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PRODUCT

CHILL

THINGS



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CHILL THINGS



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INTRODUCTION

Remember me? It hasn't been that long since we walked together on the outskirts of the Unknown, since I guided you through the dark little corners of the world of CHILL. Well, I'm back again, with even more goodies (or baddies) for your enjoyment.

This little book is a valuable addition to any CHILL player's library. In it you'll find a dozen new Evil Way disciplines, 15 new animals (or animal types) for use in the game, and more than 50 new creatures from the Unknown to liven up (so to speak) your CHILL adventures.

I've thrown in some handy things for the CM as well. The center four pages can be removed from this booklet as reference sheets. There's a complete, up-to-date listing of all the Evil Way disciplines, including the new ones, a chart of statistics for all the animals in the CHILL™ game, and a creature sheet. Permission is given to CMs to duplicate this creature sheet; it's a handy way to keep track of the statistics on your creatures during the game.

Using The Creatures

Now, here are a few tips for the CMs out there on how to use the creatures included in this little volume. First of all, it's important to realize that the creatures in a good CHILL game aren't just dimwitted monsters that wait around for characters to come and kill them! The creatures are more like characters than monsters: they have their own plans, goals and desires. In presenting each creature, I've tried to suggest how it might be played by a good CM; in fact, each creature description is something like a mini-adventure all in itself. So the first step is to read the descriptions carefully, thinking about all the dreadful ways this creature might be used in an adventure.

Secondly, remember that a creature by itself does not a CHILL adventure make. Your players will have more fun if the suspense builds slowly. A lot of the creatures are designed so just that can happen. You'll notice in particular that several of the creatures can't be destroyed until the PCs figure out something about them—

what they are, how they operate, what task they might have left undone in a previous, human life, and so on. Now, that's why the PCs have all those non-combat skills. Before introducing a creature into your game, be sure you've thought out how the PCs can use their skills to gain the information they need to defeat the creature in the end. If you get stumped, remember that local legends and, if need be, a Prescient Dream can be a good way to plant those first clues.

Finally, a warning note to eager CMs: many of the creatures in this book are extremely powerful. These creatures were designed for use in campaign play, and several of them, especially those with an IP value of over 1000 or 1500, were designed for you to use after your PCs have several good solid adventures under their belts. Hitting a group of brand new S.A.V.E. envoys with something like the Oriental Vampire or the Ccoa wouldn't be fun—and it wouldn't be fair, either. Let them cut their teeth on a few ghouls—or vice versa...heh, heh, heh.

Oh yes, I almost forgot: some of these new nasty things will require our characters to act in a way they wouldn't normally. When that happens, when a PC is, for example, *Influenced* by a powerful creature, you'll probably want to let the player running that character know about the situation without tipping off the other players. One good way to do this is to slip the player a note across the table. If you do this, be sure you occasionally slip notes to all the players—most of them blank—so the other players won't immediately catch on to what's happening.

The first thing on our schedule is to brief you on those new Evil Way disciplines I just mentioned. Now, I don't like to talk about these things: seems to me that's giving away trade secrets. So I'll leave you briefly, and let Dr. Desmond Kearney, that goody-goody from S.A.V.E. Central Archives, explain them to you. But I'll be back in several pages, with the animals and creatures you've been waiting for—and who've been...waiting for you.



NEW EVIL WAY DISCIPLINES

Introduction

Dr. Desmond Kearney
Curator, Central Archives

Since our last briefing, many new disciplines used by our adversaries have come to light. Obviously, the list and accounts of Michael O'Boylan in his pamphlet, *Devices of the Enemy*, were a noble beginning, but incomplete.

The following additions to O'Boylan's list, compiled by later S.A.V.E. envoys, will be of great aid to envoys in the field: remember, knowledge and recognition are the first steps in defense.

The abbreviations and statistics used to describe these new Evil Way disciplines are the same ones used in the book, *Horrors from the Unknown*. For ease of reference, they are again summarized here.

Name: The name of the discipline always appears in italic type. The names given are standard for all S.A.V.E. purposes, although different countries and cultures may use different names.

Type: There are two types of Evil Way disciplines, Distortion (abbreviated DIS) and Subjection (abbreviated SUB) disciplines.

Use of a DIS discipline requires the creature to make a specific check against its Evil Way score on the CHILL™ Action Table. The column on which the result is read is included in the statistics for the discipline. A "C" or "CK" result indicates success; any other result indicates failure.

Some DIS disciplines are Specialist (SP) disciplines. These disciplines usually require the creature to make a series of specific checks, with each success increasing the effect of the discipline use.

SUB disciplines always require a specific check which is read on the column corresponding to the current Willpower of the victim. This check is always rolled against the number 99 instead of the creature's Evil Way score. Each SUB discipline contains a results key which gives the specific results of the discipline use.

Column: The column on the CHILL Action Table consulted to obtain a result when the discipline is used. "Will" means the Action Table column which corresponds to the current Willpower of the victim of the discipline use.

Cost: The amount of Willpower the creature must spend to use the discipline. Some disciplines have a set cost per round or minute of use; in such cases, the creature may spend enough Willpower upon the first use to make the discipline last through several rounds or minutes. It may also attempt to use the discipline over and over again, round after round or minute after minute, spending its Willpower as it needs. Willpower spent to use a discipline is lost even if the discipline use fails.

Range: The distance the user may be away from the area of effect and still use the discipline successfully.

EWS: The minimum Evil Way score a creature must have in order to use the discipline.

Area: The area affected by the use of the discipline.

FURTHER NOTES ON DISCIPLINE USE

Multiple Attacks

Creatures allowed more than one attack in a round may use Evil Way disciplines, or physical attacks, or a combination of the two.

Simultaneous Disciplines

If two creatures successfully use conflicting disciplines (such as *Second Light* and *Darken*) during a round, the discipline used by the creature with the higher current Willpower score is the discipline that takes effect.

Automatic Power

Some creatures have the ability to use certain DIS disciplines automatically; they need not make a dice roll to use these disciplines and thus never fail in their use of them. Further, this automatic use costs the creature only one point of Willpower

per use, regardless of the normal Willpower cost. In cases in which Willpower cost is expressed as "1 Wpr/rnd" or "1 Wpr/min." a creature with Automatic Power in the discipline may maintain its use indefinitely at the cost of one point of Willpower.

Disruption

A creature's use of a discipline is disrupted, and the use automatically fails, if the creature suffers any damage in the round the CM declares its discipline use. This damage must be inflicted before the creature uses the discipline; generally, this means that if the creature wins initiative, it gets to use the discipline even if an attack against it later in the round is successful.

NEW EVIL WAY DISCIPLINE DESCRIPTIONS

Breath of Pestilence

Type:	SUB	Col:	Will
Cost:	20 Wpr/use	Range:	5'
EWS:	90	Area:	One being

Successful use of this discipline causes the victim to contract a dreadful disease. The creature using the discipline must be within 5' of the victim, and must breathe in the victim's direction. Victims may be humans or animals; other creatures may never be victims.

Normal rules are used to determine the severity of the disease: the victim rolls a specific current Stamina check and the CM rolls 1d10 to determine the severity of the disease, that is, the column on which the result is read. The actual disease result is interpreted according to the Disease Results Key on page 42 of the *Campaign Book*.

The specific results of the discipline use are modifiers to the roll of 1d10 that determines the severity of the disease. The results also specify how soon the disease becomes apparent to the victim or to any character with Medicine skill:

S = No die roll modifier; disease becomes apparent in 1d10 hours.

L = Modifier of +1 to die roll; disease becomes apparent in 2d10 hours.

M = Modifier of +2 to die roll; disease becomes apparent in 3d10 hours.

H = Modifier of +3 to die roll; disease becomes apparent in 1 to 100 hours. Roll as if rolling a percent to determine number of hours.

C = Modifier of +4 to die roll. Disease becomes apparent in 2d10 days.

Deadly Dreams

Type: SUB Col: Will
Cost: 50 Wpr/dream Range: Unlimited
EWS: 110 Area: 1 person

Like *Dreamsend*, this discipline allows the user to "send" a dream 1 to 100 minutes long to one character. In this case, the dream begins normally enough, but soon becomes bizarre and macabre, and climaxes as the dreamer dreams of some horrid creature or person, *real or imaginary*, attempting to kill him. At this point the dreamer awakens, only to find one or more of the things dreamt of standing beside him, ready to strike.

The use of this discipline not only sends the dream, but causes this materialization to take place. The materializations form in one round, lasting for only 1d10 rounds. At the end of this time they vanish into thin air. While present, they can attack using any physical attacks and most Evil Way disciplines which were included in the dream. Regardless of the type of creature materialized, they are always corporeal and can always be damaged and wounded by normal physical attacks. A Sphere of Protection or Mental Shield which can affect the awakened dreamer causes the materializations to vanish immediately. Note that a dream manifestation could not use *Deadly Dreams*, *Dreamsend*, or *Minion*.

The varying results of the *Deadly Dreams* discipline determine how many creatures can be materialized. In addition, the results specify Will-

power lost by the dreamer at the instant he or she awakens, before any fear checks are made. Note that a victim of this discipline cannot regenerate Willpower while this discipline is in use, and cannot be awakened by any means until the climax of the dream. The results are:

S = Dreamer loses 1d10 Willpower; 1 being from the dream materializes.

L = Dreamer loses 1d10x2 Willpower; 1 being from the dream materializes.

