strength and resilience.

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

Skills: Athletics d8, Common Knowledge d6, Driving d8, Fighting d8, Intimidation d10, Notice d8, Persuasion d4, Stealth d10

Pace: 6; **Parry:** 6; **Toughness:** 8

Hindrances: Bloodthirsty, Mean, Vengeful (Major)

Edges: Berserk, Brawny, First Strike, Frenzy, Harder to Kill, Menacing, Nerves of Steel (Imp), Sweep, Trademark Weapon

Gear: Various, but might include a Trademark Weapon such as a chainsaw (Damage 2d6+4, Critical Failure hits the user instead) or favorite axe (Str+d6).

Special Abilities:

- **Fearless:** Immune to Fear and Intimidation.

SUPERNATURAL SERIAL KILLER

The worst serial killers somehow manage to return from Hell to kill again. They gain supernatural powers based on their horrific deeds. They exist only to continue the bloody reign of terror that should have ended with their mortal lives.

The example below killed victims around a ski resort with an ice climbing axe, and now extends his murder spree. See Variant Special Abilities for more ideas for Supernatural Serial Killers.

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

Skills: Athletics d10, Fighting d10, Intimidation d12, Notice d8, Stealth d10

Pace: 6; **Parry:** 7; **Toughness:** 11

Hindrances: Bloodthirsty, Mean, Vengeful (Major)

Edges: Berserk, Brawny, First Strike, Frenzy, Harder to Kill, Menacing, Nerves of Steel (Imp), Sweep, Trademark Weapon (ice axe)

Gear: Ice axe (Str+d6), ski mask, ski jacket.

Special Abilities:

- **Control Weather:** The killer can concentrate for 10 minutes to summon a blizzard in a two mile radius. This creates Dim Illumination and extreme cold throughout the area.

- **Fear:** Anyone seeing the killer must make a Fear check.

- **Fearless:** Immune to Fear and Intimidation, unless it involves water (see Weaknesses below).

- **Immunity (Cold):** The killer is immune to cold and cold-based attacks.

- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison.

- **Weakness (Water):** When he was mortal, the ice man drowned in a hot tub. He becomes Distracted within 5" (10 yards) of water more than three feet deep. If slain in water again his rampage is over for good.



VARIANT SPECIAL ABILITIES

- **Dream Killer:** As in the *Nightmare on Elm Street* movies, the killer has the unique ability to draw sleeping victims into his nightmares—even as a group. Treat the dream realm just like the real world, though perhaps with whatever bizarre rules may apply (so in a nightmarish space station there may not be gravity). The killer is likely much more powerful in the dream realm than in the real world, perhaps having the ability to *teleport*, create creatures and other threats, etc. Whatever the details, the killer still has to “attack” the victim’s will via threats—he can never simply kill them.
- **Invulnerable:** Serial killers who are “slain” simply vanish for a few nights and then begin slaying again. This should always be coupled with a Weakness that reflects his background.
- **Low Light Vision:** Ignores penalties for Dim and Dark Illumination.
- **Rending:** Serial killers with serrated blades or other strange weapons might cause rending damage.
- **Teleport:** Serial killers have the uncanny ability to disappear from sight and then reappear when one least expects it. As long as no one is looking at the killer (and he is not Shaken, Stunned, Entangled, or Bound), he can disappear, reappearing when dramatically appropriate. This is a limited free action for the serial killer.
- **Unstoppable:** Takes a maximum of one Wound (after Soaking) from any damaging attack unless the attacker’s Action Card is a Joker.
- **Weakness (Special):** The murderer is warded (page 48) by something that either killed him in life or is tied to his unique history. In *Friday the 13th Part 2*, the killer was stopped by someone dressing in the clothes of the only person he truly feared—his dead mother!

SHADOW KILLER

These creeping shades lurk in flickering light or darkened spaces. The shadow is a human silhouette with a knife. The shape is usually indistinct, but in some cases details of a specific person’s likeness may be discerned with a successful Notice roll. The ghostly

shape is intent on murder. It attacks the target’s shadow as if there were a real killer behind the real person. The phantasmal attacks feel all too real to the victim.

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

Skills: Athletics d8, Common Knowledge d4, Fighting d8, Intimidation d8, Notice d8, Stealth d12

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

Hindrances: Mute

Edges: Assassin

Gear: Knife (Str+d4).

Special Abilities:

- **Ethereal:** May pass through objects; cannot be harmed by nonmagical attacks; may become invisible (–6 penalty to hit) as a limited free action.
- **Fear:** Anyone seeing a shadow killer must make a Fear check.
- **Shadow Grab:** Shadow killers don’t attack people directly at first, instead they go after the target’s shadow. This is a Touch Attack which Entangles the target on a success, and makes them Bound on a raise. Once grabbed the target feels the touch of the shadow killer holding him, and may attempt to break free normally.
- **Shadow Stab:** While a shadow killer has a target Entangled or Bound it may stab him with its knife. In Pitch Darkness (–6) the killer shadow may attack targets with its knife without requiring a grapple first.
- **Weakness (Light):** If a light source is soft and flat enough to minimize shadows, a shadow killer must retreat to an area with dimmer lighting or total darkness. A hero can shine a directional light source directly on a shadow killer with an Athletics roll. Success makes the shadow killer Distracted, and Stunned on a raise.

SKELETAL ANIMAL

The *zombie* power isn’t restricted to humans and other sentient creatures—it works on the skeletal remains of animals as well. While skeletal humans are useful servants, a zombie T-Rex awakened from the local museum makes for a deadly foe.

SKELETAL RIDING HORSE

Skeletal horses serve as mounts for necromancers and demons visiting the mortal realm.

Attributes: Agility d8, Smarts d4 (A), Spirit d4, Strength d12, Vigor d8

Skills: Athletics d8, Fighting d8, Notice d6

Pace: 10; **Parry:** 6; **Toughness:** 10

Edges: Fleet-Footed

Special Abilities:

- **Fearless:** Immune to Fear and Intimidation.
- **Kick:** Str+d6.
- **Size 2:** Skeletal horses stand taller than a human and the bones weigh as much as 500 pounds.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison.

SKELETAL T-REX

The "king of the dinosaurs" was no doubt a terrifying creature when it roamed the Earth. As a skeletal creature, it's even more fearsome.

Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength d12+6, Vigor d8

Skills: Athletics d8, Fighting d8, Intimidation d12, Notice d8

Pace: 10; **Parry:** 6; **Toughness:** 17 (2)

Edges: Fleet-Footed

Special Abilities:

- **Armor +2:** Fossilized bone.
- **Bite:** Str+d8; AP 2.
- **Fear (-2):** Anyone seeing a skeletal T-Rex must make a Fear check at -2.
- **Fearless:** Immune to Fear and Intimidation.
- **Size 7 (Large):** These fearsome creatures stand 30' tall and the bones weigh over 20,000 pounds.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison.

SKELETON

The skin has already rotted from these risen dead, leaving them slightly quicker than their flesh-laden zombie counterparts. They are often found rattling around in some vile necromancers' legions.

Attributes: Agility d8, Smarts d4, Spirit d4, Strength d6, Vigor d6

Skills: Athletics d6, Fighting d6, Intimidation d6, Notice d4, Shooting d6

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

Gear: Varies.

Special Abilities:

- **Claws:** Str+d4.
- **Fearless:** Skeletons are immune to Fear and Intimidation.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison.

SKELETON WARRIOR

Skeleton warriors are the reanimated bones of long-dead soldiers. Unlike common skeletons, these undead troops retain more of their combat skills and are equipped with functional, if somewhat old, armaments.

Attributes: Agility d8, Smarts d4, Spirit d4, Strength d6, Vigor d6

Skills: Athletics d6, Fighting d8, Intimidation d8, Notice d4, Shooting d6

Pace: 7; **Parry:** 6; **Toughness:** 10 (3)

Gear: Bronze breastplate (+3), bronze sword (Str+d8).



Special Abilities:

- **Claws:** Str+d4.
- **Fearless:** Skeletons are immune to Fear and Intimidation.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison.

SKINNER

Skinners are tiny, carnivorous humanoids with a taste for human flesh. They subsist on skin only, leaving the rest of their meal torn and bloody. They are incredibly strong and ferocious for their size, and possess a malevolent animal cunning.

Skinners live in large colonies underground, venturing to the surface only at night or during storms. Individual creatures scout the area first, then return as part of a ravenous horde of 2d6 creatures, with more nearby.

Attributes: Agility d10, Smarts d6 (A), Spirit d6, Strength d8, Vigor d6

Skills: Athletics d8, Fighting d8, Notice d8, Stealth d10

Pace: 6; **Parry:** 6; **Toughness:** 2

Edges: Dodge, Quick

Special Abilities:

- **Bite/Claws:** Str+d4.
- **Fear:** Anyone encountering a skinner must make a Fear check.
- **Infravision:** Halve penalties for Illumination when attacking warm targets.
- **Shred:** Wounds caused by the creature always count as though the Golden Hour has expired.
- **Size -3 (Very Small):** Skinners stand just under one foot tall.
- **Weakness (Sunlight):** Skinners are Distracted while exposed to direct sunlight.

 SLENDER MAN

A slender man is a gaunt, faceless being that slowly and relentlessly stalks its victims. It prefers vulnerable prey, and thus usually hunts lone hikers, the elderly, or children. They resemble tall, inhumanly skinny humans with smooth, hairless heads. They never speak or utter any sound. They will attack others that come between them and

their prey, but otherwise focus exclusively on their chosen victims.

Slender men relish the taste of fear. They allow themselves to be seen—briefly and in shadow—the previous four nights before they finally strike. This fills their target with fear and makes them a delightful feast.

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

Skills: Athletics d10, Common Knowledge d6, Fighting d10, Intimidation d8, Notice d8, Psionics d10, Stealth d12

Pace: 6; **Parry:** 7; **Toughness:** 10

Powers: *Blind, confusion, curse, darkness, deflection, fear, havoc, invisibility, locate, nightmares, sloth, stun, teleport, wall walker.* **Power Points:** 20

Special Abilities:

- **Aura of Insanity:** Being in close proximity to a slender man, whether one can see it or not, slowly drives a person insane. Anyone who comes within a Large Blast Template of a slender man must make a Fear check (even if they can't see it). Failure means they gain a Minor Psychosis (page 43), or a Major Psychosis with a Critical Failure.
- **Fear (-2):** Anyone seeing a slender man must make a Fear check at -2.
- **Induce Fear:** Each night a slender man reveals itself to its prey inflicts a -1 penalty to all their Fear checks (to a maximum of -4). This fades only when the slender man (or men) are slain.
- **Invulnerability:** Slender men can be Shaken, but not Wounded, by nonmagical attacks.
- **Size 1:** Slender men are 8 ft. tall and weigh 300 lbs.
- **Teleport:** As a limited free action a slender man can teleport 24" (48 yards).
- **Tendrils:** Slender men can exude four long, black tendrils from their back with which to attack. They have two tentacle actions, a Reach of 2, and inflict Str+d6 damage.
- **Tough:** Slender men have +2 to Toughness.

**"WHEN SLENDERMAN SCREAMS,
THE WORLD WILL END."**

—Jack Goldstein,
101 Amazing Slenderman Facts

SMOG CLOUD

Smog clouds in dark worlds sometimes gain malevolent sentience. These vaporous beings of polluted air can drift against the wind, but otherwise resemble dirty, black clouds. Some occasionally exhibit coal-black eyes, but these are near-impossible to detect.

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d6, Vigor d12

Skills: Notice d6, Stealth d10

Pace: —; **Parry:** 2; **Toughness:** 8

Special Abilities:

- **Choke:** A smog cloud fills a Large Blast Template. Any creature in the template must make a Vigor roll (+2 bonus if the character's mouth and nose are covered) each round or suffer a level of Fatigue.
- **Elemental:** No additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe, immune to disease and poison.
- **Flight:** Pace 12.
- **Gaseous Form:** Smog clouds ignore most physical attacks. Area effect weapons and supernatural powers affect them normally. They can be driven off for 2d6 rounds by tactics such as sucking them into a vent or blowing them away with a strong wind.
- **Low Light Vision:** Ignores penalties for Dim and Dark Illumination.



SPEARFINGER

Spearfingers are terrifying female ogres from Cherokee legend. The original spearfinger was named U'tlun'ta. Spearfingers have stone-like skin that is nearly impenetrable. The index finger of their right hand is two feet long and ends in a sharp stony point like an obsidian knife. She can use this finger as a weapon to slash and stab her opponents. Spearfingers are also shape-changers, and can assume a seemingly harmless form such as an old woman or a trusted ally.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+3, Vigor d10

Skills: Athletics d8, Common Knowledge d6, Fighting d8, Intimidation d8, Notice d6, Stealth d6

Pace: 8; **Parry:** 6; **Toughness:** 15 (4)

Edges: Brawny, Brute

Gear: Boulder (Range 4/8/16, Damage Str+d8).

Special Abilities:

- **Armor +4:** Rock-hard skin.
- **Fear (-2):** Anyone seeing the creature must make a Fear check at -2.
- **Impale:** A raise on the spearfinger's Fighting roll impales her foe on her long finger, Entangling him as if grappled.
- **Shapechange:** A spearfinger can assume a human form as a limited action. While in this form she is Size 0 and cannot use her spear-like finger. Her Strength is d10 and her Toughness is 12 (4). She may retain this form indefinitely, but if Shaken, Stunned, or Wounded instantly reverts to her default appearance. She cannot voluntarily return to ogre form if she is being watched by a human being.
- **Size 4 (Large):** Spearfinger is 16 ft. tall and weighs 2,000 lbs.
- **Spearfinger:** Str+d8, AP 4.
- **Weakness (Palm):** A spearfinger's only weak point is the palm of her right hand. Called shots to her weak point are at -6. Success ignores her armor and deals +4 damage. When not attacking, she keeps her right hand clenched tightly; one must go on Hold and interrupt her while she is attacking to get a chance at her weak spot.

SPIDER, COLOSSAL

Tiny spiders are bad enough, but arachnids larger than humans are the stuff of nightmares. Like their smaller cousins colossal spiders have eight legs, a hairy body, and deadly mandibles.

The webs these giants spin are capable of ensnaring humans and larger prey. Spiders are drawn by the vibrations of struggling prey, and drink the blood of captured victims before they can escape.

Attributes: Agility d10, Smarts d4 (A), Spirit d10, Strength d12+6, Vigor d10

Skills: Athletics d10, Fighting d10, Notice d8, Shooting d8, Stealth d8

Pace: 8; **Parry:** 7; **Toughness:** 11

Edges: Fleet-Footed, Quick

Special Abilities:

- **Bite:** Str+d6.
- **Fear (-2):** Anyone seeing the creature must make a Fear check at -2.
- **Size 4 (Large):** Colossal spiders are up to 15' long and weigh over a ton.

- **Wall Walker:** Can walk on vertical or inverted surfaces at full Pace, and may run.
- **Webbing:** May project webbing by making a Shooting roll with a Range of 3/6/12. Targets in a Medium Blast Template are Entangled, or Bound with a raise (see *Savage Worlds*). May be Evaded.

VARIANT SPECIAL ABILITIES

Spiders come in hundreds of varieties. Some dig underground and ambush prey rather than spinning web traps. Many drip with poison, either to kill their prey outright or to leave them paralyzed so they can be consumed alive later.

- **Armor +4:** Hairy carapace.
- **Burrow (Pace 8):** Can burrow through all but solid stone; cannot be attacked while beneath the earth except by special means.
- **Paralysis:** Anyone Shaken or Wounded by the spider's bite must make a Vigor roll or be Stunned. They are also paralyzed and incapable of action—even speech—for 2d6 rounds. (Some spiders may have Lethal Poison instead.)
- **Pounce:** Add +4 to damage instead of +2 when making a Wild Attack.

STUFFED ANIMAL FIEND

Stuffed animals aren't fluffy toys, but rather animated animal skins. Unlike rug fiends, however, these creatures retain more of their original shape and are more mobile.

Stuffed animals the size of a typical, two foot high Teddy Bear have the base profile below. Modify this to suit your particular creature (or creatures), and add any Special Abilities that make sense for their origin. Those manufactured by magic, for example, might have powers or even Arcane Resistance. A stuffed cheetah might have the Pounce ability of that creature while a stuffed snake has a poisonous bite or constrictor ability. A "champion" Teddy bear dressed in a gladiator's outfit might have much greater Fighting and a real sword. Customization is the key to making stuffed animals dangerous threats.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d4, Vigor d8

Skills: Athletics d4, Fighting d4, Notice d10, Stealth d4

Pace: 1; **Parry:** 4; **Toughness:** 4

Special Abilities:

- **Bite/Claws:** Str+d4.
- **Construct:** +2 to recover from being Shaken; ignores 1 point of Wound penalties; doesn't breathe or suffer from disease or poison.
- **Size -2 (Small):** Most are 2' tall.

SWARM

Sometimes the most deadly foes come in the smallest packages. Swarms of rats, bats, spiders, or other creepy crawlers cover an area equal to a Large, Medium, or Small Blast Template depending on the number of creatures present. Some may split when Wounded—a Large becomes two Mediums, a Medium becomes two Smalls, and a Small is dispersed.

Swarms automatically cause their listed damage to everyone within their template at the start of their turn.

Swarms aren't usually intelligent enough to do anything but move and bite and shouldn't take Multi-Actions, make Tests, etc. Some types of swarms may be foiled by total immersion in water or an environment they dread.

BAT SWARM

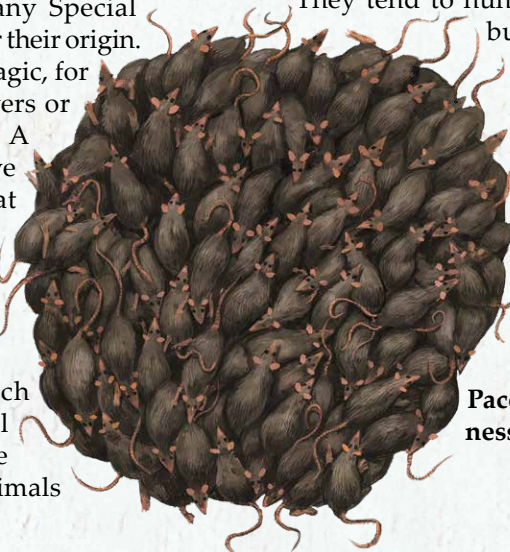
Smaller, bloodsucking bats form huge colonies underground or in dark spaces.

They tend to hunt only small rodents, but can attack larger creatures if disturbed or provoked. The swarm is composed of hundreds of smaller creatures.

Attributes: Agility d10, Smarts d4 (A), Spirit d12, Strength d8, Vigor d10

Skills: Notice d10

Pace: 10; **Parry:** 4; **Toughness:** 7



Special Abilities:

- **Bite:** Swarms inflict hundreds of tiny bites or stings every round to their victims, hitting automatically (unless Shaken) and causing 2d4 damage to everyone in the template. Damage is applied to the least armored location (victims in completely sealed suits are immune).
- **Swarm:** +2 to recover from being Shaken; Parry +2; swarms cover the area of a Medium Blast Template; cutting and piercing attacks inflict no damage, area effect weapons work normally.

VARIANT SPECIAL ABILITIES

- **Aquatic:** Pace 6 for most fish or other swimming creatures.
- **Bite:** Some creatures, such as piranha, have vicious teeth and cause 2d6 or more damage.
- **Echolocation:** Bats or swarms of similar creatures suffer no penalties for Illumination, even in Pitch Darkness.
- **Feeding Frenzy:** Once there's blood in the air or water, the swarm goes mad. Increase its damage die one die type.
- **Flight:** This varies greatly, but Pace 24 for most swarms of insects or flocks of birds (swarms usually move slower than individual creatures).
- **Infection:** Anyone Shaken or Wounded by a disease-carrying swarm must make a Vigor roll or contract a Debilitating Disease (see *Savage Worlds*).
- **Paralysis:** Anyone Shaken or Wounded by this swarm's bites must make a Vigor roll or be Stunned. They are also paralyzed and incapable of an action—even speech—for 2d6 rounds. As a variant spider bites could inject Lethal Poison instead.
- **Rending:** The swarm's bites are particularly vicious or might even have anticoagulants in them. They cause rending damage.



TAINTED MUSICIAN

Some rumors of heavy metal musicians who serve Satan may be true. These black-hearted musicians have sold their souls for fleeting fame and fortune.

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

Skills: Athletics d8, Common Knowledge d6, Fighting d8, Intimidation d10, Notice d6, Performance d8, Persuasion d8, Stealth d6

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

Edges: Charismatic, Improvisational Fighter

Gear: Guitar (Str+d6, Parry -1, two hands).

Special Abilities:

- **Corrupting Lyrics:** Every time a person listens to a tainted musician's songs, he must make a Spirit roll (at -2 for a live performance). Failure means the listener gains whatever psychosis the musician wants to inflict via the tone of his music. A ballad of bloodshed, for example, might trigger the crowd to go Berserk.
- **Headbang:** Str+d12. May only do so when his Action Card is a face card in combat.
- **Pacify:** Tainted musicians often find themselves surrounded by angry listeners. To protect themselves, they play slow songs, odes, or power ballads that deflect attackers elsewhere. If the musician uses a Defend maneuver, anyone who wants to attack him must roll Spirit at -2.

VAMPIRE

Vampires are found in virtually every culture. From the mrrart of the Australian Aborigines to the adze of Ghana and Togo in Africa, to the hopping vampires of China and the mara of Scandinavia, vampires have plagued mankind since time began.

VAMPIRE, YOUNG

Blood-drinkers of lore are common in many fantasy games. This is a relatively young vampire without all the powers an older individual might develop.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d12+1, Vigor d10

Skills: Athletics d8, Common Knowledge d8, Fighting d8, Intimidation d8, Notice d6, Persuasion d8, Shooting d6, Stealth d10

Pace: 6; **Parry:** 6; **Toughness:** 9

Edges: Frenzy, Level Headed

Special Abilities:

- **Bite/Claws:** Str+d4.
- **Regeneration (Slow):** As long as they have fed, vampires may attempt a natural healing roll every day.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from

Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison.

- **Weakness (Holy Symbol):** Holy symbols act as wards against vampires (see page 48).
- **Weakness (Holy Water):** In addition to the usual effects (page 26), a vampire sprinkled with holy water is Fatigued.
- **Weakness (Invitation Only):** Vampires cannot enter a private dwelling without being invited. They may enter public domains as they please.
- **Weakness (Stake Through the Heart):** A vampire hit with a Called Shot to the heart (-4) must make a Vigor roll versus the damage. If successful, it takes damage normally. If it fails, it disintegrates to dust.
- **Weakness (Sunlight):** Vampires burn in sunlight. They take 2d4 damage per round until they are ash. Armor protects normally.

VAMPIRE, ANCIENT

These statistics are for a vampire somewhat below the legendary Dracula, but far above those bloodsuckers fresh from the grave. The abilities listed here are standard—the GM may want to add other Edges as befitting the vampire's previous lifestyle.

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d12+3, Vigor d12

Skills: Athletics d8, Common Knowledge d10, Fighting d10, Intimidation d12, Notice d8, Persuasion d12, Shooting d8, Stealth d10

Pace: 6; **Parry:** 7; **Toughness:** 10

Edges: Frenzy (Imp), Level Headed

Special Abilities:

- **Bite/Claws:** Str+d6, AP 2.
- **Change Form:** As an action, a vampire can change into a wolf or bat with a Smarts roll at -2. Changing back into humanoid form requires a Smarts roll.
- **Charm:** Vampires can use the *puppet* power on those attracted to them (GM's call) using their Smarts as their arcane skill. They can cast and maintain the power indefinitely, but may only affect one target at a time.
- **Children of the Night:** Ancient vampires have the ability to summon and control wolves or rats. This requires an action and a Smarts roll at -2. If successful, 1d6

wolves or 1d6 swarms of rats come from the surrounding wilds in 1d6+2 rounds.

- **Invulnerability:** Vampires can only be slain by decapitation, sunlight, or a stake through the heart (see those Weaknesses, below). They may be Shaken by other attacks, but never Wounded.
- **Mist:** Ancient vampires have the ability to turn into mist. Doing so (or returning to human form) requires an action and a Smarts roll at -2.
- **Regeneration (Slow):** As long as they have fed, vampires may attempt a natural healing roll every day.
- **Sire:** The vampire can turn another into a vampire by draining some amount of their blood and then allowing them to drink it back from their own veins. How fast they return to unlife is up to the Game Master.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison.



- **Weakness (Holy Symbol):** Holy symbols act as wards against vampires (see page 48).
- **Weakness (Holy Water):** In addition to the usual effects (page 26), a vampire sprinkled with holy water is Fatigued.
- **Weakness (Invitation Only):** Vampires cannot enter a private dwelling without being invited. They may enter public domains as they please.
- **Weakness (Stake Through the Heart):** A vampire hit with a Called Shot to the heart (-4) must make a Vigor roll versus the damage total. If successful, it takes damage normally. If it fails, it disintegrates to dust.
- **Weakness (Sunlight):** Vampires burn in sunlight. They take 2d4 damage per round until they are ash. Armor protects normally.



THRALL

Vampires often hire or threaten mortals into their service, performing tasks in the normal world they can't or won't do, or acting as guardians and protectors. Some vampires can also create "thralls," individuals infused with a small taste of the vampire's power. This grants them increased Strength and Vigor and makes them fanatically Loyal to their maker.

Thralls might be tradesmen or professionals who handle the vampire's affairs in normal society (like Dracula's Renfield) or guardians (like Dracula's Cossack guards). If a character was a Wild Card before he was enthralled he remains so (player character vampires don't have this option).

Pick an appropriate character type and increase its Strength one die type, Vigor two die types, and give it the Resilient ability unless it's a Wild Card.

JIANGSHI

Hailing from China, jiangshi "hopping vampires" are a breed apart from traditional Western vampires. Their skin is light green, their mouths full of sharp teeth, and their nails long and hard.

Hopping vampires get their name from their unusual style of movement, and are actually incapable of normal movement—they hop because their knees are stiff with rigor mortis. Even their arms are locked in the rigor of death, being fully extended and able to bend only slightly.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d12, Vigor d10

Skills: Athletics d8, Fighting d8, Notice d8, Stealth d10

Pace: 4; **Parry:** 6; **Toughness:** 9

Special Abilities:

- **Bite/Claws:** Str+d6.
- **Breath Sense:** Jiangshi cannot see using their dead eyes, but instead sense the breath of the living. A character who wants to hold his breath in combat must make a Vigor roll at the start of each round. Failure means the vampire can detect him (and thus act against him this round). The maximum number of consecutive rounds a character can hold his breath without breathing is equal to his Vigor die. After

this, he takes a level of Fatigue each round until he reaches Incapacitated.

- **Extended Jump:** Jiangshi can extend the distance they hop using a run action. They roll a d4 running die for this, but ignore any Difficult Ground.
- **Sire:** A victim Wounded by a jiangshi must make a Vigor roll or fall victim to a fatal blood disease which kills and transforms him into a hopping vampire after 1d4 days. The victim isn't necessarily doomed to this fate. The traditional cure involves snake venom and sticky rice, blended by a Taoist priest. You should devise a cure appropriate to your setting. What is important is that the victim may not stop moving until the 1d4 days expire, otherwise his blood congeals and all hope is lost.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison.
- **Weakness (Prayer):** Prayers written on rice paper can be attached to the vampire to render it immobile. The attacker must make a Called Shot to the head (-4) to plant the parchment. With success, the vampire is rendered immobile by the prayer. A strong wind can easily dislodge the prayer, however.
- **Weakness (Rice):** Sticky rice sprinkled on the floor burns the feet of a vampire. Each round it stands on the rice, even if only for a moment, it suffers 2d10 damage.

MANANANGGAL

A cousin to the aswang (see page 104) from the Philippines, but unlike that creature, the manananggal is an undead bloodsucker. She hunts at night by sprouting batlike wings and separating the top half of her body from the bottom. Her guts hang down from her torso as she flies about looking for blood to drain.

During the day she reattaches to her lower body, hides her wings, and poses as a normal human. The accepted way to destroy one is to prevent her torso from reuniting with her legs when the sun rises, usually by pouring salt or glass into the cavity where her spine and guts would attach.

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

Skills: Athletics d10, Common Knowledge d6, Fighting d10, Intimidation d10, Notice d8, Persuasion d8, Stealth d10

Pace: 6; **Parry:** 7; **Toughness:** 8

Special Abilities:

- **Blood Drain:** Grappled foes must make a Vigor roll when grappled and at the start of the creature's turn as long as they remain Bound or Entangled. Failure results in Fatigue that can lead to death. Entangled victims with a knife or an ally may attempt to sever the tongue (Toughness 3).
- **Fear:** Anyone encountering a manananggal must make a Fear check.
- **Flight:** Pace 8.
- **Size -1:** A manananggal is only half the height of a human being—the top half in this case.
- **Tongue:** Str+d4, Reach 2.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison.
- **Weakness (Dawn):** A manananggal must reattach to her lower body by the first ray of dawn or be destroyed. The lower half of her body can't be destroyed, but pouring more than a pound of salt or molten glass into the cavity blocks her torso from reattaching when it returns.