M = Dreamer loses 2d10x2 Willpower; 2 beings materialize.

H = Dreamer loses 3d10x2 Willpower; 3 beings materialize.

C = Dreamer loses 3d10x2 Willpower; 4 beings materialize.

Creatures using this discipline almost never allow the materialized creatures to kill a character the first time the discipline is used; they usually prefer to use the discipline 2 to 4 times against the same character, allowing the character to be killed only on the last use. The creature can lessen, but not increase, the number of rounds the materializations remain.

Deadly Remains

Type: DIS Col: 1
Cost: 1 Wpr/min. Range: Sight
EWS: 85 Area: Body parts

The user of this discipline may animate up to 10 severed body parts. Each of the body parts animated must come from a different corpse.

The discipline works in much the same way as *Animation of the Dead*. The body parts move in whatever manner suits them best. An arm would move in a snake like fashion, as would a leg. A head would shift from side to side, rocking itself slowly in a specific direction.

The limbs may carry on unarmed combat. A hand can brawl or punch. A foot can punch by kicking or brawl by tripping. A head can bite or butt.

Some body parts can make use of weapons to cause armed combat damage. A hand can wield a weapon; its

major problem is hitting anything above the knees when attacking from the ground. Body parts cannot, however, use missile weapons.

The limbs suffer normal wound damage and Stamina loss from all forms of combat. The exact statistics for the severed limbs can vary at the CM's discretion, although a Strength and Dexterity of 30, Agility of 15, Stamina of 10, Fear number of 5 and Attack value of 1/18% are recommended.

Dreamsend

Type: SUB Col: Will
Cost: 5 Wpr/use Range: 1000'
EWS: 85 Area: 1 person

This discipline allows the user to "send" a 1 to 100 minute dream to any particular sleeping character. The dream is of whatever nature the sender wishes.

Although the dreams that arise from this discipline have no actual reality, the user may cause the dreams to "come true" by using other disciplines. For example, a *Dreamsend* of a fog may seem to come true if the user follows it with the Evil Way discipline *Wave of Fog*.

A victim of *Dreamsend* remembers the dream (and any emotions such as terror or fear) vividly. Any character subjected to *Dreamsend* does not regenerate or heal during that sleeping period. In addition, the victim of *Dreamsend* suffers the following effects, depending upon the success of the discipline:

S = Character loses 1d10 Willpower.

L = Character loses 1d10x2 Willpower.

M = Character loses 2d10x2 Willpower.

H = Character loses 3d10x2 Willpower.

C = Character loses 3d10x2 Willpower. He or she awakens screaming or upset, as appropriate, and cannot tell the dream from reality for 1d10 rounds after waking; that is, the character is still dreaming and believes the dream is the reality after awakening.

Fleshcrawl

Type: SUB Col: Will
Cost: 50 Wpr/use Range: Sight
EWS: 125 Area: 1 person

Successful use of this discipline causes the appearance of the victim character to change, so that the character eventually comes to resemble a corporeal creature chosen by the user of the discipline. The creature who the character resembles must have an EWS lower than that of the user of the discipline.

The transformation of the victim takes place in seven stages. The speed with which the change progresses through these stages is determined by the specific result of the discipline use. The results are:

S = Change progresses at a rate of one stage per week.

L = Rate is one stage per day.

M = Rate is one stage per hour.

H = Rate is one stage per minute.

C = Rate is one stage per round.

In the first stage of the *Fleshcrawl*, the victim's left arm and hand are changed. Stage two affects the right arm and hand. The remaining 5 stages progressively affect the left leg and foot, right leg and foot, abdomen, torso, and, finally, the face and head.

The transformed body parts function like those of the creature whose appearance they have; the CM should note that this may greatly change a character's Dexterity, Agility, movement capabilities, and so forth. The character's Personality score is also affected; the exact effects are left to the CM, depending upon the type of transformation taking place. Note that the mind of the character is still his or her own, and that he or she does not take on the behavior of a creature, only its outward physical appearance.

The *simultaneous* successful use of both Restore Stamina and Restore Willpower on the victimized character halts the progress of the *Fleshcrawl*, but does not reverse the effects of stages already completed. The vic-

tim can be rid of the changes only when the creature that initially used the discipline upon him or her has been destroyed or its ultimate intentions thwarted. This restoration of the victim's normal form takes only one round.

Inhabit

Type: DIS Col: 1
Cost: 10 Wpr/use Range: Touch
EWS: 100 Area: One item

Use of this discipline allows a creature to physically inhabit any one non-living item. The discipline use also gives the creature the ability to manifest its visage from the item it has inhabited; this can be done at will and as often as desired.

For example, a creature might *Inhabit* a house, a car, a table, or a even a mirror. It could then cause its face to appear from the normal texture of the item: the house might look like the creature's face from the outside, through the image formed by its structure and the arrangement of windows and doors. The headlights and grillwork of a car could be made to look like the face of the creature, as could the wood grain in a table.

One use of the discipline allows a creature to inhabit an item as long as it desires to do so; once the creature leaves the item, it must use the discipline again to reinhabit it.

Destroying an inhabited item does not harm the creature inhabiting it; the creature may stay in the wreckage or ashes, or freely leave.

A creature inhabiting an item can still use its Evil Way disciplines and still has full use of all its normal senses. It cannot, however, make any form of physical attack.

Kiss of Death

Type: SUB Col: Will
Cost: 10 Wpr/use Range: Touch
EWS: 110 Area: 1 person

This discipline allows a creature to wound its victim by kissing that character somewhere on the face or head. The wound is treated in all respects as

a normal armed combat result. However, the effects of the wound are delayed; the wound itself and the Stamina loss it causes do not begin immediately. The type of wound caused and the delay in its effect are as follows:

S = Scratch; effect delayed 1d10 rounds.

L = Light wound; effect delayed 1d10 minutes.

M = Medium wound; effect delayed 1d10 hours.

H = Heavy wound; effect delayed 1d10 days.

C = Critical wound; effect delayed 2d10 days.

The wound caused by a Kiss of Death suddenly and mysteriously appears on the victim in the place on the head or face where the victim was kissed. Once the victim has been kissed and a result obtained, nothing can prevent the wound from occurring. Some creatures may make multiple use of this discipline, repeatedly kissing a victim farewell, for example. The CM should make careful notes as to when the wounds will appear on the victim.

Minion

Type: SUB Col: Will
Cost: 80 Wpr/use Range: Sight
EWS: 150 Area: 1 person

Minion is an extremely powerful discipline which, if completely successful, transforms a living human character into a creature. The newly formed creature is entirely dominated, and is a servitor to the more powerful creature which created it.

This discipline can be used only on characters whose current Willpower has been reduced to 20 or below. A creature can use this discipline only twice a year, on the days of the summer and winter equinoxes.

Results of the use of the discipline are:

L = Victim falls into a coma for 1d10 days.

M = Victim's behavior becomes

unpredictable and erratic for 1d10 days, during which time the character tends to mimic the behavior of the creature.

H = The victimized character becomes completely insane for 1d10 days, displaying a sort of "Jekyll and Hyde" personality. Half of the time, the character appears to be normal, and half the time acts criminally insane, attempting to commit acts of violence.

C = Victimized character is completely dominated by the creature. The victim's life force leaves the body forever, and the body is transformed into a lesser creature, capable of using Evil Way disciplines.

(The exact form and EWS of the new creature are left to the CM, depending upon the circumstances, the creature using the *Minion* discipline, etc.)

Rain

Type: DIS (SP) Col: 3
Cost: 5 Wpr/rnd. Range: Sight
EWS: 120 Area: 10' radius

Successful use of this discipline causes one type of corporeal object to materialize out of thin air at a height of 30'. The number of objects increases with each successful use of the discipline. The objects materialized can be living or non-living. All of these objects must be of the same type, and each object must weigh one ounce or less.

These objects fall to the ground, striking characters in the 10' radius area of effect. The number of objects which land on or hit each individual character increases as the discipline use progresses, as shown:

First round: 1 to 5 (1d10÷2, rounded up) objects land on each character up to a maximum of 3d10 objects.

Second round: 1d10 objects land on each character, up to a maximum of 3d10 objects.

Third round: 2d10 objects land on each character, up to a maximum of 3d10x2 objects.

Fourth and successive rounds: 3d10

objects land on each character, up to a maximum of 6d10x2 objects.

Characters may prevent objects from landing on them by using umbrellas, moving under overhead cover, or other appropriate action. Note, however, that the creature can cause the center of the area of effect to move at will, as long as this point remains within the creature's sight.

Favorite items for creatures to *Rain* include brain worms, red hot coals, cockroaches, slimy rain, and drops of blood.

Shriek

Type: DIS Col: 3
Cost: 5 Wpr/use Range: Self
EWS: 95 Area: 30' radius

Successful use of this discipline allows a creature to give off a high, mournful shriek for one round which instills enough terror in all characters within 30' of the creature to make them suffer an additional fear check.

Fear checks caused by this Shriek are read on the Action Table column one to the right of the column corresponding to the fear number of the creature. This particular column is used even by characters who have already faced the creature before; characters who have defeated this type of creature before must still make the fear check.

Slam

Type: DIS Col: 3
Cost: 1 Wpr/use Range: ¼ mile
EWS: 125 Area: 1 portal

A creature who uses this discipline can single out any portal—door, window, or gate—within 1/4 mile and cause it to slam shut. The portal holds fast; no one other than the creature can open it, no matter how much force is used. The creature breaks the hold simply by reaching out and opening the portal, just as anyone would do normally.