"I HAVE CROSSED
OCEANS OF TIME
TO FIND YOU."

—Dracula,
Bram Stoker's Dracula (1992)



CUSTOMIZING VAMPIRES

A wide range of supernatural powers has been associated with vampires and vampire-like creatures in lore and fiction. Here are various powers and abilities you might consider when creating your own bloodsucking fiends.

VARIANT SPECIAL ABILITIES

- **Change Form:** As an action, the vampire can change into a wolf or bat with a Smarts roll at -2. Changing back into humanoid form requires a Smarts roll. A vampire might be able to assume the form of a cat, dog, rat, insect, flea, mouse, or locust in some cultures.
- **Change Form (Swarm):** As an action, a vampire can change into a swarm of rats, bats, or insects with a Smarts roll at -2. Changing back into humanoid form requires a Smarts roll. The swarm uses the regular Swarm stats.
- **Charm:** Vampires can use the *puppet* power on those attracted to them using their Smarts as their arcane skill. They can cast and maintain the power indefinitely, but may only affect one target at a time.
- **Children of the Night:** An action and a Smarts roll at -2 can be used to summon 1d6 wolves or swarms of rats from the surrounding wilds in 1d4+1 rounds.
- **Drain Life:** Attributed to psychic vampires. The creature may make a Touch Attack instead of a regular attack. Those touched must make a Vigor roll at -2 or gain a level of Fatigue.
- **Flight:** Flying vampires may produce bat-like wings, or fly without any visible means of propulsion at Pace 10.
- **Invulnerability:** Vampires may be immune to damage except from a single source, such as fire, silver, or wood. They can be Shaken by other attacks, but never suffer a Wound.
- **Low Light Vision:** Ignores penalties for Dim and Dark Illumination.
- **Magic:** Some vampires have learned the art of sorcery, or have powers granted by dark gods. Exactly what powers, how many Power Points, and what arcane skill the vampire has depends on its age and power, but the following are a good benchmark.
 - **Young:** 3 powers (Novice), 10 Power Points, d6 arcane skill.
 - **Old:** 3+1d4 powers (Novice or Seasoned), 20 Power Points, d8 arcane skill.
 - **Ancient:** 3+2d4 powers (Veteran or lower), 30 Power Points, d10 arcane skill.
- **Mist:** Greater vampires have the ability to turn into mist or even a Blood Mist (see page 110). This requires an action and a Smarts roll at -2.
- **Regeneration (Fast):** The vampire regenerates by making a Vigor roll as a limited free action. Success heals one Wound or removes Incapacitation, and a raise heals two Wounds. The vampire cannot regenerate Wounds caused by decapitation, holy water or weapons, sunlight, or a stake through the heart.
- **Rending:** The jagged claws of some bloodsuckers might cause rending damage.
- **Resurrection:** A vampire with this power can be brought back from the dead. A pint of blood poured over the ashes (usually by a loyal minion) returns the vampire to life in 1d6 rounds.
- **Seduction:** Commonly possessed by vampires with Charm. As a limited free action, the vampire can force one humanoid looking directly at it to roll Spirit or become Stunned.
- **Shadow:** Some vampires have the ability to change their form to have only two dimensions (like a shadow). Changing form requires an action and a Smarts roll at -2. Treat the vampire as Ethereal while in shadow form.
- **Sire:** Anyone slain by a vampire with this ability has a 50% chance of rising as a vampire in 1d4 days. Note that this creates hordes of vampires very quickly!
- **Wall Walker:** The vampire may move along any surface at its full Pace. Many can also run without penalty, even when hanging upside down.
- **Weather Control:** The vampire can concentrate for ten minutes to summon a clinging fog, heavy snow, or terrible tempest. See **Weather** on page 42.

CUSTOMIZING VAMPIRES, CONT.

Since not all vampires are based on Dracula, it shouldn't come as a surprise that different Weaknesses are attributed to different types of vampires. Some Weaknesses can destroy a vampire, but others are little more than hindrances designed to buy the vampire slayer a little time.

VARIANT WEAKNESSES

- **Weakness (Bells):** Some vampires are Distracted when they hear bells ring, perhaps because they remind them of church bells. Renowned or particularly holy bells may cause vampires to be Distracted and Vulnerable.
- **Weakness (Candle):** Candlelight acts as a ward against some vampires.
- **Weakness (Grain, Seeds, or Nets):** Certain vampires suffer from an obsessive-compulsive disorder. When they come within 5" (10 yards) of grain or seeds sprinkled on the ground, or a net (laid out or hanging), they must make a Spirit roll at -2 or be compelled to count the grain, seeds, or knots in the net. Treat the vampire as being Stunned; when it recovers its task is done.
- **Weakness (Herbs):** Although garlic is common in Western myths, vampires can also be affected by holly and juniper. It becomes Distracted when within 2" (4 yards) of the herb.
- **Weakness (Holy Symbol):** Holy symbols act as wards against vampires (see page 48).
- **Weakness (Holy Water):** In some settings, holy water is much more dangerous to vampires. When successfully Tested with it (see page 26), they take 2d4 damage (2d6 with a raise). A vampire immersed in or forced to drink holy water takes 2d4 damage per round (or per cup).
- **Weakness (The Hunger):** This is not a Weakness to blood itself, but a method of stalling a vampire. If a pint of blood is thrown over a vampire (a successful Athletics roll that may be Evaded), it must make a Spirit roll or be Stunned as it stops to lick up the blood!
- **Weakness (Invitation Only):** Vampires cannot enter a private dwelling without being invited. They may enter public domains as they please.
- **Weakness (Metal or Wood):** Among certain cultures, vampires can be harmed by silver. In a fantasy game, you might want to allow nonhuman vampires to be harmed by other substances. Perhaps dwarven vampires are harmed by cold iron, or elven fiends by green wood. Weapons made of these substances inflict +4 damage and can be used to stake a vampire through the heart.
- **Weakness (Prayer):** In Chinese myth, prayers written on rice paper can be attached to the vampire to render it immobile. The attacker must make a Called Shot to the head (-4) to stick the parchment. With success, the vampire is paralyzed. If the paper is removed it recovers on its next turn.
- **Weakness (Running Water):** Some vampires are unable to cross running water such as streams or rivers without difficulty. Stagnant or impure water (including salt water) has no effect. To push on over the water, the vampire must make a Spirit roll at -2 any time it enters or crosses a stream, river, or channel; or at no penalty if it's a small water feature such as a water hose. Failure means it may not pass this scene, and a Critical Failure causes a Wound as well. Success allows it to pass on its next turn, and a raise allows it to cross without pause.
- **Weakness (Soil):** When resting during the day the vampire must lay upon soil from its homeland or its original grave. Each day it goes without, it must roll Vigor or suffer a level of Fatigue which can only be recovered by resting on the appropriate soil. An Incapacitated vampire becomes an immobile corpse until it's returned home or a minion sprinkles the correct soil over its body.

DESTROYING VAMPIRES

Every vampire has some fatal weakness that can be exploited to cause its destruction. Whether or not they're important depends on your setting.

If you're after a fast action horror game where vampire Extras are common, you might rule that any blow reducing a vampire to Incapacitated is a stake through the heart or a decapitation without the characters actually having to perform such maneuvers.

In a game where vampires are truly powerful, they might be Invulnerable to all damage except their Weaknesses. Other attacks can leave them Shaken, but can never cause a Wound.

Here are some suggested fatal Weaknesses. Typically a vampire should have one or two as a minimum.

- **Weakness (Beheading):** A vampire hit with a Called Shot to the head (-4) must make a Vigor roll versus the damage or instantly disintegrate to dust.
- **Weakness (Holy Water):** In addition to the usual effects (page 26), a vampire sprinkled with holy water is Fatigued.
- **Weakness (Immersion):** A vampire totally immersed in running water suffers an automatic Wound each round.
- **Weakness (Magic):** Depending on the setting, magic may cause +4 damage or be the only way of causing damage to the vampire.
- **Weakness (Rice):** Common in China, sticky rice sprinkled on the floor draws the poison from a vampire and burns its feet. Each round it walks over the rice, it suffers 2d10 damage and has a chance of catching fire.
- **Weakness (Salt):** Salt has long been seen as a substance capable of harming evil creatures. A vampire with this Weakness must make a Spirit roll at -2 to cross a line of salt. A bag of salt thrown over a vampire causes 2d10 damage and the vampire has a chance of catching fire.
- **Weakness (Stake Through the Heart):** A vampire hit with a Called Shot to the heart (-4) must make a Vigor roll versus the damage or disintegrate to dust.
- **Weakness (Sunlight):** Vampires catch fire if any part of their skin is exposed to direct sunlight. They take 2d4 damage per round until they are ash. Armor protects normally.

-MAE: THE LIGHT THAT'S LEAVING THAT STAR
RIGHT NOW WILL TAKE A BILLION YEARS
TO GET DOWN HERE. YOU WANT TO KNOW WHY
YOU'VE NEVER MET A GIRL LIKE ME BEFORE?

-CALEB: YEAH. WHY?

-MAE: BECAUSE I'LL STILL BE HERE WHEN
THE LIGHT FROM THAT STAR GETS DOWN
HERE TO EARTH IN A BILLION YEARS.

-Mae & Caleb Cotton,
Near Dark (1987)

VENTRILOQUIST'S DUMMY

Ventriloquist dummies with a mind of their own have been the subject of many horror movies. It may look like the ventriloquist is making it talk, but in reality the dummy is the boss. Dummies don't like to move about on their own unless absolutely necessary, but they can. In most cases, they get their "master" to do their dirty work for them.

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

Skills: Athletics d6, Fighting d6, Intimidation d10, Notice d6, Persuasion d10, Stealth d6, Taunt d12

Pace: 4; **Parry:** 5; **Toughness:** 5 (2)

Special Abilities:

- **Armor +2:** Wooden body.
- **Construct:** +2 to recover from being Shaken; ignores 1 point of Wound penalties; doesn't breathe or suffer from disease or poison.
- **Fear:** Anyone seeing the creature must make a Fear check.
- **Puppet:** Dummies can use the *puppet* power. They use their Spirit as their arcane skill, and have 20 Power Points.
- **Size -2 (Small):** Dummies stand no taller than three feet tall.

VICTIM

Most horror tales need victims. Use the profile below or customize to create your own hapless monster fodder, adding Hindrances like Yellow to those who tend to run away at the first sign of danger or Brave if the individual is likely to stand her ground.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d4, Common Knowledge d6, Fighting d4, Notice d6, Persuasion d4, Shooting d4, Stealth d6

Pace: 6; **Parry:** 4; **Toughness:** 5

Gear: Improvised weapons (Str+d4).

WAR DROID

War droids are bipedal constructs, but due to their skeletal appearance (which is designed to instill fear) cannot be mistaken for humans. Their sole function is to destroy whatever life-form they've been programmed to see as their



enemy. They can use any standard weapons available to the race which built them.

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

Skills: Athletics d10, Common Knowledge d6, Driving d6, Fighting d8, Intimidation d8, Notice d8, Persuasion d4, Shooting d10, Stealth d6

Pace: 6; **Parry:** 6; **Toughness:** 12 (4)

Edges: Brawny, Brute, Calculating, Level Headed, Marksman, Rock and Roll!, Steady Hands

Special Abilities:

- **Advanced Sensors:** War droids have Infravision and Low Light Vision and can switch between the two as a limited free action.
- **Armor +4:** Reinforced body.
- **Construct:** +2 to recover from being Shaken; ignores 1 point of Wound penalties; doesn't breathe or suffer from disease or poison.
- **Fearless:** Immune to Fear and Intimidation.
- **Hardy:** If already Shaken, further Shaken results have no effect.
- **Infravision:** Halve penalties for Illumination when attacking warm targets.
- **Low Light Vision:** Ignores penalties for Dim and Dark Illumination.
- **Resilient:** Can take one additional Wound.

WATER MONSTER

Deep, dark lakes and the vast ocean are home to many unknown creatures. Lake and sea monsters are huge, water-dwelling creatures rarely seen on the surface by human eyes. Generally, the most that is ever seen of these mysterious animals is their humped backs breaking the surface of the water before slipping silently back beneath the waves.

Their appearances vary widely, from serpentine eels to reptilian monstrosities with paddle-like flippers and long necks. Many water monsters are thought to be extant examples of species long thought extinct, such as mosasaurs, plesiosaurs, and the infamous megalodon.

Attributes: Agility d6, Smarts d6 (A), Spirit d8, Strength d12+5, Vigor d10

Skills: Athletics d6, Fighting d8, Notice d6, Stealth d8

Pace: 3; **Parry:** 6; **Toughness:** 18 (2)

Special Abilities:

- **Aquatic:** Pace 16. Some are fully aquatic while others must surface to breathe. Semi-aquatic water monsters can hold their breath for one hour.
- **Armor +2:** Water monsters have 2 points of blubbery armor.
- **Bite:** Str+d8.
- **Flipper/Tail Bash:** Str+d6
- **Hardy:** If already Shaken, further Shaken results have no effect.
- **Shipbreaker:** A water monster that rams a ship deals Str+d12 damage to the vessel.
- **Size 9 (Huge):** Typical water monsters are 50 ft. long and weigh many tons.

VARIANT SPECIAL ABILITIES

- **Eel/Serpent:** Constrict (+2 to Athletics and Strength rolls made to grapple).
- **Megalodon:** Bite: Str+d10, AP 4.
- **Plesiosaur/Elasmosaur:** Long Neck (Str+d6, Reach 3).

WENDIGO

Abhorrent as it may be, people sometimes resort to cannibalism when faced with dire starvation. For most, it is a matter of survival, never to be tried again once they are rescued. For a few, however, it becomes a craving. These individuals are said to be possessed by the spirit of the wendigo, an American Indian cannibal spirit.

LESSER WENDIGO

This version is an enhanced human—perhaps an early stage of the creature which follows. It remains human in appearance, but typically naked or covered in dirty rags and with a feral snarl on its blood-stained face. Many chew off their own lips in a vain attempt to satiate their hunger.

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

Skills: Athletics d8, Fighting d8, Notice d6, Stealth d8

Pace: 6; **Parry:** 6; **Toughness:** 7

Edges: Combat Reflexes, Frenzy (Imp)

Special Abilities:

- **Bite/Claws:** Str+d4.
- **Foul Strength:** A wendigo who inflicts a Wound on a foe with its bite increases its Strength and Vigor a die type (max 4) for the remainder of the encounter. Outside of combat, each increase lasts for one hour.



TRUE WENDIGO

True wendigos are either more advanced forms of their lesser cousins or born from more savage stock or circumstances. They tend to exist in the dead of winter where circumstances force people to starvation and desperation, but there's no reason such creatures can't exist in other extreme climates.

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

Skills: Athletics d12, Fighting d12, Intimidation d12, Notice d10, Stealth d8, Survival d10

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

Edges: Combat Reflexes, Frenzy (Imp)

Special Abilities:

- **Bite/Claws:** Wendigos have jagged claws and teeth. Str+d8, AP 2.
- **Fear (-2):** Anyone encountering a wendigo must make a Fear check at -2.
- **Fearless:** Immune to Fear and Intimidation.
- **Immunity (Cold/Heat):** Wendigos in cold climates are immune to cold and cold-based attacks. The same is true of those created in sweltering environs.
- **Low Light Vision:** Ignores penalties for Dim and Dark Illumination.
- **Size 2:** Wendigos stand over 10' tall.
- **Weakness (Hot Tallow):** A wendigo is instantly killed if hot tallow is poured down its throat to melt its icy heart.

VARIANT SPECIAL ABILITIES

Some wendigos become embodiments of the harsh climate which created them. Winter is by far the most common expression of these cursed, magical creatures.

- **Control Weather:** A wendigo can concentrate for 10 minutes to summon a blizzard in a two mile radius. A wendigo from the desert summons a sandstorm instead, with the same Illumination penalty but extreme heat. See page 42.
- **Infection:** Anyone who suffers a Shaken or Wound result from a bite or claw attack must make a Vigor roll. On a failure, he is infected by a Lethal Disease which forces Vigor rolls for Wounds once each day. When Incapacitated the victim awakens in 1d6 hours as a Lesser Wendigo.
- **Magic:** Some wendigos have have supernatural powers. They gain Spellcasting d10 and 20 Power Points. The exact powers vary, but *blind*, *burrow*, *elemental manipulation*, *illusion*, and *mind reading* are common.
- **Rending:** The tattered claws and teeth of some wendigos cause rending damage.

WERE-CREATURE

Were-creatures appear in the mythology of many different cultures. The South Americans believe in jaguar men, werewolves are feared in Europe, and certain tribes of the South Pacific believe shark-men prowl the depths.

On the following pages are several types of were-creatures you can use as-is or to create your own variants. Unless otherwise stated, all werecreatures have a Weakness to silver:

- **Infection:** Those slain by a lycanthrope have a 50% chance of rising as one themselves. The victim transforms every full moon, and gains control of his condition only after 1d6 years.
- **Infravision:** Halve penalties for Illumination when attacking warm targets.
- **Regeneration (Slow):** Lycanthropes may attempt a natural healing roll every day.
- **Weakness (Silver):** -4 resistance / +4 damage from silver effects and weapons.

WEREJAGUAR

Werejaguars may be supernatural creatures or priests of dark and bloodthirsty gods who

grant their followers the ability to change form.

Attributes: Agility d10, Smarts d6, Spirit d10, Strength d12+1, Vigor d10

Skills: Athletics d10, Common Knowledge d6, Fighting d12, Intimidation d10, Notice d10, Stealth d12, Survival d8

Pace: 10; **Parry:** 8; **Toughness:** 7

Edges: Fleet-Footed

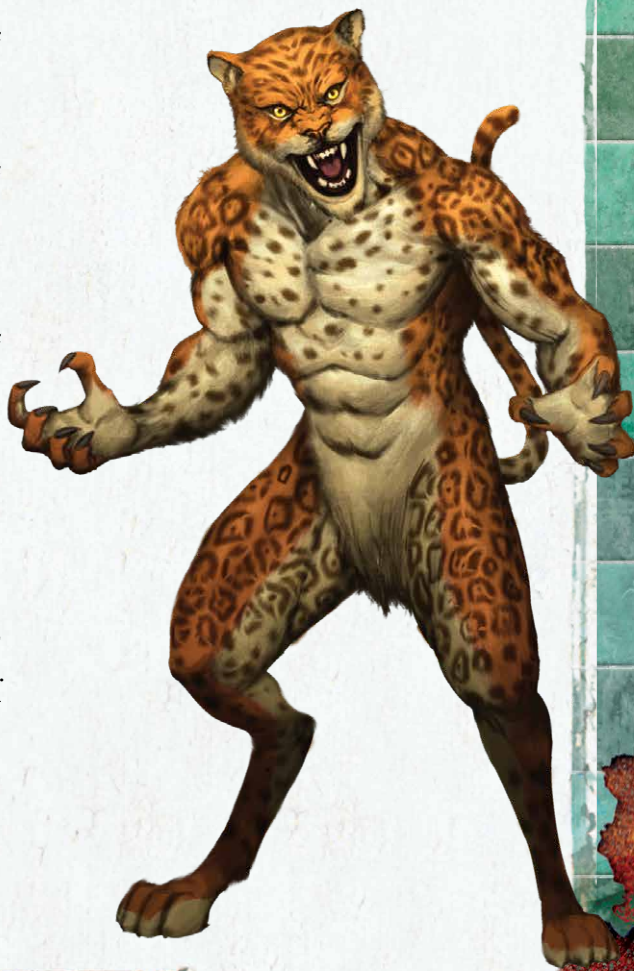
Special Abilities:

- **Bite/Claws:** Str+d6.
- **Fear (-2):** Anyone seeing the creature must make a Fear check at -2.
- **Pounce:** Add +4 to damage instead of +2 when Wild Attacking.

WERESHARK

Weresharks are a human-shark mix. This example has a shark's head and skin, webbed hands, and a dorsal fin.

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d12+1, Vigor d10



Skills: Athletics d10, Common Knowledge d6, Fighting d12, Notice d12+2, Stealth d6, Survival d6

Pace: 6; **Parry:** 8; **Toughness:** 8

Edges: Frenzy

Special Abilities:

- **Aquatic:** Pace 10.
- **Bite:** Str+d8, Rending.
- **Fear (-2):** Weresharks chill the blood of all who see them.
- **Feeding Frenzy:** Once there's a significant amount of blood in the water (usually one Wound), weresharks go into a feeding frenzy. They go Berserk (as the Edge) for the rest of the fight.
- **Size 1:** Weresharks stand over 7' tall.

WEREWOLF

When a full moon emerges, humans infected with lycanthropy lose control and become snarling creatures bent on murder. Some embrace their cursed state and revel in the destruction they cause.

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

Skills: Athletics d8, Common Knowledge d8, Fighting d12+2, Intimidation d10, Notice d12, Stealth d10, Survival d10

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

Edges: Frenzy

Special Abilities:

- **Bite/Claws:** Str+d8.
- **Fear (-2):** Werewolves chill the blood of all who see them.
- **Size 1:** Werewolves are stout creatures.

VARIANT SPECIAL ABILITIES

- **Regeneration (Fast):** The were regenerates by making a Vigor roll as a limited free action. Success heals one Wound or removes Incapacitation, and a raise heals two Wounds. Lycanthropes cannot regenerate Wounds caused by silver.
- **Swallow Whole:** Very large weresharks have the Swallow Whole ability.
- **Weakness (Arcane):** Lycanthropes can't regenerate magical damage.
- **Weakness (Wolfsbane):** The flower known as wolfsbane act as a ward against werewolves (see page 48).



WILL O' WISP

Will o' wisps are the ghosts of witches and necromancers who have been burned at the stake. They manifest as small handfuls of flickering white flame that are oddly cold to the touch rather than hot. Legend claims a brave observer can see a grinning face inside a will o' wisp.

A will o' wisp uses the glimmering light produced by its form to lure its intended victim to a secluded spot. There it weakens the poor soul with a fire that seems to spring from Hell itself. Once its target succumbs to the heat, the ghost possesses his corpse which immediately bursts aflame. These burning zombies are sometimes referred to as "flaming jacks," particularly among more rural populations. The ghost uses the reanimated body to wreak as much havoc as it can before it is consumed by the creature's otherworldly flames—preferably on those it believes wronged it in its former life.

Initially, a will o' wisp haunts the area near its death, seeking vengeance on those responsible for any and all wrongdoings against it during life. Even after it has avenged itself on everyone guilty of even the slightest infraction, however, the hatred and anger that drove it to an undead existence continues. Eventually, the spirit tends to gravitate toward lonely, desolate areas where its unnatural spite for all things living leads it to prey upon unsuspecting travelers.

The light of a will o' wisp varies from cold white to flame orange. The ghost can lessen its brilliance to that of a mere candle or brighten it to that of a torch at will.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d4, Vigor d6

Skills: Athletics d6, Fighting d6, Notice d10, Stealth d8, Survival d8, Taunt d6

Pace: —; **Parry:** 5; **Toughness:** 4

Special Abilities:

- **Ethereal:** May pass through objects; cannot be harmed by nonmagical attacks; may become invisible (–6 penalty to hit) as a limited free action.
- **Fearless:** Immune to Fear and Intimidation.
- **Flaming Jack:** The will o' wisp can reanimate and possess the body of a victim slain by its Spiritual Exhaustion

(see below) attack. Treat the body as a zombie (see page 176) burning for 1d6 damage each round. It may set other objects aflame and be Shaken and even destroyed by these flames. The flames aren't doused unless the will o' wisp or the body are destroyed.

■ **Flight:** Pace 8.

■ **Focus:** The ghost is tied to a specific talisman—usually a piece of jewelry—which remains unnaturally hot to the touch (2d6 damage to exposed flesh). If this item is submerged in water, the will o' wisp suffers 2d6 damage per round as long as it remains so. If it is submerged in holy water, the wisp is destroyed immediately.

■ **Invulnerability:** Will o' wisps are immune to all nonmagical attacks, but suffer 1d6 damage when doused in at least a gallon of water, +2 per additional gallon.

■ **Size –1:** Will o' wisps are approximately 2'–3' in diameter.

■ **Spiritual Exhaustion:** A will o' wisp's only means of attack in its initial form is by subjecting its victim to a supernatural heat that only she can feel. The wisp and its target make an opposed Spirit roll. If the victim loses, the victim suffers a Fatigue level. Incapacitation leads to death, and becoming a flaming jack (see above).

WITCH

Witches are women (men are warlocks) who practice magic and are often misunderstood by locals. They have the Arcane Background (Warlock/Witch) Edge (page 68) and may be benevolent or benign. Below is a typical witch like might be found on the edge of a village or even offering her services in a modern world. The powers listed below are most common for these types of witches and should be tailored as needed for the campaign.

"Hags" are often confused with witches, and some may once have been, but are now purely evil and inhuman beings bent on causing misery and pain. You'll find several varieties of hags starting on page 136.

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

Skills: Athletics d6, Common Knowledge d6, Fighting d4, Persuasion d6, Notice d6, Occult d8, Research d6, Spellcasting d8, Stealth d8

Pace: 6; **Parry:** 4; **Toughness:** 5

Edges: Arcane Background (Witch), The Witching Hour

Powers: *Beast friend, boost/Lower Trait, healing*

Power Points: 10.

WOLF

Wolf packs hunt strategically, herding their prey into traps, difficult ground, or dead ends. They are always led by an alpha Wild Card with an increase to its Strength or Fighting Trait, a Combat Edge or two, or both.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d8, Vigor d8

Skills: Athletics d8, Fighting d8, Intimidation d8, Notice d6, Stealth d8, Survival (tracking) d10

Pace: 10; **Parry:** 6; **Toughness:** 6

Edges: Alertness, Fleet-Footed (d10 running die)

Special Abilities:

- **Bite:** Str+d6.

VARIANT SPECIAL ABILITIES

- **Bay:** If the pack takes no other actions, including movement, they can howl, bay, and yelp in such a way as to terrify their foes. All enemies within 12" (24 yards) must make a Fear check at -2 if there are four to nine wolves, or -4 if there are ten or more.
- **Howl:** As a limited action, an alpha wolf can make an Intimidation Test in a Cone Template. All targets within are affected and must resist separately.
- **Rending:** The bite of particularly vicious wolves might cause rending damage.

DIRE WOLF

Dire wolves are large, feral wolves sometimes used by other creatures as attack dogs. They may also be found roaming in packs in the deepest, darkest woods, preying on those foolish enough to trek through their domain.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d8, Vigor d10

Skills: Athletics d8, Fighting d8, Intimidation d8, Notice d6, Stealth d8, Survival (tracking) d10

Pace: 8; **Parry:** 6; **Toughness:** 8

Edges: Alertness, Fleet-Footed

Special Abilities:

- **Bite:** Str+d8.
- **Size 1:** Dire wolves in horror campaigns are often the size of ponies.



XENOFORM

The classic horror xenoform is humanoid, covered in thick bone or carapace shell, equipped for close-up hunting. It has no discernible eyes for prey to gouge but a powerful, extendable jaw and sharp claws. It also has a tail with a barbed stinger it uses to pin its prey.

IMPLANTER

One variety of xenoform is specialized to implant the queen's eggs into other life-forms. Once the eggs finish incubating the victim perishes and a new xenoform (whichever type the hive needs most) emerges.

Attributes: Agility d10, Smarts d8 (A), Spirit d8, Strength d10, Vigor d8

Skills: Athletics d10, Fighting d8, Intimidation d8, Notice d8, Stealth d12

Pace: 6; **Parry:** 6; **Toughness:** 5 (2)

Edges: Dodge

Special Abilities:

- **Armor +2:** Thick plates.
- **Fearless:** Immune to Fear and Intimidation.
- **Hardy:** If already Shaken, further Shaken results have no effect.
- **Infravision:** Halve penalties for Illumination when attacking warm targets.
- **Paralysis:** Anyone Shaken or Wounded by a xenoform's tail must make a Vigor roll or be Stunned. They are also paralyzed and incapable of an action—even speech—for 2d6 rounds.
- **Sire:** Anyone Bound by a grappling implanter suffers one Wound each turn. If Incapacitated he becomes a host to a new creature. The host dies 1d6 hours later as the new xenoform emerges. The host may be revived and act normally between being implanted and dying. Special surgery (Healing -4) can remove the creature, but still deals 1d4 Wounds to the unfortunate host.
- **Size -3 (Very Small):** An implanter is only about the size of a house cat.
- **Tail:** Str+d4.