This discipline has one important prerequisite: the creature must have shut the portal normally sometime

prior to using *Slam* on that portal for the first time.

Characters may use explosives to blast the door apart, or use a bulldozer to knock it out of the wall, but the door itself cannot be opened while the Slam is in effect.

Summon

Type: DIS (SP) Col: 3
Cost: 10 Wpr/rnd Range: Self
EWS: 90 Area: 1 mile rad.

The Summon discipline is used by a Master creature to bring to its aid all its minions and servitors within a one mile radius. The minions and servitors summoned appear at the end of the round in which the discipline is used, somewhere within 75' of the user. These minions and servitors simply vanish from wherever they happen to be and appear by the side of their Master, ready to fight on its behalf.

Each successive round of use of this discipline increases the number of minions and servitors which appear. The creature has its choice as to the order in which particular types of minions and servitors appear in response to its *Summons*.

The number of creatures which appear per round are:

First round: 1-5 (1d10÷2, rounded up) creatures appear.

Second round: 1d10 creatures appear.

Third round: 2d10 creatures appear.

Fourth and each successive round: 3d10 creatures appear.

Note that no more minions or servitor creatures can appear than are actually within the 1 mile radius at the time the discipline use begins. Failure of the discipline use in any round ends its use; minions and servitors which have already arrived will continue to fight on behalf of the creature.

THINGS ABOUT THINGS

The rest of this book contains herds, flocks, and swarms of new animals and creatures for use in the CHILL game. I'll present them in the same way I did back in the book, *Horrors From The Unknown*. Before we begin, however, let's go over the abbreviations and statistics used in describing each creature. I wouldn't want you to get...lost right away.

Basic Ability Scores

Basic Ability scores for an animal or creature are always listed in the same order at the beginning of its description. The abbreviations used are:

STR= Strength
DEX= Dexterity
AGL= Agility
WPR= Willpower
PER= Personality
PCN= Perception
STA= Stamina

The Basic Ability listings should be read exactly as described in the book, *Horrors From The Unknown*.

Evil Way Scores

The abbreviation EWS is used for a creature's Evil Way score. All creatures of the same type have the same EWS unless the entry for the creature indicates that the score varies. In these cases, the CM may assign an EWS to individual creatures of this type for purposes of the scenario he or she is running.

The FEAR Number

A creature's Fear number, abbreviated as FEAR, is the number of the column on the Action Table which characters should use when making a fear check because the animal or creature has just come into the area. Now, in some cases characters may not know that a creature is in fact a creature from the Unknown; in such cases, no fear check is needed until the characters find out the true nature of the creature.

Attack Numbers

The Attack numbers, abbreviated ATT, are shown divided by a slash. For example:

ATT 1/64%

The number to the left of the slash is the number of attacks the animal or creature can make in one round. The number to the right of the slash is the Unskilled Melee score for a typical animal or creature of this type. If the CM rolls to obtain exact Basic Ability scores for a creature, he must also calculate its Unskilled Melee score by adding its Strength and Agility scores and then dividing by two, rounding fractions up (a little more math, but a little more variety). Unless specified otherwise, attacks by creatures and animals cause armed combat damage.

Movement

The Movement listing shows the speed in feet per round at which the creature can move on land (abbreviated L), in the air (abbreviated A), and over or through water (abbreviate W). Some creatures move "as incorporeal"; this means they can move through the air (and through any type of solid obstacle) without penalty at the rate shown.

Classes of Creatures

The next section of this book gives an alphabetical listing of about a dozen new animals. The second part gives an alphabetical listing of new creatures. The creature listings have a heading called "Class": this doesn't mean that they have more class than animals (they don't!) but that there are 3 classes of creatures: corporeal, incorporeal, and special.

Creature Types

This book introduces a new classification of creatures as Masters, Independents, or Servitors. This classification is intended solely as a general guide for the CM, not a hard and fast rule.

Masters are creatures that may have other creatures serving them.

Independents are creatures that usually do not serve another creature, and that generally do not have other creatures as servants themselves.

Servitors are creatures that normally serve a more powerful creature in some capacity.

Some creatures may have more than one type listing; for example, some creature might be listed as both Independent and Servitor: this means simply that sometimes it operates on its own, and at other times it operates on behalf of a more powerful creature.

Masters may have any reasonable number of servitors; this is left to the discretion of the CM. However, a creature can never have as a servitor another creature whose EWS is equal to or higher than its own.

Disciplines

This section of each description lists all the disciplines of the Evil Way which the creature can use (if any). Disciplines the creature uses normally are listed in italic type. Disciplines the creature uses automatically are listed in regular type. See the section "Automatic Power" in the Introduction to the Evil Way disciplines.

Manipulation

This part of the description simply states whether the creature can move things about in the Known World. It does not refer to manual dexterity; a handless creature could still move a solid object by bumping against it. If the Manipulation listing is "No," the creature cannot cause an object to move in any physical way.

IPs

The number listed here is the Insight Point value of the creature or animal. Characters receive the full point value for destroying the creature or animal, half that amount for driving it away or thwarting its intentions in a scenario.

So let's move on now: from the unusual to the downright strange...

ANIMALS

Before we start into the creatures, those things that will really make your flesh crawl, I'd like to introduce you to a few more members of the Animal Kingdom: beasts every bit as noble as those described in *Horrors from the Unknown*, but those who happen to live a little farther away from what are probably familiar surroundings to you and your player characters. When characters run into these animals, they'll probably be on an adventure that's taken them far from home—in a place where sounds and sights are strange, and the footing is perhaps just a little...unsure. Before we begin the list, though, here are a few notes about animals.

Animal Combat

In those situations where animals are forced to fight, treat all their attacks as normal armed combat, unless the animal's description specifies otherwise or gives you further direction.

Animal Movement

Animal movement statistics represent the top speed at which the animal can move. Of course, being the sensible beings they are, animals don't choose to reach this speed that often—like humans, most of the time they'd rather walk, float, or glide along. And even if they reach their top speed, they don't keep it up for long: a few rounds is usually the maximum, unless the animal is pursued or pursuing. Afterwards the animal slows down to a reasonable pace (having more common sense than those humans who sprint until they suffer Stamina loss).

Animal Reactions

Animals do not have the same tendencies as some nastier things to dominate or serve others: most of the time, a good animal minds its own business. Still, creatures may dominate animals, using them as servitors, or in the *Summon* or *Swarm* disciplines (the introduction explains how this operates in a CHILL™ adventure). Animals don't mean to take sides,

although that may be hard for PCs to remember when a Manitou *Summons* a pack of wolves to do his dirty work for him. The fact is that most of these animals would rather leave you alone. If you need more information about how to determine animal reactions, you'll find it in Part V of the *Campaign Book*.

ALLIGATOR

STR	5(75)	PCN	3(45)
DEX	NA	STA	5(75)
AGL	4(60)	EWS	NA
WPR	2(30)	FEAR	4
PER	NA	ATT	1/68%

Movement: L 60' A NA W90'

IPs: 50

The alligator is a large, powerful reptile, sometimes growing to a length of almost 20 feet. It makes its homes in rivers and swamps, in warm, tropical places (though some of you might have heard those stories about the sewers in New York).

Although the alligator is valued (and hunted) for its leathery skin, it doesn't sit around waiting to be turned into shoes or luggage; in fact, it's an effective hunter, preying on small animals (and larger animals, too, if they are wounded or weak). When the beast attacks, it is deadly; it is very agile in the water, and its strong jaws can easily crush an unlucky victim.

As a rule, the alligator is not a maneater. However, every rule has a few exceptions: there have been quite a few documented cases of alligator attacks.

APE

STR	8(120)	PCN	3(45)
DEX	2(30)	STA	5(75)
AGL	4(60)	EWS	NA
WPR	2(30)	FEAR	5
PER	NA	ATT	1/90%

Movement: L 150' A NA W NA

IPs: 50

Great apes are large, intelligent mammals that are found in many parts of the world, generally in tropical cli-

mates. For the most part, they avoid humans unless provoked, attacked, or dominated by a user of the Evil Way.

The statistics given above are for the largest of the great apes, the gorilla. CMs should use their judgment to reduce Strength and Stamina scores if they want to use smaller apes (such as chimpanzees, orangutans, or gibbons) in an adventure, or use the suggested scores on the Animal Chart.

In combat, small apes such as chimpanzees or gibbons attack by biting; larger apes such as gorillas or orangutans lift and crush their opponents (use the rules for "Holds" in the *Campaign Booklet*, p.38).

BEAR

STR	8(120)	PCN	3(45)
DEX	1(15)	STA	6(90)
AGL	2(30)	EWS	NA
WPR	2(30)	FEAR	5
PER	NA	ATT	1/75%

Movement: L 200' A NA W 30'

IPs: 50

Bears are large, omnivorous mammals that live in almost all climates (although most are found in colder areas of the world). Generally, they prefer to travel in small groups—a pair, perhaps, or a mother and her cubs. You might say they can't *bear* too much company (heh, heh, heh).

As there are many different kinds of bears, I've given you statistics for the most dangerous one of all—the grizzly. If it makes more sense in the adventure (or if the CM is a little softhearted), the characters might run into smaller trouble, such as a brown or polar bear. In this case, the CM should reduce the numbers (especially Strength, because it's so important to combat).