WARRIOR

The xenoform warrior is a skilled hunter, and uses complex tactics to divide and conquer its prey.

Attributes: Agility d10, Smarts d8 (A), Spirit d10, Strength d12+1, Vigor d8

Skills: Athletics d8, Fighting d8, Intimidation d10, Notice d8, Stealth d12

Pace: 6; **Parry:** 6; **Toughness:** 9 (2)

Special Abilities:

- **Armor +2:** Thick plates.
- **Bite/Claws:** Str+d6.
- **Fear:** Anyone seeing the creature must make a Fear check.
- **Fearless:** Immune to Fear and Intimidation.
- **Hardy:** If already Shaken, further Shaken results have no effect.
- **Infravision:** Halve penalties for Illumination when attacking warm targets.
- **Paralysis:** Anyone Shaken or Wounded by a xenoform's tail must make a Vigor roll or be Stunned. They are also paralyzed and incapable of an action—even speech—for 2d6 rounds.
- **Size 1:** When upright, the xenoform stands 7' tall.
- **Tail:** Str+d6, Reach 1.
- **Wall Walker:** The xeno may move along vertical surfaces at full Pace, and inverted surfaces at half Pace.



QUEEN

Xenoforms are typically led by a queen. Her primary function is to lay eggs but she is a voracious killer when encountered deep in her lair.

Queens have four legs on their thorax and two on the upper body that can be used to grasp or attack.

Attributes: Agility d8, Smarts d10 (A), Spirit d12, Strength d12+6, Vigor d12

Skills: Athletics d10, Fighting d10, Intimidation d12, Notice d8, Stealth d8

Pace: 6; **Parry:** 7; **Toughness:** 18 (4)

Special Abilities:

- **Armor +4:** Thick plates.
- **Bite/Claws:** Str+d8.
- **Fear (-2):** Anyone seeing the creature must make a Fear check at -2.
- **Fearless:** Immune to Fear and Intimidation.
- **Hardy:** If already Shaken, further Shaken results have no effect.
- **Infravision:** Halve penalties for Illumination when attacking warm targets.
- **Paralysis:** Anyone Shaken or Wounded by a xenoform's tail must make a Vigor roll or be Stunned. They are also paralyzed

and incapable of an action—even speech—for 2d6 rounds.

- **Size 6 (Large):** The queen is 30' long.
- **Tail:** Str+d8, Reach 1.

VARIANT SPECIAL ABILITIES

- **Acid Blood:** When the creature suffers Wounds it sprays deadly acid. Targets within a Small Blast Template are affected if damage dealt one Wound, or a Medium Blast Template if it suffered two or more Wounds. All targets within the template must roll Evasion or suffer 3d6 damage, AP 4. Affected targets suffer lingering damage: 3d4 AP 4 at the start of their next turn. Other xenofoms are immune to this damage.
- **Explode:** These foul creatures are typically filled with explosives of some type. When Incapacitated they explode for 3d10 damage in a Large Blast Template. This may cause a chain reaction if other explosive xenofoms are caught in the blast.

ZOMBIE

Zombies, or the walking dead if you prefer, are a staple in many horror settings. They make great low-level minions. This section takes a look at different types of zombies that might rise in the darkest of locales.

ZOMBIE

These walking dead are typical groaning fiends looking for fresh meat.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d6

Skills: Athletics d4, Fighting d6, Intimidation d6, Notice d4, Stealth d6

Pace: 4; **Parry:** 5; **Toughness:** 7

Special Abilities:

- **Bite/Claws:** Str.
- **Fear:** Anyone seeing the creature must make a Fear check.
- **Fearless:** Immune to Fear and Intimidation.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison.
- **Weakness (Head):** Called Shots to a zombie's head do the usual +4 damage.

☠ SUPER ZOMBIE

Built in a lab or born of dark magic, "super" zombies are much stronger and tougher than the average walking dead. They are also relentless hunters, tracking down prey.

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

Skills: Athletics d8, Fighting d8, Intimidation d10, Notice d6, Stealth d4

Pace: 4; **Parry:** 6; **Toughness:** 12

Edges: Bruiser, No Mercy



Special Abilities:

- **Bite:** Str+d6.
- **Fear (-2):** Anyone seeing the creature must make a Fear check at -2.
- **Fearless:** Immune to Fear and Intimidation.
- **Punch:** Str+d6 (from Bruiser)
- **Scent:** If given the scent of a target, a super zombie tracks with an effective Survival skill of d12.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots except to the head; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison.

VARIANT SPECIAL ABILITIES

Here's a list of additional Special Abilities you can use to make different types of walking dead.

- **Explode:** These foul creatures are typically filled with explosives of some type. When Incapacitated they explode for 3d10 damage in a Large Blast Template. This may cause a chain reaction if other explosive zombies are caught in the blast.
- **Gas:** "Gas zombies" are either victims of industrial accidents or gas-attacks, or are intentionally filled with noxious vapors. If the creature is Wounded it releases a cloud of toxic gas in a Medium Blast Template. Anyone caught in the cloud must make a Vigor roll at -2 or suffer a Wound.
- **Infection:** Anyone who suffers a Shaken or Wound result from a bite attack must make a Vigor roll or be infected by a Lethal Disease which forces Vigor rolls for Wounds once an hour. When this inevitably results in death, the victim returns as a zombie within 1d10 minutes.
- **Infravision:** Zombies made with technology might have infravision, as may undead formed from the corpses of certain demi-humans. Halve penalties for Illumination when attacking warm targets.
- **Parasite Zombie:** These zombies don't need a brain to operate as the corpse is being animated by a parasitic alien fused to the spine. The zombie can only be damaged by a Called Shot to the parasite (-4 to hit, +6 total to damage), or an area effect attack.
- **Sire:** Anyone slain by a zombie rises as a zombie themselves in 1d10 minutes.

- **Size -1:** Zombies formed from children or smaller creatures are around 4' tall. Reduce Toughness by -1.
- **Spores:** A cloud of invisible spores surround a spore zombie. Each round a foe is adjacent he must make a Vigor roll (+2 if he covers his nose and mouth) or take a level of Fatigue. A character who reaches Incapacitation expires, only to return as a spore zombie in 1d4 hours.
- **True Zombie:** This zombie cannot be Wounded except by damage to the head (a Called Shot to the head or an area effect attack). Any other sort of damage can cause nothing more than a Shaken result, though Called Shots can still amputate limbs if they are capable of dealing at least one Wound to the thing.

VARIANT WEAKNESSES

Sometimes zombies have other weaknesses besides their cranium. Customize your walker with these different options.

- **Husk:** This zombie is almost completely dehydrated. When it walks it sounds like rustling leaves. It suffers +2 damage from fire and counts as very flammable.
- **Mindless:** This zombie's Smarts is d4(A) instead of d4. It cannot speak (not even to say "Brains!"). If there's anything between it and its meal, it requires a Smarts check to figure out anything as simple to do as turning a doorknob, climbing a ladder, walking around an open manhole rather than into it, or even avoiding a blazing fire. Otherwise, it just stupidly shuffles forward, smashing at anything in its way.
- **Weakness (Need for Meat):** Most zombies need to eat meat to sustain their unlife. Such a horror must make a Vigor roll for each 24 hours it goes without meat or suffer a level of Fatigue. If it reaches Incapacitation, it has decayed to such an advanced state that it can no longer keep the body animated.

"SEND MORE COPS!"

-Zombie,

Return of the Living Dead

ELITE ZOMBIE: EINHERJAR

Not all zombies are near-mindless, shambling corpses. The *einherjar* are one such type. In Norse mythology, the *einherjar* were Odin's eternal warriors, mortals who had earned a seat in Valhalla. Necromancers could petition Odin for use of the *einherjar*, though on Earth they appear as zombies rather than "live" warriors. They are renowned for their strength and courage.

In a fantasy horror game, a god of battle might have similar undead followers he loans to favored mortals. For a modern game, perhaps the ancient Norse gods are not completely dead and can still make their presence felt on Earth.

Einherjar can speak, though traditional ones only speak Old Norse. A character with knowledge of any Scandinavian language can make a Common Knowledge (if it's his native tongue) or Language roll to communicate with them.

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

Skills: Athletics d8, Boating d6, Fighting d8, Intimidation d8, Notice d6, Stealth d6, Taunt d6

Pace: 6; **Parry:** 6 or 8 (shield); **Toughness:** 10 (1)

Edges: Berserk, Frenzy

Gear: Leather armor (+1), medium shield (Parry +2), sword or battle axe (Str+d8), spear (Str+d6, Parry +1, Reach +1).

Special Abilities:

- **Fearless:** Immune to Fear and Intimidation.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison.

ZOMBIE ANIMALS

The *zombie* power works on the remains of animals as well. Add the Undead ability to the creature, reduce its Smarts two die types (if possible), and give it any other abilities you think are appropriate to the setting.

ZOMBIE DRAGON

The beast listed below is based on the mature dragon from the *Savage Worlds Fantasy*

Companion, but isn't just that creature with the Undead ability. This is a fully imagined creature of spite and death raised by the foulest necromancy. Perhaps it was created to guard a lonesome castle on the distant moors of some dread lich. Or it could be the dread reincarnation of some titanic foe slain by a hero long lost to the mists of time. In a high fantasy world, the zombie dragon could also be the mount of some terrible vampire or zombie lord, swooping down on the populace to remind them who rules their unfortunate lives.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d12+8, Vigor d12

Skills: Athletics d10, Common Knowledge d6, Fighting d10, Intimidation d12, Notice d12, Persuasion d10, Stealth d8

Pace: 8; **Parry:** 7; **Toughness:** 21 (2)

Edges: —

Special Abilities:

- **Armor +2:** Rotten, scaly hide.
- **Bite/Claws:** Str+d8.
- **Carrion Breath:** The dragons may breathe green fire for 3d6 damage, or it may belch forth a cloud of noxious gas drawn from its cavernous guts. The latter Stuns anyone in the template who does not make a Vigor roll at -2 (-4 with a raise).
- **Fear (-4):** Anyone who sees a mighty dragon must make a Fear check at -4.
- **Flight:** Pace 18.
- **Hardy:** A second Shaken result in combat doesn't cause a Wound.
- **Size 9 (Huge):** Mature dragons are 60' long from nose to tail and weigh over 90 tons.
- **Swat:** Ignores up to 4 points of Scale penalties when attacking creatures smaller than itself.
- **Tail Lash:** Str+d4. The creature may make a free attack against up to two foes to its side or rear at no penalty.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison.
- **Unstoppable:** Dragons take a maximum of one Wound per attack no matter how many Wounds would normally be caused (after Soak rolls are made).



ZOMBIE LORD

The zombie lord is an intelligent zombie capable of creating zombies with a single touch of its rotting hands. Some legends say zombie lords are practitioners of dark arts, rewarded with unlives by their patrons. Others claim they are cursed beings who crossed the paths of ancient gods or foul demonic lords. While not as powerful as liches, they are capable necromancers with an inherent knowledge of their minions.

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

Skills: Athletics d8, Common Knowledge d6, Fighting d8, Notice d8, Occult d8, Spellcasting d10, Stealth d6

Pace: 6; **Parry:** 6; **Toughness:** 8

Powers: *Darksight, mind link, sloth/speed, zombie.* **Power Points:** 30

Special Abilities:

- **Death Touch:** Zombie lords drain the lives of those around them with a touch. Instead of a normal attack, a zombie lord may make a Touch Attack (see *Savage Worlds*). Every raise on its Fighting roll automatically inflicts one Wound to its target. An Incapacitated victim must make a final Vigor roll or join the ranks of the damned as a zombie 1d4 rounds later.
- **Fear (-2):** Anyone seeing the creature must make a Fear check at -2.
- **Necromancy:** Any zombies the lord creates with the *zombie* power are permanent.
- **Sire:** Anyone slain by a zombie lord's Death Touch has a 50% chance of rising as a zombie in 1d4 rounds.

- **Stench of Death:** Zombie lords reek of death. The first time a character gets within 2" (4 yards) of a zombie lord, he must make a Vigor roll or be Stunned. Whether he succeeds or fails, he is then immune to the stench for 24 hours.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison.
- **Weakness (Head):** Called Shots to a zombie lord's head do the usual +4 damage.



"WHERE DO YOU
THINK YOU'RE
GOING, MAXINE?"

—"Vecna,"
Stranger Things



APPENDIX A

SCARY TALES

The Fear rules measure how scared the *characters* may be, but scaring the *players* is a whole different matter. New Game Masters often ask how to run horror games—how to keep their players on edge, the mood tense, and the atmosphere filled with dread.

Truth be told, that's a tall order you won't be able to keep for the entire session. But there are a few techniques you can use to try and keep the tension high at just the right times. This section examines some of these methods and how you might use them in your games.

SET THE INITIAL MOOD

Gamers are people. They have jobs, families, and other hobbies. When they meet to game, it's only natural they want to spend some time catching up with current events. This is especially true if they only meet up occasionally.

Ideally, you should ask (don't tell, as that can set up unwanted antagonism in the game) the players to do their catching up during the preparation period. If it's the first session of your new campaign, fill them in on the general tone of the campaign. Most gamers are at the table to have fun, and that usually means they'll go with the flow once the dice start rolling.

Horror has its own set of "rules," and one of these is light. A scary movie is better watched with the lights off, for instance. We

don't recommend you play in the dark, of course, but do consider dimming the lights. If you have access to colored lights or "smart lights," you can even bathe your play area in a ghostly blue, blood red, or eerie green, as suits the mood of individual encounters. Just make sure the players can see their character sheets and dice. There's nothing worse than building up to a tense moment, only for a player to ask for the lights to be turned up because he can't see if he rolled a 1 or a 7!

Another immersive technique is to do what Hollywood does—add a soundtrack. If you're playing a Victorian game like our own *Rippers*, look for scores from movies with similar themes, like *Dracula Unbound*, *Van Helsing*, or *From Hell*. When the action ramps up, search for dramatic or epic battle music on your favorite music app. A group called Two Steps from Hell has hours of amazing music on various platforms, all completely free.

If you can easily control the volume of the music, such as with your phone, you can even keep it low and subtle in the background most of the time—then raise the volume when you want to strike a particularly dramatic chord. Just make sure it doesn't become obtrusive—you want your group to be able to hear you and each other.

Sound effect tracks can also be incredibly atmospheric. If the group is climbing the slopes of a snow-covered mountain, find a

track of howling winter winds to play in the background, maybe even simultaneously with a soundtrack if you have that capability. The sounds of a creaking ship are eerie and mournful if the group takes a sea voyage. Quiet beeps are lonely and isolating in the depths of space.

All these effects reinforce immersion and make your tales of terror feel more real to your players.

Props are also handy. If the characters discover a magic book, consider handing them a leather bound journal. If they find a statue of some dark god, place a weird figure on the table before them. In this day and age there are countless statues of traditional figures like Cthulhu and many other weird sculptures you might find from one of your favorite horror board games like *Deep Madness* or *Kingdom Death*. You might even create something yourself, either out of clay or 3D printed from STLs. Don't worry if you're a newcomer—the weirder the piece the more disturbing it might be.

You can dress up your surroundings a bit, too. If you're running one of our games,

try the Game Master's screens we create. They're low enough to see over easily and contain incredibly atmospheric artwork that explains the concept of the world in a large and colorful image.

You can also practice a little table maintenance to subtly remind the group that this is a horror game. Simple things like using a black cloth on the table can darken the environment and as importantly muffle dice rolls.

SHOW, DON'T TELL

Now let's talk about actual techniques for running the game. Horror relies on atmosphere and a sense of the unknown. If you break the latter you'll destroy the former. This where the old writer's adage of "Show, Don't Tell" comes in.

You've probably read this advice many times—describe your threats. Don't say "You see a zombie shuffling toward you." Instead say "A figure emerges from the mist, its arms outstretched, clawing at the air as it moves closer in shuffling steps. Its flesh hangs in



tatters from its bones, and the smell of the grave assaults your nostrils."

That's great if you can pull it off, but that might feel like memorizing lines to some. Don't worry about being overly descriptive if that's not your forte. Feel free to mime, charade, or describe the threat in short, terse sentences. "You can just make out a dark figure in the mist." (Groan quietly.) "It staggers toward you, dragging its left foot. Someone could be injured—need your help. Or it could be something...*else*. What do you do?" It's just a walking dead, a relatively easy threat depending on the circumstances, but it's the unknown that gives the players pause. And do they shoot it? What if it is someone who's been wounded and is looking for help? If it's not, consider making it so, especially if they fire on the thing without letting it get close enough to identify it. Now you've created doubt and uncertainty, and that's the cornerstone of horror.

THE UNKNOWN

That leads us to the unknown. It's the Game Master's best friend in a horror game, so don't be afraid to use it. Imagine the group is exploring an old house. In one of the rooms they see a long curtain gently moving. One of the characters asks, "Can we see what's behind it?" Rather than just saying, "Make a Notice roll," add another layer to the equation by asking "Would you like to pull it aside?" Now the player has to decide if he wants to stick his hand out and *really* find out if something nasty lurks behind the curtains!

You can sow doubt everywhere. When a player says he'll open the door encrusted with mysterious slime, ask him which hand his character is using. It's not important to the game, but the player won't know that.

If you're describing a room or situation, focus on the unknown, rather than the known. Bring their attention to the cupboard with its door slightly ajar, the deep shadows of the forest, and the thick mist swirling through the graveyard at night. Let them create their own fears based on what they think may exist.

It can also be useful to reinterpret monsters the players think they already understand. Most gamers have fought a thousand goblins in roleplaying games, for example.

BENNIES & HORROR

Bennies are a way of rewarding players for heroic actions, witty dialogue, and whatever else the Game Master deems adds to the roleplaying experience.

In an action game, Bennies should probably still apply. After all, it's about heroes kicking butt, so back-flipping over a vampire, staking him, and delivering a quip deserves a reward.

However, in a grittier game, you may want to change these rules. Consider rewarding heroes for solving clues or defeating monsters without resorting to violence—after all, no gun is going to truly kill Todoto! Bennies are also more important for Soaking Wounds and rerolls in these settings.

Whatever you chose to do, just make sure everyone is aware of the changes before the game begins.

They picture them as short, green-skinned humanoids with leather armor and short spears. But goblins of real-world myth are much more frightening. In the myths they steal babes from their cribs and replace them with changelings. But *why*? What do those changelings grow up to become? Are they lurking in the village now, watching as your adventurers try to solve the latest disappearance?

A single or small ring of Wild Card goblins who tunnel beneath a village and replace their infants with changelings is a horrifying scenario. And what if they were transported to the modern age? Imagine the horror of a band of goblins who found their way into a large, ramshackle apartment building filled with vice and criminals. When some decent person's child is taken, the player character monster hunters must prowl the stairwells and dark corridors for the evil fairies while avoiding the criminals, squatters, and other hazards of the towering maze.

"BLOODY MARY.
BLOODY MARY.
BLOODY MA..."

THE UNEXPECTED

So we've seen how effective the unknown can be in establishing fear and keeping the players on their toes. But what about *after* they've pulled back the curtain, followed the noises in the fog, or thrown open the coffin? What do they find there? Is it what they thought they'd see? Or something *worse*?

If the unknown is frightening, so too is the unexpected—when we realize we misread a situation, and in fact don't know as much as we thought. Those moments of subverted expectations are frightening, because nothing is as it appears and our information is no longer reliable.

The unexpected can take many forms—surprises, twists, betrayals, even skewing the tropes themselves—any of which can be extremely useful to helping you establish the right tone.

In movies, surprises are usually jump scares. Whether those are effective or not is debatable, but they don't translate well into tabletop gaming. Some GMs like to startle their players with sudden shouts or bangs on the table, those kinds of techniques most often backfire. A better method is to surprise the characters instead, when they least expect it.

For example, the team is tracking some missing hikers and believe a werewolf might be involved. They've called off the search for the evening and returned to their motel. Just as the players think they're about to rest, or maybe get some Downtime, the werewolf (which has been tracking them) explodes through the motel window! Suddenly the GM is handing out Action Cards, and the werewolf has The Drop on the stunned heroes.

The unexpected can also take the form of twists—those moments when what seems to be happening is not, in fact, happening at all. They've been fooled by their own senses or deceived by their preconceptions. Now they have to rethink their strategy, or even reevaluate reality itself!

Imagine the heroes are traveling at night through lonely countryside. Up ahead they see a small community church. Through the windows the heroes see dozens of people singing joyful hymns. But upon entering the

building, they discover the congregants are instead eerie lifelike mannequins, and their "voices" come from hidden speakers. There is no life here—just a weird imitation of it. But why? Who made this? What have the heroes stumbled into?

The third type, betrayal, is most effective when used sparingly. Someone the heroes know—perhaps even a trusted ally with a long personal history—turns out to be a traitor. If they can't trust this person, who can they trust?

It's best to keep such secrets for near the end of a campaign, as players will no doubt (understandably) be stung by the breach of trust. They'll start doubting *all* of their NPC contacts—and, in some cases, each other! If overused, this can lead to your players holding every NPC at arm's length, or maybe even refusing to work with them, so be sure to use this tool rarely.

One great way to hit the heroes with the unexpected is to change the very tropes of horror out from under them. Everyone knows what a vampire is. No matter how well they roleplay, every player knows vampires shy away from garlic and can be slain by a stake through the heart.

But what if those don't work? What if, instead of collapsing with a scream into a pile of dust, the vampire merely grins, pulls the wood from her chest, and giggles, "You've seen too many movies!"

Imagine a werewolf which, while still allergic to silver bullets, can turn into a wolf-shaped cloud of smoke. Or zombies with semi-liquid bodies which absorb weapons used against them. Or a chupacabra which can emulate the sounds of babies crying or people in distress.

You can throw the heroes into a panic by changing up their foes. The monsters still have a weakness—it just isn't what the heroes think it is! They'll have to do some research if they want to get the upper hand. Until then they have no idea what they're dealing with... and that's scary.

ISOLATION

Horror generally requires the protagonists to be isolated. It can be scary to summon the town watch and let them deal with the thing lurking at the waterfront, but it's far creepier to have the heroes venture there on their own.

Sometimes it's easy to isolate the heroes. Maybe they're campers lost in the woods. Maybe they're a family of settlers along the frontier of the American West—or a space colony. The authorities, if there are any, are far too distant to help. The heroes must deal with the threat on their own.

It's also easier than it sounds to isolate the player characters right in the middle of populated areas. The authorities might not believe their wild tales or might secretly be scared of the threat themselves! The public might acknowledge the threat but run from it, as in *Jurassic World* or *Arachnophobia*. Or maybe the police are on the take, corrupted by the same insidious force that taunts our protagonists. And it could just be that *they're all in on it...*

Heroes in foreign countries face a different kind of isolation. The authorities might not be willing to help strangers, or might not even speak their language. Maybe they resent these invaders stirring up trouble in their land.

Characters can also be socially isolated. Adventurers of low social rank might be ignored by middle and upper class authorities.

SUBTLETY VS. GORE

Finally, good horror uses implications of violence rather than visual violence. If the characters hear a scream from an alley, let them find blood splatters and drag marks rather than a corpse torn limb from limb.

**"EVERYONE IS A
BOOK OF BLOOD;
WHEREVER WE'RE
OPENED WE'RE RED."**

—Clive Barker,
Books of Blood



Show them a clawed body and they have information about the assailant. It becomes a creature of flesh and blood, not a creature of nightmares. By having them find only the blood, they have no idea who the victim was, or what sort of wounds he suffered. Let their ignorance breed fear.

THE MONSTERS

Now let's talk about the stars of our dramas and how you can make them as terrifying as possible.

APPEARANCE

What makes most monsters scary is their appearance. Before you start listing Traits and Special Abilities, think about what it looks like.

A zombie could be described simply as “a walking corpse.” It sums up everything the players need to know to form their own image of the thing, but it's not very frightening. Compare that to “a shambling corpse, its flesh rotting away, revealing the bones beneath. Worms and beetles crawl about it, dining on the decay. A mournful groan escapes the soulless body as it staggers ever closer.”

FEAR

Whether a monster has a Fear Special Ability depends on your setting. If the characters are everyday people who suddenly become exposed to the supernatural—which *doesn't exist*—then nearly every monster should have a Fear rating. However, if the characters know the supernatural exists and they spend their days battling it, then only truly scary monsters need to cause Fear.

A typical zombie probably won't have a Fear rating in the latter setting, as it's a “standard” supernatural monster the characters will face time after time. The ancient and tentacled god Bzz'or'kath, on the other hand, probably will.

Check the **Jaded** section in *Savage Worlds*. If a monster is going to become a regular foe, then give it a Fear rating the first few times it appears, then drop it.

Use Fear sparingly. Creating a spooky atmosphere is much better than letting the dice do the work for you. Look at creating atmosphere on page 181.

THE REST

Don't worry too much about balancing the monsters, but keep in mind how tough it will be. You don't need to give a monster a high Toughness for it to be a challenge, especially if it has the Undead Ability—assigning it a few nifty Special Abilities is just as good. Imagine a goblin-like creature that can turn ethereal. It may be puny physically, but now it can leap out of solid walls to attack, or vanish into the floor if the fight turns against it.

There are already a number of tools available to help making monsters easy—use existing monsters as templates, look through the Special Abilities listing in the rulebook, or check out powers attributed to supposed supernatural beasts.

USING THE BESTIARY

There are over a hundred monsters detailed in this book, and hundreds more in various *Savage Worlds* settings. Customizing them to your setting and the adventure you have in mind is the secret to making them great.

For example, the *demon worm* listed in this book doesn't imply a lot of use. It's intended as a generic (but nasty!) big monster for the forces of Hell.

So how might you use this in a modern horror campaign? Just having the thing spawn in the middle of New York City wouldn't be very exciting—that'd be a wargame rather than a horror tale.

Think about *where* the creature might be at its most scary. How about the sewers of New York City? It could fit easily, and gross, slimy creatures and servants fit well there. Thinking about it a little, you might decide a cult is attempting to summon the thing into the sewers. To do so, they're kidnapping and sacrificing unfortunates from homeless shelters. The party gets clued in somehow and begins tracking them down. The trail eventually leads to the sewers where they encounter swarms of leeches, the cultists, and if they're too slow—the demon worm itself!

VILLAINS

A true villain isn't the lowly cultist trying to drag the characters away to be sacrificed. Sometimes it's the mysterious hooded "master" leading the ceremony, or perhaps the huge demon he's just summoned.

Villains may be incidental characters in an adventure or lie at the heart of your plot, but they should be named Wild Card characters. If the cult leader is just listed in the adventure as "Cult Leader," he probably isn't worthy of being a true villain.

Creating a villain is no different than creating a monster—come up with an idea and assign suitable Traits, Hindrances, Edges, and Special Abilities.

Even a human can have a Special Ability like Hardy or Poison. All you need is a plausible reason for him to possess the talent. A cultist might have scaly Armor as a dark blessing from his god, or maybe the serial killer with Invulnerability just can't be killed outright.

The important thing to remember with villains is not to build them as regular characters. Just give him everything you think they need to fulfill their role in the adventure. You don't even have to meet Edge Requirements if you don't want to. *Savage Worlds* is about telling cool stories, not worrying about adhering to rules.

ENCOUNTERS

Most horror games don't use random encounter tables. The best horror adventures have scripted encounters, rather than collections of random beasts thrown into the story on the quirk of card draws or dice rolls.

When you're using an encounter, even one unrelated to the overall plot, think before setting it up. A few minutes pause before you hit the heroes with some terrible beast or dire situation can make a "random encounter" a very memorable experience.

For instance, if your heroes are exploring an old graveyard and you decide to spruce up the scene with a zombie attack, don't just have

the zombies appear. You could describe the moaning as they approach from the shadows, have the characters smell decaying flesh on the wind, or have them see hands bursting through the soil.

Play on the characters' senses and taunt them with shadowy shapes before turning the encounter into another fight.

ENCOUNTER DIFFICULTIES

Encounters should be created to reflect the natural state of the threat or monster. That means your group had best be warned that encounters *aren't* always fair. An army of undead won't be defeated just because the player characters are "heroes." They'll need to think, investigate, create a plan, and then carry it out. They might have to use a ritual, or find some legendary device. But they shouldn't be able to just wade in guns blazing and emerge victorious—that's fantasy or pulp, not horror.

Conversely, if the heroes recruit an army of companions, it doesn't make sense that every cabal of evil cultists suddenly grows exponentially to match them. But just as in real life, the minions must be fed, and are likely to have a few spies or traitors among them as well.

All that said, the Game Master should tweak encounters to fit the nature of the party. If they truly are walking around in a group so large nothing is a threat, feel free to up the difficulty of encounters that make sense—such as a demon lord with a host of underlings or a trio of vampires.