In combat, bears either swat at their enemy with a paw, or grab the opponent in a hold (as described in the *Campaign Book*, p.38). The attack the bear uses is up to the CM.

Bears are like most wild creatures in trying to avoid humans. They will fight if attacked, cornered, or forced

to fight by a user of the Evil Way. Furthermore, the female bear is a very protective mother, attacking anyone who moves within 100' of her cub.

BIRDS

STR	1(15)	PCN	5(75)
DEX	NA	STA	1(15)
AGL	5(75)	EWS	NA
WPR	1(15)	FEAR	1
PER	NA	ATT	1/45%

Movement: L 15' A 210' W NA

IPs: 0 or 50

Everyone knows what birds are (at least everyone who appreciates the nobler things in life): of course, the CHILL game can't hope to cover all of these elegant creatures, so I've supplied some general statistics—for an everyday, small bird, such as a robin or a jay. CMs should feel free to adjust these numbers, or use the birds listed on the Animal Chart as examples, depending on the kinds of birds in an adventure. For example, an eagle is stronger, a falcon moves more quickly, a swift is more agile, and a raven...far more *intelligent* and *handsome* than these statistics suggest.

If drawn into combat, small birds can inflict only scratch wounds; medium-sized birds of prey (such as hawks) may inflict medium wounds or less; eagles and vultures, on the other hand, may cause full armed combat damage.

BISON

STR	5(75)	PCN	4(60)
DEX	NA	STA	5(75)
AGL	3(45)	EWS	NA
WPR	1(15)	FEAR	2
PER	NA	ATT	1/60%

Movement: L 200' A NA W 20'

IPs: 50

Bison are large, shaggy grazing animals, distant relatives of common cattle. Once they were very common on the Great Plains of the American West, where they were called "buff-

falo." By the early 20th century, almost all American bison had been hunted down and killed for their hides.

Bison are dimwitted but very gentle animals, and do not attack unless cornered and attacked themselves. Even in such a desperate situation, the bison attacks only until it manages to fight its way to freedom.

The greatest danger to those who wander too near a herd of bison is the chance that the animals will stampede. Using the guidelines given in the Animal Reactions section of the *Campaign Book* (see page 44), the CM should judge whether characters' (or creatures') actions cause a reaction from the herd. If a reaction seems in order, follow the process in *italics*, and read the results on the Animal Reactions Result Key. An "H" result means the bison stampede directly away from the character or creature who caused the disturbance; a "C" result means they stampede directly toward that character or creature! Anyone caught in the path of a bison stampede must make a successful general Agility check or suffer 120% catastrophic damage.

BULL

STR	5(75)	PCN	4(60)
DEX	NA	STA	6(90)
AGL	2(30)	EWS	NA
WPR	2(30)	FEAR	3
PER	NA	ATT	1/53%

Movement: L 200' A NA W 20'

IPs: 0 or 50

Bulls are male cattle. Their description varies, depending on the breed of cattle and the places in which they are found.

Most bulls attack by charging their victims and attempting to gore them—to impale them on their horns. A successful strike by a bull on any target smaller than a standard car (and that includes most PCs) results in an automatic knockdown result (a tipover if the target is a vehicle). If the strike roll has a "K" result, the distance the target is tossed triples, and any characters take falling damage (20').

Bulls can make up to four charges during combat before resting, but they can continue attacking if they are attacked while resting. After 1d10 rounds of rest, they may again make up to four more attacks. When charging, bulls have a movement rate of 350', although they don't travel that far if they miss the target within that range. Of course, the attacking bull receives a charging modifier (see *CHILL™ Campaign Book*, p.38).

CATS, BIG

STR	4(60)	PCN	5(75)
DEX	NA	STA	4(60)
AGL	6(90)	EWS	NA
WPR	2(30)	FEAR	5
PER	NA	ATT	3/75%

Movement: L 225' A NA W 60'

IPs: 50

Big cats are the large hunting animals that roam the jungle areas of the world—from the small ocelot to the huge (and terrifying) Siberian Tiger. The statistics given above represent a medium-sized big cat, such as the jaguar. CMs may adjust these numbers for other types of cat encountered in the adventure by using the Animal Chart as an example: for example, a tiger is stronger, a lion stronger but slower and less agile, a sabre toothed tiger both stronger and more agile, a leopard more agile but not as strong, and a cheetah not as strong as a leopard (but incredibly fast). The CM should use his or her common sense to make these changes.

In combat, all big cats may make three attacks per round: one with each front paw, and a powerful raking attack with the hind legs.

COBRA

STR	1(15)	PCN	5(75)
DEX	NA	STA	2(30)
AGL	5(75)	EWS	NA
WPR	1(15)	FEAR	8
PER	NA	ATT	1/45%*

**Bite injects Strength 7 poison*

Movement: L 90' A NA WNA

IPs: 50

Cobras are large, sometimes colorful snakes. They usually range in length from a foot to six or seven feet in length. As if that isn't bad enough, legend has it that some cobras have grown to monstrous sizes—up to ten or twelve feet long. These snakes have a membrane framing their head, which spreads out in anger or in fear, forming the cobra's famous "hood."

Cobras are fast and carry a deadly poison in their fangs. They cause only "S" wounds, regardless of the wound result, but the poison they inject is Strength 7. (For poisoning results, see *Campaign Book*, pp.41-42.)

CROCODILE

STR	6(90)	PCN	3(45)
DEX	NA	STA	5(75)
AGL	4(60)	EWS	NA
WPR	2(30)	FEAR	4
PER	NA	ATT	1/75%

Movement: L 60' A NA W 90'

IPs: 50

The crocodile is sort of a mean cousin to the alligator (and if you've read about the alligator, you know it's no prize in the first place!). Unlike the alligator, the crocodile is found in many areas of the world, and is quite common: its rough, hard skin is not as beautiful as that of its smaller cousin, and therefore not as much in demand (I suppose that there *are* times when being an ugly animal has its advantages, but *I* certainly wouldn't know!).

Like the alligator, the crocodile preys on small animals, or on wounded or injured larger animals. However, they have a much greater reputation as man-eaters, and do their best to keep up that rather nasty image. Finally, the mother crocodile protects her young fiercely, attacking anyone who draws within 30' of the little darlings.

DOG, WILD

STR	3(45)	PCN	5(75)
DEX	NA	STA	4(60)
AGL	4(60)	EWS	NA
WPR	1(15)	FEAR	3
PER	NA	ATT	1/53%

Movement: L 225' A NA W 10'

IPs: 50

Wild dogs are, for the most part, descendants of stray or abandoned domestic dogs. They are most common near inhabited areas such as cities or villages, and often roam through ruins.

There are no "purebreds" among wild dogs, no bands of roving poodles or cocker spaniels: generations in the wild have seen to that. A pack of wild dogs is composed of 1d10+2 ragged and dirty mongrels, resembling foxes or wolves more than "man's best friend."

Wild dogs attack humans only when provoked or attacked, when forced to do so by a user of the Evil Way, or when there are twice as many wild dogs as there are characters.

The CM may also use these statistics for normal dogs, adjusting Strength and Stamina as he sees fit for the breed of dog.

DOLPHIN

STR	6(90)	PCN	5(75)
DEX	NA	STA	9(135)
AGL	6(90)	EWS	NA
WPR	5(75)	FEAR	1
PER	NA	ATT	1/90%

Movement: L NA A NA W 225'

IPs: 0

Dolphins are sea-mammals closely related to the whale. They are usually light gray or white, and grow to be over 10' long. Scientists believe that dolphins are the most intelligent ocean animals.

Unlike many of the animals that make traveling on and in the sea very dangerous, the dolphin is quite friendly to man (there certainly is no accounting for taste!). Sometimes they swim alongside ships, just to accompany the humans on board. Also, on quite a few occasions, there have been documented cases where dolphins have helped people in trouble: warding sharks away from shipwrecked sailors, or sometimes

even carrying those sailors to shore.

As friendly as dolphins are to humans, they don't take too well to some other things a bit more familiar in their surroundings: their greatest enemies are sharks, which they attack by using their hard, bottle-like nose as a powerful punching weapon (treat as armed attack). Dolphins will also attack a threatening octopus.

As an example of their great intelligence, dolphins speak to each other in a complex language of clicks and whistles—a language humans are yet unable to understand.

FER-DE-LANCE

STR	2(30)	PCN	4(60)
DEX	NA	STA	2(30)
AGL	4(60)	EWS	NA
WPR	1(15)	FEAR	4
PER	NA	ATT	1/45%*

* *Bite injects Strength 9 poison*

Movement: L 90' A NA W NA

IPs: NA

The fer-de-lance is an extremely deadly tropical snake. It is 6-7 feet long, red to reddish brown, and striped with darker bands.

The snake can be seen on occasion in the daytime, but prefers to roam and hunt at night. It injects its prey (rodents or...can you believe it? small birds!) with lethal poison, then swallows the poor animal alive.

The fer-de-lance attacks with no warning, and is absolutely unafraid of man. Although its bite inflicts no more than a light wound, it also injects a Strength 9 poison (see pp. 41-42 in the *Campaign Book* for rules on poisoning).

FOX

STR	2(30)	PCN	6(90)
DEX	NA	STA	2(30)
AGL	5(75)	EWS	NA
WPR	1(15)	FEAR	2
PER	NA	ATT	1/53%

Movement: L 225' A NA W NA

IPs: 0 or 50

The fox is a small wild dog, ranging in color from white to red to gray, found in wooded areas throughout the world. It avoids man whenever possible (which is perhaps why men think it is such a clever animal), unless it is cornered (or maddened by disease or by the Evil Way).

The fox's bite causes no more than a light wound, regardless of the combat result. Foxes, however, seem to be a bit more open to disease than many animals, so a character bitten by a fox has a 5% chance to catch a disease. The disease becomes obvious to the character after 3d10 days.

OCTOPUS

STR	5(75)	PCN	2(30)
DEX	5(75)	STA	4(60)
AGL	5(75)	EWS	NA
WPR	2(30)	FEAR	3
PER	NA	ATT	4/75%

Movement: L 5' A NA W 30'

IPs: 50

The octopus is a *cephalopod*—a cousin to a squid, and a highly developed relative of the snail or the clam. It has a huge head and eight arms (called *tentacles*). The octopus prefers to dwell on the ocean floor, although it can move through the water by a primitive form of "jet propulsion." Generally, the octopus eats carrion, although it has been known to attack live prey, especially when forced to serve a user of the Evil Way.

The octopus has an unusual method of combat: it grabs onto an object on the ocean floor with four of its tentacles, then uses the other four to attempt to strangle its victim (see strangling rules on page 38 of the *Campaign Book*). If the octopus has more than one tentacle on its target, *it does not increase the effectiveness of the attack*: however, the character has to break more than one hold to avoid the strangling results.

If the octopus' Stamina drops below 40 in combat, it attempts to escape, spreading an inky fluid behind it as it propels itself through the water. PCs must make a successful general Per-

ception check at -40 even to see an escaping octopus. Of course, an octopus controlled by a user of the Evil Way fights to the death.

SHARK

STR	6(90)	PCN	3(40)
DEX	NA	STA	6(90)
AGL	5(75)	EWS	NA
WPR	2(30)	FEAR	6
PER	NA	ATT	1/83%

Movement: L NA A NA W 180'

IPs: 50

Sharks are huge gray fish, reaching a length of 40', although most are between 10' and 20' long. Sharks favor warmer climates, although some have been sighted even in polar waters.

Sharks are primitive animals, and must keep air flowing over and through their gills in order to avoid suffocating. Because of this need, they are constantly moving—and constantly hunting. Although sharks do not usually travel in large groups, they tend to roam an area where feeding is good, and can sense prey in the water from a great distance, gathering to feed: therefore, when you see one shark swimming around, there are probably others nearby.

Contrary to what you may think, most sharks are *not* man-eaters, preferring small fish and sometimes even water plants. Still, enough sharks are man-eaters to make it very...incautious to jump in the water with one. The shark's attack is a huge, slashing bite.

Users of the Evil Way often use sharks as their servitors, knowing that humans are frightened enough of the animal in its *normal* state.

STAG

STR	6(90)	PCN	5(75)
DEX	NA	STA	5(75)
AGL	7(105)	EWS	NA
WPR	2(30)	FEAR	1
PER	NA	ATT	1/98%

Movement: L 350' A NA W 40'

IPs: 0 or 50

The stag is the male deer. Stags reach a good size—often 3' tall at the shoulder—and are quite dangerous when aroused to anger. They have racks or spreads of horns called antlers, containing many sharp points.

Stags extend their antlers when they charge, receiving a charging modifier (see *CHILL™ Campaign Book*, p.38. Targets struck are impaled for the next round: they cannot attack or move. After impaling his target, the stag must take the next round to disengage its antlers, or continue to drive into the defender, getting another strike automatically. If the stag continues to gore, the victim may strike at the stag, but cannot move. A stag withdrawing after a successful strike tosses his victim 10' in a random direction that round.

As you can see, stags can be fairly dangerous animals in a fight. However, they are also very retiring creatures, avoiding contact with humans if at all possible. Usually, PCs may avoid messy encounters with a stag simply by leaving it alone; however, if its young are threatened, if it is cornered, or if some particularly naughty creature is controlling its actions, the stag is no longer the shy, gentle animal you see in most nature movies.

Well, enough of animals for the time being. When you see the creatures in store for your poor player characters in future *CHILL* adventures, you'll agree that they should consider themselves lucky if they run into *only* a huge grizzly bear, *only* a hungry shark. Heh..heh..heh.



A

ALPINE VAMPIRE

STR	7(105)	PCN	6(90)
DEX	5(65)	STA	9(135)
AGL	6(80)	EWS	135
WPR	6(90)	FEAR	6
PER	4(60)	ATT	2/93%

Movement: Variable according to the form assumed by the vampire; can move as mist, fog, or wind driven snow 150' per round.

Class: Special

Type: Master/Independent

Disciplines: *Animation of the Dead*, *Change Self* (to mist, fog, driven snow, or rat), *Change Temperature*, *Change Weather*, *Create a Feast*, *Gnarl*, *Halt*, *Influence*, *Raise Wind*, *Second Light*, *Sleep*, *Steal Memory*, *Swarm*, *Wave of Fog*

Manipulation: Yes

IPs: 1890

The Alpine Vampire originated in the mountainous regions of Italy, Switzerland and Bavaria. The first supposed sighting of this creature was in 1898 by S.A.V.E. envoys Dr. Olaf Gunderhagen and Mademoiselle Lise Rochateau (and such a sweet thing Lise was! Your friend Michael O'Boylan always had a thing for her...but that's another story). Since that time, this creature has travelled beyond its Alpine homelands; S.A.V.E. fears that today the Alpine Vampire visits most civilized regions of Europe and North America, although it clearly prefers to take up residence only in cooler areas that have harsh winters. Some reports indicate that one may be living in the London area, but this has not been confirmed.

The Alpine Vampire is both stronger and more clever than its common Carpathian cousin. First, it has a greater need to feed; in fact, it must drink living human or animal blood three times per week in order to sur-

vive. Evidence has shown that the Alpine Vampire settles for animal blood only in the rarest and most desperate emergencies.

In appearance, the Alpine Vampire is almost indistinguishable from the common Carpathian. The sole difference is that the hair of the Alpine Vampire is almost always a dull white, except in the first 10 hours after it has fed; during this time the hair regains its original color and shine.

In times past the Alpine Vampire sometimes kept company with moun-



tain bandits who occasionally served its needs. This practice seems to have stopped with the spread of law and order to even the most remote reaches of Europe and America, but the Alpine Vampire has responded by increasing its connections in the criminal communities of larger cities.

Like the common Carpathian, the Alpine Vampire can make itself extremely thin in order to slip through tight, narrow openings. It can climb sheer walls even more swiftly than the Carpathian, doing so at a rate of 30' per round. Running water poses no

barrier to the Alpine Vampire, so it doesn't help to keep the faucets running in the chalet...heh, heh.

The Alpine Vampire prefers not to engage in physical combat, using its Evil Way disciplines as its preferred means of self-defense. It especially likes to use its expanded form of the *Swarm* discipline to create swarms of rats (never bats) to aid it. When forced to fight, however, it is a tough opponent: even its unarmed attacks cause armed combat damage. In addition, the creature can use any type of melee weapon or firearm when in human form, and does so as if it has Student skill rank with the weapon.

In one respect, the Alpine Vampire is identical to the Carpathian; its blood draining attack is identical to that of its Eastern European cousin. Characters who are slain by the vampire's blood drain attack themselves become Alpine Vampires in 1d10 weeks. Usually, however, the Alpine Vampire drinks from its chosen victim a number of times, keeping him or her alive for as many feedings as possible, and then kills the victim with a physical attack; in this manner, the Alpine Vampire keeps down the competition for its precious food.

The Alpine Vampire suffers Stamina loss but no wound damage from physical attacks. If reduced to zero current Stamina, the creature automatically changes to fog, mist or driven snow form and returns to its resting place, where it regenerates all lost Stamina at a rate of 2d10 points per hour.

Alpine Vampires have the following additional characteristics and weaknesses:

1. Like the Carpathian, the Alpine Vampire casts no reflection in a mirror, and cannot tolerate the presence of a reflective surface. It cannot be photographed.

2. The Alpine Vampire must rest from sunrise to sunset at least three days out of every week in a coffin that contains at least one ounce of ice which was taken from a peak in the Alps Mountains.

3. The creature can be turned aside by a cross in the same manner as the

common Carpathian. It is, however, unaffected by garlic or wolfsbane;

4. The Alpine Vampire is not harmed by exposure to sunlight or running water. It cannot, however, *Change Self* while exposed to sunlight;

5. The creature can be immobilized by driving a stake of ice through its heart, or by placing a freshly cut edelweiss blossom on its chest or coffin lid. Note that the creature can still use its Evil Way disciplines while immobilized, provided it uses no discipline that causes it, the stake, or the blossom to be moved directly. For example, it could *Change Self* to mist, but could not leave its coffin as long as the stake remained.

The Alpine vampire can be killed only by severing its head and then burying both head and body in separate graves in the Alps mountains. Should the head and body ever be reunited, the creature once again revives. Burning either or both parts of the body does not destroy the creature; it always reappears seeking vengeance in 1d10 weeks.