You'll have a good handle on what your party can handle after a few sessions without the need for some sort of formula.

And don't worry if the team loses a few of their own along the way. That's what makes things truly scary.

**"BE AFRAID.
BE VERY AFRAID."**

—The Fly



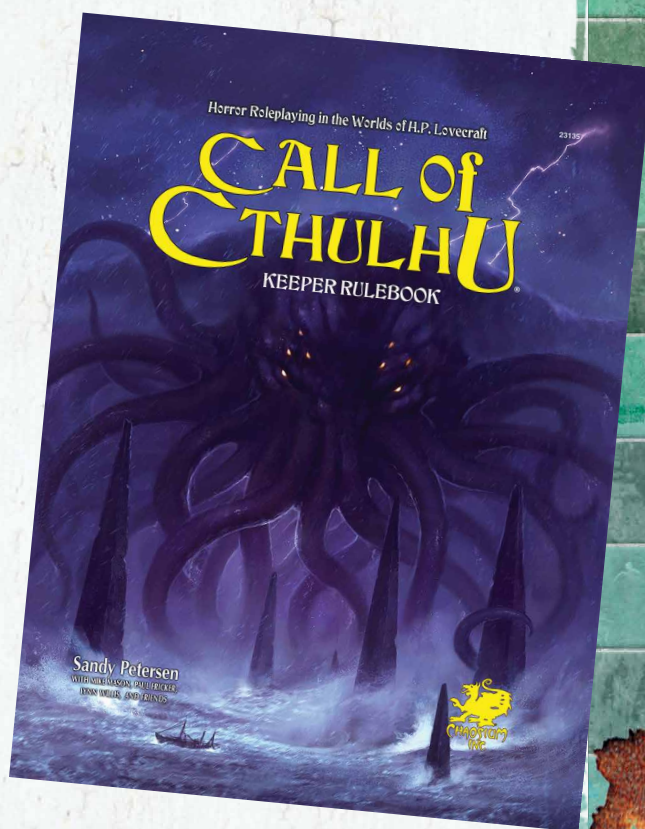
APPENDIX B

THE CTHULHU MYTHOS

One horror playground in particular has gripped the imaginations of writers and readers alike for over a century. H.P. Lovecraft and many others crafted tales of terrifying beings beyond man's knowledge and perception. Ignorance of these vast forces was no protection, but in some cases preferable to the madness and death which followed once protagonists became aware of the awful truths around them.

The collective world Lovecraft and others portrayed is often called the Cthulhu Mythos—named for one of the elder gods who still influences the dreams of humans. Elements from the mythos appear in films, stories, and games across popular culture. Chaosium's *Call of Cthulhu* games are widely played and referenced as the epitome of the genre.

The creatures presented here are some of the most prolific examples that appear in stories to torment heroes into insanity or worse. Be warned that these aren't beasts to overcome, they are monsters that can obliterate even a powerful and prepared party. Their appearance heralds the dark themes of the Cthulhu Mythos, where evil can be temporarily opposed but never truly overcome.



MINIONS OF THE MYTHOS

COLOUR

Colours are scintillating, insubstantial beings that travel through the void of space. When encountered on a planet it's usually during a molting phase, where the creature itself burrows underground and energy from its growing form infuses all the plant and animal life in the local area.

In the day everything appears normal albeit sickly, although the chemistry of the affected life is altered. In the absence of light the colour and everything it has infected have a strange luminescence, and affected plants bend and sway. At the end of the process the colour emerges to drain the life force of everything in the infected region, leaving behind a desiccated landscape incapable of supporting life from that point forward.

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

Skills: Athletics d8, Common Knowledge d4, Fighting d4, Notice d6, Stealth d8, Survival d6

Pace: —; **Parry:** 4; **Toughness:** 10

Hindrances: Mute

Special Abilities:

- **Ethereal:** May pass through objects; cannot be harmed by nonmagical attacks; appears as an unearthly glow only (–4 penalty to hit) in the dark, and is completely invisible (–6 penalty to hit) in light. Magic items, weapons, and supernatural powers affect them normally.
- **Fear:** Anyone who sees the glow of a colour must make a Fear check, whether the glow emanates from the creature itself or the life it has infected.
- **Flight:** Pace 24.
- **Immunity:** A colour has no physical form. It doesn't need to breathe and is immune to Called Shots, disease, and poison.
- **Infection:** A colour spends months or years gestating in an area, infecting all living things within several miles. Inhabitants born in the area are automatically infected, and residents must make a Vigor roll each

week or become infected as well. Those infected must make a Spirit roll with a –2 penalty to leave, and share the colour's glow at night. Those so infected suffer a –2 penalty on opposed rolls against the colour and on the Vigor roll to resist its Life Drain.

- **Life Drain:** At the end of the colour's movement all creatures within a Large Blast Template centered on itself must roll Vigor or suffer a Wound. Those slain becomes shriveled and decomposed corpses.
- **Size 5 (Large):** Although insubstantial, the creature fills a volume approximately 20' across.
- **Unstoppable:** Takes a maximum of one Wound (after Soaking) from any damaging attack unless the attacker's Action Card is a Joker.
- **Weakness (Light):** The creature is Distracted in daylight or any other bright light.

DARK YOUNG

Occult tomes whisper of the Black Goat of the Woods with a Thousand Young—these are the young. They spring from her body and are usually consumed once again, but a fraction escape to become proxies for their horrifying mother.

The dark young are pitch black masses of ropy tentacles, twisted together in the vague shape of a tree. At its base these tendrils wind together to form legs that resemble those of a goat. Small mouths cover the upper tentacles, and the center trunk of the young is a single, drooling maw. Green ichor oozes from its body.

Attempts to summon or placate the elder god usually bring the dark young instead, who serve the same purpose: as an idol of worship or an engine of destruction to aim at the cult's enemies. The dark young don't just consume, they also birth convulsing abominations touched by their mother's powers and madness.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d12+3, Vigor d10

Skills: Athletics d6, Common Knowledge d4, Fighting d8, Intimidation d10, Notice d6, Stealth d10, Survival d8

Pace: 6; **Parry:** 6; **Toughness:** 12

Hindrances: Mute

Edges: Brute, Woodsman

Special Abilities:

- **Ballistic Protection:** Reduce the damage from bullets by 4.
- **Bite:** Str+d8.
- **Blood Drain:** Each ropy tentacle is covered in small mouths that bite and suck vital fluids from grappled prey. Each round the victim remains Bound or Entangled he must roll Vigor or suffer a level of Fatigue until he escapes or dies. Fatigue lost in this manner recovers once per day with a hearty meal.
- **Fear:** Anyone who sees a dark young must make a Fear check.
- **Immunity:** Immune to acid, electricity, fire, and poison.
- **Resilient:** Can take one additional Wound.
- **Sire:** Any creature killed while Swallowed Whole emerges 1d6 hours later as a new being—physically altered and now completely in the thrall of the elder god that birthed the dark young. The ghoulish mockery of the victim is controlled by the GM.
- **Size 5 (Large):** Dark young are over 20' tall and weigh five tons.
- **Swallow Whole:** Victims bitten by a dark young must make an Evasion roll or be Swallowed Whole (page 101).
- **Tentacles (4):** Four tentacle actions and Reach 5 (10 yards). Tentacles deal Str+d4 damage.
- **Unstoppable:** Takes a maximum of one Wound (after Soaking) from any damaging attack unless the attacker's Action Card is a Joker.

DIMENSIONAL SHAMBLER

These loathsome creatures are hunters from another place and time, drawn to our world as spectral shadows by magic or dire accidents. While here they are insubstantial, but they have the power to pull unfortunate victims back to their dark realm to be devoured.

The beast itself is large and roughly humanoid, with elongated arms. There is some chitinous armor in their construction, but it is obscured by hanging peels of loose



skin. The baggy skin has dark slits where eyes might normally be.

Shamblers usually stalk our world alone, but once a target becomes mired in their world it draws other hunters to quickly join the feeding in that gray realm.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+1, Vigor d12

Skills: Athletics d10, Common Knowledge d4, Fighting d8, Notice d6, Persuasion d6, Stealth d10, Survival d8

Pace: 4; **Parry:** 6; **Toughness:** 14 (4)

Hindrances: Bloodthirsty, Stubborn

Edges: Brute

Special Abilities:

- **Armor +4:** Chitinous plates under its skin.
- **Claws:** Str+d6.
- **Ethereal:** May pass through objects; cannot be harmed by nonmagical attacks; magic items, weapons, and supernatural powers affect them normally; dimensional shamblers are always visible, but partially faded and obscured (-2 penalty to hit). Unlike normal ethereal threats, a dimensional shambler can't affect solid targets unless they are Seized first; other ethereal targets may always be affected.

"THERE ARE HORRORS
BEYOND LIFE'S EDGE
THAT WE DO NOT
SUSPECT, AND ONCE IN
A WHILE MAN'S EVIL
PRYING CALLS THEM JUST
WITHIN OUR RANGE."

—H.P. Lovecraft

- **Fear (-2):** Anyone who sees a dimensional shambler must make a Fear check at -2. A target seized and made ethereal must roll again with a -2 penalty upon seeing the shambler's realm and a multitude of other creatures nearby.
- **Seize (Special):** When a dimensional shambler successfully grapples an opponent the victim becomes ethereal so long as he remains Entangled or Bound, and until the end of the turn he escapes.
- **Size 2:** Dimensional shamblers stand nine feet tall.
- **Teleport (Special):** When dealt a red Action Card (Hearts or Diamonds) a dimensional shambler may teleport to anywhere within 12" (24 yards) as a free action. If it has a foe Entangled or Bound make an opposed Spirit roll. If the shambler wins the target is teleported to another dimension filled with shamblers and never seen again.

FLYING POLYP

This ancient species has no known name. They are called after their vile appearance: a writhing mass of flesh, twisted like a stalk. The polyp has vague and shifting masses within its form, amorphous projections and orifices, which function as tentacles and mouths.

Polyps were driven underground long ago, where some now remain in dark temples. They are intelligent but utterly alien, devoted to unknowable agendas and lost magical arts. The polyps are well versed in elemental magic, usually based on the manipulation of air.

Attributes: Agility d4, Smarts d10, Spirit d10, Strength d12+6, Vigor d12

Skills: Athletics d6, Common Knowledge d4, Fighting d10, Intimidation d12, Notice d6, Occult d12, Persuasion d6, Spellcasting d12, Stealth d10

Pace: 2; **Parry:** 7; **Toughness:** 17

Hindrances: Clueless, Vengeful (Major)

Edges: Arcane Background (Magic), Counter-attack, No Mercy, Power Surge

Powers: *Arcane protection, bolt* (wind blast), *burst* (wind gust), *elemental manipulation* (usually air), *entangle* (wind currents), *havoc* (whirlwind), *sloth/speed* (wind currents).

Power Points: 50

Special Abilities:

- **Bite:** Str+d4.
- **Ethereal:** May pass through objects; cannot be harmed by nonmagical attacks; may become invisible (-6 penalty to hit) as a limited free action.
- **Fear (-2):** Anyone who sees the creature must make a Fear check at -2.
- **Fearless:** Immune to Fear and Intimidation.
- **Flight:** Pace 10.
- **Size 9 (Huge):** Polyps grow up to 50' long.
- **Swat:** Ignores 4 points of Scale penalties when attacking creatures smaller than itself.
- **Tentacles (2):** Two tentacle actions and Reach 5 (10 yards). Tentacles deal Str+d4 damage. Bound or Entangled prey may be bitten by mouths in each tentacle.

GUG

The Dreamlands are home to scores of bizarre creatures, but among them the gug is the most terrifying. Banished by the Great Ones eons ago, they now live deep underground in a city of cyclopean towers and dream of their return to greatness, using dreams to scheme their way back into the world.

Gugs tower over humans, their muscular bodies bristling with coarse fur. Each of their arms splits into two arms at the elbow, effectively giving them four arms. Their fanged mouths open vertically, splitting open across their entire head. If they can speak, no one (alive) has witnessed it.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12+3, Vigor d10

Skills: Athletics d8, Fighting d8, Intimidation d6, Notice d6, Stealth d4

Pace: 6; **Parry:** 6; **Toughness:** 15 (2)

Edges: —

Special Abilities:

- **Armor +2:** Coarse fur.
- **Bite/Claws:** Str+d6.
- **Fear (-2):** Anyone who sees a gug must make a Fear check at -2.
- **Multiple Arms:** Gugs may make up to four Fighting attacks each turn at no Multi-Action penalty.
- **Size 6 (Large):** Gugs stand around 20 feet tall and weigh as much as an elephant.
- **Swallow Whole:** Victims bitten by a gug must make an Evasion roll or be Swallowed Whole (page 101).
- **Swat:** Ignores 4 points of Scale penalties when attacking creatures smaller than itself.

HOUND OF TINDALOS

Hounds are from another kind of time different from ours and normally undetectable. The trouble starts when someone manages to peer into this other realm through magic or strange science. Once they perceive a hound, the hound sees back, and launches itself through time to consume its observer.

The trip usually takes 1d4 weeks, and due to the strange physics involved the creature must emerge from a sharp angled corner, 120 degrees or less, within 12" (24 yards) of its prey. Smoke heralds the creature's arrival, and it attacks the target and anyone with him.

Hounds ache to consume their prey, but aren't implacable. If one suffers three Wounds and recovers it breaks off the chase and tries to escape through a corner. If it succeeds it doesn't return unless spied upon again.

Attributes: Agility d10, Smarts d6 (A), Spirit d8, Strength d12+1, Vigor d10

Skills: Athletics d10, Fighting d10, Notice d10, Stealth d10, Survival d10

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

Hindrances: Bloodthirsty

Edges: Fleet-Footed, Frenzy

Special Abilities:

- **Blindsense:** Ignores invisibility, illusion, and all Illumination penalties.
- **Blood Drain:** A hound who has a grappled foe Bound or Entangled impales

him with its long, hollow tongue. Each round the victim remains impaled, he must roll Vigor or suffer a level of Fatigue until he escapes or dies. Fatigue lost in this manner recovers once per day with a hearty meal. If the grapple is broken, the tongue is withdrawn. An ally may also attempt to sever the tongue (Toughness 3), but the struggling victim counts as an Innocent Bystander for the attack.

■ **Claws:** Str+d6.

■ **Fear:** Anyone who sees a hound of Tindalos must make a Fear check.

■ **Poison (Acid):** A target Shaken or Wounded by a claw attack must make a Vigor roll or suffer the effects of Lethal Poison (Stunned and an additional Wound, or two with a Critical Failure, and perishes in 2d6 rounds).