B

BANE [Ah Puch] (Ghost)

STR	NA	PCN	7(105)
DEX	NA	STA	NA
AGL	NA	EWS	135
WPR	5(75)	FEAR	7
PER	NA	ATT	1/*

* Attacks with Evil Way disciplines only

Movement: As incorporeal, 100'

Class: Incorporeal

Type: Independent

Disciplines: *Appear Dead (Other)*, *Putrified Shell*, Manifestation (as ghost)

Manipulation: None

IPs: 810

The bane is a form of ghost which delights in causing more suffering

and fear to people who are already ill or wounded. Furthermore, it tries to arrange things so that the ill or wounded individual is mistaken for dead, the better to be buried alive. S.A.V.E. believes this creature may feed in some way on Willpower lost by frightened characters, although this has not been proven.

This creature may be the basis for the Mayan belief in Ah Puch (also known as Yum Cimil or Hunhua), a god of death who visited the homes of sick people, seeking victims to drag to his underworld kingdom. At any rate, the bane seems to appear most frequently in North and Central America.



The bane uses its *Manifestation* discipline to appear to an ill or wounded character in the form of a bloated corpse or a human skeleton (CM's choice). The victim's current Stamina score must be reduced below original Stamina by disease or wounds in order for the bane to appear (even a scratch wound may be enough!). The bane appears to only one victim per day, and cannot be seen by any other character during the *Manifestation*. It

can maintain this *Manifestation* for a full 24 hours (and you know how some people don't like... visitors when they're sick!). The character who sees the bane must make a fear check each hour the *Manifestation* continues; during this time, he or she cannot regenerate Willpower, even in sleep.

Once its victim's current Willpower is reduced to a level where he or she is far more vulnerable to a Subjection discipline, the bane uses its *Appear Dead (Other)* and, if it sees fit, follows with a *Putrified Shell*. The bane touches its victim automatically by moving through him or her (no dice roll required).

Some believe the ultimate goal of the bane is to have its victims buried alive, so that it may enjoy one huge feast on the final loss of Willpower which probably (and understandably!) takes place when the victim awakens to find himself prematurely buried.

Victims of a bane can still regenerate and rehabilitate Stamina and heal wounds normally. They also can be restored by the Restore Stamina discipline of the Art. Once the character is fully healed and rehabilitated, the bane no longer visits him.

BARGHEST (Ghost)

STR	8(120)	PCN	5(75)
DEX	NA	STA	8(120)
AGL	5(70)	EWS	100
WPR	3(40)	FEAR	8
PER	NA	ATT	1/95%

Movement: L 225' A NA W 15'

Class: Special

Type: Independent/Servitor

Disciplines: *Dreamsend*, *Shriek*, *Hound*, Manifestation (as ghost)

Manipulation: None

IPs: 800

Parts of England have long had legends of horrid ghostly hounds; the barghest is the source of many of these legends. As many a S.A.V.E. envoy has learned to his regret, these hideous ghost-dogs prowl the wilds of



the English farmlands, moors, and forests, searching for both food and "sport" in the form of a hunt for their favorite prey: a terrified human.

The barghest is the ghost of a mastiff hound. It uses its *Manifestation* discipline whenever it pleases, taking the corporeal form of either a huge hound or a bear. The barghest's eyes and gaping mouth glow fiery red as it pursues its prey.

The barghest attacks by leaping upon its victims to knock them down, or by biting. But more frightening is the way the hound "toys" with its prey. Once it selects a human victim, usually a strong man in his mid-twenties, the barghest uses its *Dream-send* discipline to create nightmares about dogs. Night after night, the victim dreams of being pursued and torn apart by packs of hounds, or by one large hound, or, if the victim himself owns dogs, in his dream they become silent, strangely evil, and begin to stalk him, their jaws dripping. Once the dreams put the victim in the proper mood of terror, the barghest tries to attack in a situation

which leads to a lengthy chase before the final kill—outdoors, and (of course) at night.

While it is in physical form, the barghest takes normal wound damage and Stamina loss from all forms of attacks. However, the creature cannot be killed by most physical attacks; any attack that should result in its death simply causes it to become incorporeal. The creature then tries to use its *Hound* discipline on its foe before going off to regain all lost Stamina. It can *Manifest* itself again, completely healed, in 1d10 hours.

Oddly, the barghest fears real dogs, and flees from any within its sight. Dogs are not afraid of a barghest, and are not checked for animal reactions in its presence. The barghest is held *at bay* (so to speak!) by a freshly cut sprig of dogwood (no more than 3 days old), just as a vampire is turned aside by garlic. The creature cannot follow its prey across running water until 24 hours after the prey crosses the water.

A barghest is destroyed forever if a dogwood stake is thrust through its belly or chest while the creature is still in its physical form.

BAST

STR	6(90)	PCN	6(90)
DEX	4(60)*	STA	7(100)
AGL	9(125)	EWS	125
WPR	8(120)	FEAR	5
PER	3(45)	ATT	2/108%

* When in human form only, otherwise, NA

Movement: L 225' A NA W 10'

Class: Corporeal

Type: Independent/Master

Disciplines: *Blind, Change Self, Change Temperature, Create a Feast, Darken, Hound, Steal Memory, Summon, Swarm* (unique form), *Teleport, Wound*

Manipulation: Yes, when in human form

IPs: 2750

Basts have the bodies of women and the heads of large black cats. They are intelligent, territorial hunters who regard humans in their territory as



prey. Apparently all bastas are female creatures; no male bast has ever been found.

S.A.V.E. believes that these creatures were once associated with the tombs of ancient Egypt, perhaps as some type of guardian; however, in recent years they have been sighted in almost all civilized areas. It is known that bastas prefer to dwell in stylish older homes, if possible near a tomb, masoleum, or cemetery (perhaps you might call it a *bast resting place*? Heh, heh...). They are very fond of antiques and often gather impressive collections of art and jewelry.

Often bastas keep cats nearby as servitors. The type of cat is always appropriate to the bast's environment.

Bastas can *Change Self* to any form of large cat, a sabre-tooth tiger, or to a human form. In cat form, they always have a white, oval marking on or near their throats. In human form, bastas appear and act like beautiful, extremely well dressed, stylish, vain women. They tend toward catlike behavior, often clinging near their intended victim, stroking his hair, or gently rubbing their head against his shoulder.

Bastas attack only male victims. They are often subtle in this attack, frequently appearing to the potential victim in human form and toying with him in a flirtatious way before luring him to his destruction. Bastas in human form make charming hostesses, and some probably appear as very popular, upper-class, wealthy women to the unsuspecting.

Bastas stalk their prey with such great silence and stealth that characters have to make a general Perception check with a -20 modifier to notice them before they attack. Bastas usually attack in their large cat form, clawing and using their bite, which inflicts normal armed combat damage. In addition, any character bitten by a bast has a 15% chance to contract a form of lycanthropy, changing to the form of some large, predatory cat, just as the lycanthrope changes into wolf form as explained in *Horrors from the Unknown*.

Bastas can use a unique form of the *Swarm* discipline to cause a swarm of

cats (1-100 per minute); the specific type of cats that appear depends upon the local environment; alley cats swarm in a city street, aggressive and angry, while in the mountains or the jungle, far more...interesting things tend to drop by.

Bastas have an aversion to water, and must make a general check against their current Willpower in order to cross a body of water. They must also make a successful general check against current Willpower when presented with catnip. Failing this check means that the bast, in whatever its current form, immediately begins playing with (or in) the catnip, ignoring completely whatever else is going on around it (unless, of course, it is attacked). This effect lasts for 1d10 rounds, or until disrupted by an attack.

Bastas suffer Stamina loss from any form of attack, but do not suffer normal wounds. They die instantly from any wound inflicted by a silver bullet or a silver spear point.

BAT LORD

STR	6(90)	PCN	5(75)
DEX	6(80)	STA	9(130)
AGL	7(105)	EWS	135
WPR	6(90)	FEAR	8
PER	4(50)	ATT	2/98%

Movement: L 150' A 150' W NA

Class: Special

Type: Master/Independent

Disciplines: *Blind, Bride* (unique), *Change Self, Chill, Darken, Deadly Dreams, Gnarl, Halt, Inhabit, Influence, Shriek, Swarm, Summon, Terrorize*

Manipulation: Yes

IPS: 3510

The bat lord is a vampirelike Central American creature. No S.A.V.E. envoy has seen one and lived to tell about it, but I happen to know that some of these things *do* exist: I've seen one (from a *great* distance) as far



north as Arizona. The ancient Mayans knew of these creatures: understandably, they mistook one of them for a bat god they called "Camazotz."

The bat lord appears in natural form as a 6' tall human with the head and claws of a bat. Its batlike wings spread to a width of 20'. It can *Change Self* to resemble a tall, lean old man (often an Indian) with milky white eyes. In both forms, the bat lord is blind; it relies on a batlike "radar system" as its primary physical sense, and can be "blinded" by continuous sound waves pitched high beyond the range of human hearing.

The bat lord usually dwells in a large cavern, where it collects ancient artifacts of all types. However, it does visit human cities, where it prefers large cavernous structures, such as cathedrals or large halls. It is also drawn to any pyramid-shaped human structure.

The bat lord must drink the blood of a living human once per week in order to survive. It drains blood from a human victim exactly as does the common Carpathian vampire. If for any reason the bat lord cannot drink blood, it can survive for 1d10 weeks by summoning and devouring bats.

In physical combat, the bat lord prefers its natural form, using one claw attack and one bite attack each round for normal armed combat damage. It is also large and strong enough to swoop down and grab a man-sized being, carrying its prey off into the air. In human form, the creature attacks only once per round, making unskilled use of any weapon at hand.

The bat lord seems to enjoy *Inhabiting* a building or cave to which it has lured its victim, then using other disciplines to terrify the prey before it makes a physical attack.

Unlike the Carpathian vampire, the bat lord is not bound to a grave and operates equally well at night or day. It does not fear religious objects, garlic, or running water. It can enter any building uninvited, and speaks all human languages fluently. When in human form, the creature climbs sheer walls like a lizard or spider at a rate of 20' per round.

The bat lord is the natural master

of bats of all species, and can *Summon* all bats within 1 mile of itself.

Perhaps the most dreaded of all the bat lord's attacks is its use of the Subjection discipline *Bride*. Once every 10 years, the creature goes forth to choose a new human "bride." The bat lord seizes a female victim and forces her to drink bat's blood while the creature uses this unique (50 wpr/use) discipline. The bat lord tries to use *Bride* until it succeeds. The varying degrees of success of the discipline indicate the varying length of time the new "bride" must hibernate: S = 6 months, L = 5 months, M = 4 months, H = 3 months, and C = 2 months. The "bride" awakens with a great hunger—first for insects, then for bats, and finally for human blood. After 10 years as a "bride" of the bat lord, the female, completely insane, wanders to the nearest city, where she goes on a mad, bloodthirsty rampage and is usually killed by the authorities. Imagine, if you will, a man whose wife is missing for years, a child whose mother is lost: then imagine her return, terribly changed, to her old home!

This human bride of a bat lord takes damage normally. If the bat lord is destroyed, his current bride is freed at once from the effects of the discipline, and mercifully, cannot remember the experience.

A bat lord can be held at bay by fresh wild onion plants no more than 1 day old, exactly as a Carpathian vampire can be held off by garlic.

The bat lord suffers Stamina loss normally, but can't be wounded except by mahogany spears, javelins, or stakes. If reduced to zero Stamina but not critically wounded, a bat lord immediately *Inhabits* the nearest building, preferably an older one, and will regenerate and rehabilitate all lost Stamina and heal all wounds in 24 hours. A called shot to the heart with a mahogany spear, javelin or stake destroys a bat lord forever.

BEISAC (Ghost)

STR	NA	PCN	5(75)
DEX	NA	STA	NA
AGL	NA	EWS	130
WPR	9(125)	FEAR	6
PER	NA	ATT	1/*

* Attacks using Evil Way disciplines only

Movement: As incorporeal, 105'

Class: Incorporeal

Type: Independent

Disciplines: *Appear Dead (Other), Deadly Dreams, Evil Eye, Hound, Hurl* (unique discipline), *Manifestation* (as ghost), *Wound*

Manipulation: None

IPs: 1820

A beisac is the ghost of a person who suffered a violent death. S.A.V.E. believes that these ghosts seek some sort of revenge on society at large for allowing their death to happen, but if



that's the case, it's strange how much delight they take in the revenge: they visit the living, seeking food and drink, and punish terribly those who refuse to "feed" them. First reported in Cambodia, this type of ghost appears to be spreading throughout Southeast Asia.

The beisac *Manifests* itself as a wounded or injured person, frequently appearing just outside the home of its victim, requesting food or drink. While this *Manifestation* appears to be totally corporeal, it is in fact incorporeal; a character who touches a beisac finds that his hand passes through it without resistance.

The beisac does not harm those who grant its request, but still the begging is not over; unfortunately, the beisac reappears in 1d10 hours, bringing with it either another beisac or a gamin (see Gamin). If appeased again, it continues to reappear every 1d10 hours, each time bringing with it an additional beisac or gamin. Generous characters soon find their homes crowded to overflowing with these creatures, whining, screaming, and stretching out their hands for food. In the process, characters learn the truth of the old creature's saying: "No good deed goes unpunished."

If a person refuses the beisac food or drink, the creature attacks with the full force of its Evil Way disciplines. The beisac's unique *Hurl* discipline allows it to cause up to ten items at one time to fly through the air at high speeds, acting as missiles. These items can weigh no more than 2 pounds each. Each item hurled is treated as a separate missile attack, using the creature's EWS score as the base chance to hit. Damage is normal armed combat damage. Use of the discipline costs the creature 30 points of Will-power per round.

Beisacs cannot be harmed by any physical attack. A Sphere of Protection keeps them at bay, for as long as the Sphere lasts. The only known way to rid a victim of a beisac is to raise a Mental Shield successfully twice in the same day; this use of the Art drives the beisac away.

BETRAYER [Apophis]

STR	9(130)	PCN	7(105)
DEX	4(50)	STA	7(100)
AGL	5(65)	EWS	135
WPR	6(90)	FEAR	7
PER	6(90)	ATT	2/98%

Movement: L 60' A NA W 225'

Class: Corporeal

Type: Master/Independent

Disciplines: *Appear Dead (Other), Change Self, Darken, Influence, Purified Shell, Putrified Shell, Summon, Swarm*

Manipulation: Yes

IPs: 1080

The betrayer is a creature who tries to misdirect and twist the S.A.V.E. organization by feeding it false information. When it can't find S.A.V.E. envoys to trick, the betrayer tries to lure other people to empty, dark places with promises of great wealth or knowledge; there it turns on them and destroys them. The creature can appear anywhere, but prefers areas where crocodiles are easily found.

The ancient Egyptians may have known about the betrayer in some form; S.A.V.E. believes that the legends of Apophis, the foe of the Egyptian sun-god, arose from the crimes of betrayers.

In its natural form the betrayer appears as a man-sized beast with leathery skin and the head of a crocodile. The creature can *Change Self* to the form of an elderly wise man or sage in Egyptian or Near Eastern costume. However, even in this form, the creature's land movement rate is 60' per round at most; the creature appears to be an old man whose age prevents him from moving at a greater speed.

The betrayer prefers S.A.V.E. envoys to all other victims (player characters seem to get *all* the breaks, don't they?), luring them in its wise-man form with a promise of secret knowledge of the Evil Way, and the means to use the Evil Way for the goals of good. The creature is a clever one: it mixes truth with its lies, uses its dis-



ciplines to create "evidence" for the effects, and even betrays other creatures from the Unknown in order to feed S.A.V.E. false information and trick S.A.V.E. envoys into evil acts. The creature's lies are often very complex, sending whole groups of envoys on wild goose chases around the world, wasting the time and resources of the organization. In some cases, the creature produces ancient texts and artifacts which seem to support its lies. As a matter of fact, any S.A.V.E. briefing on this creature may not have all the facts straight!

The creature deals with non-S.A.V.E. envoys by playing on their curiosity or greed. It always leads them to some remote spot near a river, swamp or marsh, then throws them to crocodiles for its own pleasure.

In physical combat the betrayer prefers to change back to its natural form, attacking twice per round by biting. However, it enters combat itself only after its natural servitors, crocodiles, have been defeated or clearly cannot do the job for the betrayer.

The betrayer can be destroyed by means of normal physical combat.

BLACK TAMANOUS

STR	10(150)	PCN	5(70)
DEX	4(60)	STA	7(100)
AGL	5(65)	EWS	150
WPR	8(120)	FEAR	6
PER	2(30)	ATT	1/108%

Movement: L 150' A NA W 15'
Class: Special
Type: Independent

Disciplines: *Animation of the Dead, Change Self, Chill, Hound, Influence, Minion, Quiet, Raise Wind, Shake the Earth*

Manipulation: Yes

IPs: 1350

Black Tamanous is the American Indian name for a creature that promotes cannibalism among humans, then feeds on the cannibals. Just as vampires need blood to survive, this creature must eat the flesh of a person who has eaten human flesh—in short, a very unhappy food chain arrangement.

S.A.V.E. knows that a Black Tamanous was the force behind a cannibal society among Indians in the Pacific Northwest of the United States. However, these creatures are more subtle in their methods and powers, and more common than S.A.V.E. believes. Perhaps these creatures, and the horrid societies they create, are found in almost every major city.

Black Tamanous can *Change Self* to almost any humanlike form. It prefers forms that impress people in the area where it lives: for example, among the Northwest Indians, a black Tamanous appeared as an 8' tall, thin Indian with a skeletal face and mud or tar smeared over its lower body. In a modern city, it might prefer something a little more conservative: perhaps the form of a middle-aged, gray-haired, rich businessman. Its natural form is unknown, even to me.

When it stalks its human prey, a Black Tamanous hides, uses *Quiet* to



help surprise its prey, then uses its enormous strength to tear its victim apart.

This creature uses both *Influence* and *Minion* to organize secret cannibal societies. Unknown to the members of these societies, eventually they will be its prey.

The creature uses its minions to make innocent people eat human flesh unknowingly, thereby creating more cannibals for the creature to eat—sort of a grim way to “send out for lunch.”

S.A.V.E. has noted one unusual thing about Black Tamanous: it always leaves footprints. These prints are black and sticky outdoors, faint gray indoors. Outdoor prints last until washed away by rain; indoors they are visible for only 1 hour.

Black Tamanous suffers Stamina loss but cannot be wounded. It regenerates all Stamina after only 4 hours of rest. The only known way to destroy this creature is to hold it captive, totally without cannibal flesh, for a week. During this time, the creature wastes away, so that by the seventh

day it appears as a rotted, dried corpse. At the end of the seventh day of captivity, the creature dies and the body crumbles to dust.