■ **Pounce:** Add +4 to damage instead of +2 when making a Wild Attack.

■ **Regeneration (Fast):** Natural healing roll every round except for those Wounds caused by fire or magic. They do not regenerate once Incapacitated.

■ **Size 1:** Hounds are 6' tall at the shoulder and weigh 400 pounds.

■ **Teleport:** A tindalos can disappear into any sharp corner (90 degrees or more) as part of its movement. Next round, smoke emanates from where it emerges at the end of its turn—any other sharp corner within a mile.

■ **Unstoppable:** Takes a maximum of one Wound (after Soaking) from any damaging attack unless the attacker's Action Card is a Joker.

■ **Very Resilient:** Can take two additional Wounds.

MI-GO

These horrific, fungal beings hail from some unknown star, but have long had a colony on Pluto, known in the ancient texts as "Yuggoth." Their bodies are vaguely insect-shaped, with eight jointed legs ending in pincers, a pair of rubbery wings, and a brain-like head which shifts colors as a means of communication with others of their kind. They are capable of mimicking human speech, albeit with a disturbing insectile buzz.

Mi-Go cannot be photographed via ordinary means, and can withstand the cold vacuum

of space. They are notorious for interfering with human civilization, often working with human intermediaries or cults to accomplish their nefarious goals. Excellent surgeons, they also have a means of extracting a human brain and keeping it alive indefinitely in a special metal cylinder which may be attached to devices allowing it to see, hear, and interact with others.

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

Skills: Athletics d6, Common Knowledge d4, Electronics d6, Fighting d6, Healing d10, Notice d6, Occult d8, Persuasion d6, Psionics d8, Repair d6, Science d8, Stealth d8

Pace: 6; **Parry:** 5; **Toughness:** 9 (2)

Edges: Arcane Background (Psionics), Healer

Powers: *Blast, confusion, detect/conceal arcana, environmental protection, illusion, invisibility, light/darkness, mind reading, shape change, speak language, stun, teleport.* **Power Points:** 15

Special Abilities:

- **Alien Physiology:** +2 to recover from being Shaken; immune to poison and disease; half damage from nonmagical attacks; no additional damage from Called Shots.
- **Armor +2:** Chitinous exoskeleton.
- **Bite/Claws:** Str+d4.
- **Fear (-2):** Anyone who sees a Mi-Go must make a Fear check at -2.
- **Flight:** Pace 12.
- **Hive Mind:** Mi-Go can communicate telepathically with others of their kind within 10" (20 yards).
- **Size 2:** Mi-Go only weigh 300 pounds, but are twice the size of a human and have a 20 foot wingspan.

SHOGGOTH

Few creatures inspire horror like the shoggoth. These obscene, gelatinous, chaotic masses are constantly forming and re-absorbing leering eyes, gibbering mouths, oozing pustules, flailing tentacles, and sickly arms. They creep—or roll—along the ground, propelled by their many appendages. When they spot prey, their mouths screech a cacophony of words in their ancient language.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12+6, Vigor d12+4

Skills: Athletics d10, Fighting d10, Notice d10, Stealth d4

Pace: 6; **Parry:** 7; **Toughness:** 16

Edges: —

Special Abilities:

- **All-Around Vision:** Shoggoths can see in all directions. They ignore 1 point of Gang Up bonuses.
- **Bite/Claws:** Str+d4.
- **Blob:** +2 to recover from being Shaken; no additional damage from Called Shots; no Wound penalties; Immune to poison and disease.
- **Fear (-2):** Anyone who sees a shoggoth must make a Fear check at -2.
- **Invulnerability:** Shoggoths are immune to physical damage. They may be harmed by magic as usual.
- **Low Light Vision:** Shoggoths ignore penalties for Dim and Dark Illumination.
- **Regeneration (Fast):** Natural healing roll every round except for those Wounds caused by fire or magic.
- **Size 6 (Large):** Shoggoths are as large as trucks, and weigh many tons.
- **Tentacles (2):** Shoggoths can lash with their tentacles for Str+d6 damage.
- **Weakness:** Shoggoths may be harmed by fire and electricity, including fire- or electrical-based attacks.

YITH, THE GREAT RACE

These bizarre monsters were created when psychic entities from a distant world psionically took over the bodies of an ancient species of beings native to Earth millions of years ago. Their bodies are cone-shaped, with four tentacle-like appendages which sprout from the top of their bodies. Two of these limbs end in serrated pincers — more for manipulating their weird technology than for fighting, but certainly capable of the latter. Another of their appendages ends in a cluster of red cones, while the fourth is topped with a globe-shaped head with multiple antennae.

While terrifying to behold, the Great Race (also called Yithians) are more interested in scholarly pursuits than in dominating humans. With their strange psionic technology, they enjoy mentally “switching places” across eons of time with a chosen human target, inhabiting their subject’s body while sending his mind back to live for a while in its own

body. This is done for research purposes, and the subject's mind is wiped afterward, but that doesn't stop the experience from leaking into his dreams for years afterward.

Masters of both the mind and strange alien technology, Yithians sometimes carry equipment whose purpose is completely unguessable to humans. These items function as Trappings for the Yithian's psionic powers. A Yithian is at -2 to activate its powers if it doesn't have the right tool.

Attributes: Agility d4, Smarts d12, Spirit d8, Strength d12+3, Vigor d12

Skills: Academics d10, Athletics d4, Common Knowledge d6, Fighting d4, Healing d6, Noticed10, Occult d10, Psionics d10, Repair d8, Science d12, Shooting d6, Stealth d4

Pace: 6; **Parry:** 4; **Toughness:** 19 (4)

Edges: Arcane Background (Psionics), McGyver, Mentalist

Powers: *Arcane protection, boost/lower Trait, burst, deflection, dispel, entangle, environmental protection, illusion, mind link, mind reading, mind wipe, puppet, slumber, speak language.*

Power Points: 20

Gear: Lightning gun (Range 30/60/120, Damage 3d6, RoF 3, AP 2).

Special Abilities:

- **Armor +4:** Scaly skin.
- **Claws:** Str+d6.
- **Fear (-2):** Anyone who sees a Yithian must make a Fear check at -2.
- **Multiple Arms:** Yithians may make up to two Fighting attacks each turn at no Multi-Action penalty.
- **Size 7 (Large):** Yithians tower over humans. Their conical bodies are over 20 feet tall, and the appendages can stretch another 10 feet above that.

"PH'NGLUT MGLW'NAFH
CTHULHU R'LYEH
WGAH'NAGL FHTAGN."

-Deranged Cultist

GODS OF THE MYTHOS



GREAT CTHULHU

Cthulhu came from the stars when the Earth was young. He ruled the planet for a time, and influenced mankind's ancestors before falling into a deathless sleep. Somewhere in the deep oceans of the world he dreams, touching the minds of his worshipers and teaching them dark powers. These beings (some human, some definitely not) believe they shall be rewarded (or at least spared) when mighty Cthulhu awakens.

Cthulhu's form is known mostly from statues created by beings older than man. He is vaguely humanoid, with viciously clawed hands and feet, wings, and a ghastly array of tentacles and feelers around his mouth. The matter of his dormant body has strange properties unknown to science.

Attributes: Agility d8, Smarts d12+2, Spirit d12+4, Strength d12+10, Vigor d12+6

Skills: Athletics d12, Common Knowledge d12, Fighting d12, Intimidation d12+6, Notice d12, Persuasion d8, Psionics d12+2, Stealth d4

Pace: 12; **Parry:** 8; **Toughness:** 31 (8)

Edges: Arcane Resistance (Imp), Brute, Power Surge

Powers: *Elemental manipulation, illusion, mind reading, and puppet.* Cthulhu knows all powers—those listed are just his most common—and uses Psionics for arcane skill rolls. **Power Points:** 100

Special Abilities:

- **Aquatic:** Pace 24.
- **Armor +8:** Scaly body. Heavy Armor.
- **Claws:** Str+d8; Heavy Weapon.
- **Fear (-6):** Anyone seeing the creature must make a Fear check at -6.
- **Fearless:** Immune to Fear and Intimidation.
- **Flight:** Pace 24.
- **Hardy:** If already Shaken, further Shaken results have no effect.
- **Regeneration (Fast):** Natural healing roll every round except for those Wounds caused by ritual magic approved by the GM.

- **Size 12 (Gargantuan):** Great Cthulhu stands over 100' tall.
- **Swallow Whole:** Anyone hit by a tentacle attack must make an Evasion roll or be Swallowed Whole (page 101).
- **Telepathy:** Cthulhu can mentally communicate with beings all over the Earth. Even while asleep he reads minds across the planet and influences the dreams of selected individuals.
- **Tentacles (4):** Str+d8, Heavy Weapon. The many feelers and tentacles which dangle from Cthulhu's face only reach down to his belly, but come into play if he leans down or enemies manage to climb high enough.
- **Unstoppable:** Takes a maximum of one Wound (after Soaking) from any damaging attack unless the attacker's Action Card is a Joker.



THE KING IN YELLOW

The King is an avatar of "He Who is Not to be Named" that tends to fascinate artists and writers. They in turn create plays or works featuring the King to draw in others, before ultimately losing their minds. Such works feature the Yellow Sign, a symbol which acts as both a warning and a lure.

The entity itself is described as a human figure in tattered yellow robes with his face covered by a mask. Accounts within works that describe the King suggest that the robes are his flesh and he wears no mask at all.

Attributes: Agility d8, Smarts d12+2, Spirit d12+8, Strength d12+2, Vigor d12+4

Skills: Athletics d8, Common Knowledge d8, Fighting d10, Intimidation d12+4, Notice d6, Persuasion d10, Stealth d4, Taunt d12+2

Pace: 6; **Parry:** 7; **Toughness:** 18

Edges: Arcane Resistance (Imp), Rabble-Rouser, Sweep (Imp)

Special Abilities:

- **Claws:** Str+d4, Reach 2.
- **Draining Touch:** Any character who touches the King in Yellow loses 1d6 Power Points. A hit from claws or the razor vortex counts as a touch if the target is Shaken or worse.
- **Entrance:** Every turn each character must choose whether to risk looking at The King in Yellow or shield his eyes. Shielding his eyes makes the character Distracted, but he may otherwise act and attack normally. Those who don't take their turn normally but then must roll Evasion or suffer the Face of Madness (see below).
- **Face of Madness:** Those who look directly into the face of the King in Yellow must roll a new Fear check. See Entrance above to engage with the King without seeing his face.
- **Fear (-2):** Anyone first seeing even the silhouette of the King must make a Fear check at -2.
- **Fearless:** Immune to Fear and Intimidation.
- **Insane:** A character trying to affect the King in Yellow's mind through arcane powers, such as *puppet* automatically fails and causes the caster to permanently reduce his Smarts a die type. If Smarts drops below d4 the victim has a Psychotic Break (see the **Fear Effects** table on page

43).

- **Razor Vortex:** As an action the King in Yellow may twirl, and the tatters of his robe cut into anyone standing too close. All targets within a Medium Blast Template centered on the King must roll Evasion or suffer 3d6 damage, or 4d6 on a Critical Failure.
- **Regeneration (Fast):** Natural healing roll every round except for those Wounds caused by fire or magic.
- **Toughness +8:** The King in Yellow's robes aren't exactly armor, but they provide layers of extremely tough protection just the same.

NYARLATHOTEP

Sometimes called The Creeping Chaos, Nyarlathotep is the adjutant and messenger to the Outer Gods. Unlike those beings, he is aware of humans and interacts with them directly in various ways: teaching magic, facilitating worship, and engineering ironic deaths. He loathes humans, and engages with them only for his own dark ends.

Nyarlathotep bargains his vast mystical knowledge or the services of his minions (summoned mythos creatures) to humans. He is equally contemptuous of the Outer Gods he serves and humans reaching out to them, and seeks to distribute his "gifts" in whatever way causes the most turmoil for both.

Attributes: Agility d10, Smarts d12+8, Spirit d12+4, Strength d12+6, Vigor d12+4

Skills: Athletics d10, Common Knowledge d12, Fighting d10, Intimidation d12, Notice d12, Occult d12, Persuasion d12, Spellcasting d12+6, Stealth d8, Taunt d12

Pace: 6; **Parry:** 7; **Toughness:** 20

Edges: Arcane Resistance (Imp), Channeling, Power Surge

Powers: Blast, disguise, drain Power Points, elemental manipulation, illusion, mind reading, puppet, shape change, and summon ally. Nyarlathotep knows all powers and rituals—those listed are just his most common—and he uses Spellcasting for arcane skill rolls.

Power Points: 100

Special Abilities:

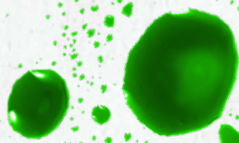
- **Bargains:** Nyarlathotep can easily make the same minor bargains that Demons do (see the **Tasks** section on page 83).

He can also enact more potent deals, but only does so when the result involves the inevitable and prolonged suffering of multiple humans.

- **Claws:** Str+d8; Heavy Weapon.
- **Fear (-6):** Anyone seeing the creature must make a Fear check at -6.
- **Fearless:** Immune to Fear and Intimidation.
- **Hardy:** If already Shaken, further Shaken results have no effect.
- **Human Guise:** Nyarlathotep can adopt human form to better interact with cultists and knowledge seekers. While human he loses the +10 Toughness and two Wounds from his normal Size, and he no longer causes Fear. If his human form is killed he reverts to his monstrous form, regaining the extra Wounds, Toughness, and immediately causing Fear.
- **Regeneration (Fast):** Natural healing roll every round except for those Wounds caused by ritual magic approved by the GM.
- **Size 10 (Huge):** In his monstrous form Nyarlathotep stands over 60' tall.
- **Unstoppable:** Takes a maximum of one Wound (after Soaking) from any damaging attack unless the attacker's Action Card is a Joker.

"AND WHERE
NYARLATHOTEP WENT,
REST VANISHED,
FOR THE SMALL
HOURS WERE RENT
WITH THE SCREAMS
OF NIGHTMARE."

—H.P. Lovecraft
Nyarlathotep



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**AGILITY
SMARTS
SPIRIT
STRENGTH
VIGOR**

Name:	HT:
Ancestry:	WT:
Monstrous Profile:	
Bennies:	Conviction:

Pace	Parry	Toughness
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GEAR

POWER	PP	RANGE	DUR.	EFFECT
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MONSTROUS ABILITIES

EDGES AND ADVANCES

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WEAPON	RANGE	DAMAGE	AP	ROF	WT	NOTES
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