BRAIN WORMS

[Caterpillar Creepers]

STR	NA	PCN	1(10)
DEX	NA	STA	1(05)
AGL	1(10)	EWS	NA
WPR	NA	FEAR	9
PER	NA	ATT	0

Movement: L 1' A NA W NA
Class: Corporeal
Type: Servitor

Disciplines: None

Manipulation: No

IPs: 50 per group encountered

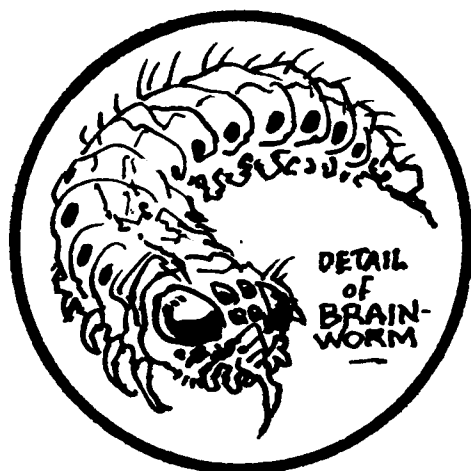
Brain worms may be small, but they're one of the most feared and dangerous of all creatures from the Unknown. They form in thin air by means of the Evil Way discipline *Rain*, and are a horrid means by which a powerful creature may gain total *Influence* over a character.

Brain worms look almost exactly like normal caterpillars (at least to humans, and I won't say how you can tell the difference); their short, segmented bodies are one to two inches long, and they have a wide variety of colors and markings.

When a creature uses the *Rain* discipline, brain worms drop out of the air onto their unwary victims. A character who takes no other action in a round may brush 1d10 brain worms off of himself or another character. Or, the character may automatically kill any two brain worms he or she can reach. Any brain worm that is not killed or brushed off in two rounds crawls to the character's ear by the end of the second round. In the following rounds, this brain worm enters the ear and crawls, slowly and mindlessly, into the character's brain, taking a total of 24 rounds (two minutes) to complete this process. Fortunately, once one brain worm has entered a character's ear, the rest of the

worms in its group crawl off in search of a new victim.

A brain worm that reaches a character's brain automatically causes the loss of 1d10 points of Stamina per round. A character who falls unconscious with a brain worm still in his or her brain must immediately make a general current Willpower check. Failure of the check means that the more powerful creature controlling the worms gains an automatic "C" result of the *Influence* discipline over the character, at no cost to the creature. This condition continues until the character dies, the creature is destroyed, or the brain worm is removed. The creature can send an unlimited number of telepathic commands to the victim at no Willpower cost to the creature. If the victim passes the general current Willpower check, he or she awakens, only to become insane from the pain caused by the brain worm. The exact details of this insanity are left to the imagination of the CM and the players; however, the character cannot act in any real capacity as a S.A.V.E. envoy



until the brain worm is destroyed.

A Sphere of Protection causes brain worms to leave the victim's head at the same rate they entered him or her; if the brain worm is already completely inside the victim's brain, the Sphere must be maintained for 24 rounds to force the worm completely out of the character's body. Of course, the victim does not willingly allow himself or herself to be held in a Sphere of Protection.

Characters who have Medical skill can try to remove brain worms before they reach the victim's brain, or when they are forced to leave the brain by a Sphere of Protection. The type of check required, and the results of the check, depend upon the number of rounds elapsed since the brain worms entered the victim's ear.

1-5 rounds. General check: worm removed by any successful general check.

6-12 rounds. Specific check: an "M" result or better is required for success.

13-18 rounds. Specific check: an "H" result or better is required for success.

19-24 rounds. Specific check: a "C" result is required for success.

Failure of a check means that the character trying to remove the worm has inflicted an accidental wound on the victim (after all, it's a delicate operation, isn't it?). This wound is equal to the result shown on the table from the check: for example, if a "C" result is required to remove the worm and the check result is an "H" instead, the victim receives a Heavy Wound (as if he didn't have enough problems in the first place!). Total failure of the Medical skill check automatically inflicts a critical wound on the victim.

Brain worms cannot be removed by characters with Medical skill while they are actually in the brain; the worm must be forced away from the victim's brain by a Sphere of Protection, or not have reached the brain, for the removal to have any chance of success.

BUSO

STR	6(80)	PCN	5(65)
DEX	3(45)*	STA	6(80)
AGL	2(30)	EWS	130
WPR	4(60)	FEAR	7
PER	1(15)	ATT	2/55%

* In natural form; NA in dog form

Movement: L 150' A NA W 15'

Class: Corporeal

Type: Independent/Servitor

Disciplines: Change Self, *Darken*, *Invisibility*, *Halt*, *Shake the Earth*, *Talk with Animals* (unique), *Throw Voice*

Manipulation: Yes, in natural form

IPs: 1820

Buso are strange types of ghouls that appear only during the fall and winter of the year, or during the rainy season in tropical climes, always in groups of 1 to 5. They use Evil Way disciplines to cause humans to die, then invisibly observe the burial of their victims, rejoicing that, in several days, their ghoulish hunger will be satisfied. Each buso is linked in some unknown way to a particular tree in or near a burial ground.

In natural form, Buso stand about 7' tall. Their bodies bristle with curly hair; they have fangs, and one large yellow eye. Buso automatically *Change Self* to the form of a mongrel dog that has one good eye.

Buso often *Talk with Animals* in attempts to get pets to lure their human masters into ambush, then leave the pet howling and whining over the corpse of its master. Roll a general Personality check for the buso: success means the pet cooperates; failure means the pet tries somehow to alert its master to the danger.

Buso claw and bite in combat. They prefer to ambush their prey, lurking in trees, where characters must pass a general Perception check with a -50 modifier in order to spot them. Anyone bitten by a buso has a 10% chance to contract a disease in 1d10 days.

Buso detest daylight and avoid it,

though it does them no real harm. They suffer Stamina loss normally from any attack, but are never wounded. A buso reduced to 0 current Stamina is unconscious for only 1d10 rounds, during which time it regenerates all lost Stamina. A buso can be destroyed only by destroying the one tree with which it is associated.

C

CCOA

STR	NA	PCN	6(90)
DEX	NA	STA	NA
AGL	NA	EWS	120
WPR	5(75)	FEAR	6
PER	NA	ATT	1/*

* In natural, incorporeal form, the creature attacks using only Evil Way disciplines; in animal form, it may have the number of attacks allowed that animal, and has the normal Strength, Dexterity, Agility and Attack score of that animal.

Movement: As incorporeal, 75'; otherwise as a normal animal of the type whose form it has taken.

Class: Special

Type: All

Disciplines: Change Self, Change Temperature, Change Weather, Evil Eye, Hail (unique), Influence, Rain, Telekinesis

Manipulation: No in natural form; yes in animal form

IPs: 1920

The ccoa is an incorporeal creature that feeds on the complex energies released when a small community falls into ruin. In its incorporeal form, it lingers near the abandoned fields and buildings of the ruined community, sustaining itself for 1d10 years by scavenging in the buildings and preying on small animals that wander into the fields. At the end of this time, it moves on to another small

rural village or town, and seeks to destroy life in another community.

The ccoa's work can be seen throughout the world: ghost towns of the American West, ruined villages high in the Peruvian mountains, long-abandoned dwelling sites in Europe, Asia and Africa.

A ccoa's attempt to ruin a small community always follows a definite pattern. When it arrives in the area, the ccoa uses *Change Self* to take the corporeal form of a domesticated animal, often a cat or dog, but pos-



sibly a cow, sheep, chicken, or any other common domesticated creature (the CM may draw up statistics for domestic animals, using animals included in this book and in *Horrors from the Unknown* as examples). In dog or cat form, the ccoa is often taken in as a pet by an unwitting character. Whatever animal form the creature chooses, it immediately becomes the natural master of all animals of that type within its sight.

Shortly after the ccoa arrives, most of the farm animals of the area become restless and hard to manage, as

they react to the presence of a creature from the Unknown. (Of course, animals of the type whose form the creature has taken do *not* react negatively to its presence.) Then the ccoa uses its disciplines to ruin crops. The ccoa's unique *Hail* discipline is a Distortion discipline that produces a devastating rain of hailstones from an otherwise clear sky. Each use of this discipline lasts 1 minute, (10 Wpr/use) and covers the area within a mile of the creature. Characters caught in such a storm must pass a general Agility check each round in order to declare any action other than movement for that round; they are automatically dodging and covering their heads to protect themselves from the hailstones. Of course, this hail causes extensive damage to crops.

Sooner or later, the ccoa arranges a situation in which it is alone outdoors with a small number of characters. It then uses its *Hail* discipline to distract them, following this with a *Rain* of brain worms (See Brainworm). If characters fall under the ccoa's *Influence* because of the brain worms, it uses these people to stir up all manner of problems: fights, riots, robberies, swindling. The creature always chooses these activities to cause the most grief and chaos in the community, while still making it appear that all this trouble results from the natural greed and meanness of the residents. In short, there goes the neighborhood!

If unopposed, this process of community destruction reaches a climax in 2d10 months. At the end of this time, the last residents give up and leave the community. Its buildings will be looted and ruined, its fields untended and barren. The CM should note that this is a lengthy process, and that PC envoys might be sent on an expedition into such a community at any stage in the process.

In physical combat, the ccoa uses the natural attack forms and score of the animal whose form it has assumed. It is also the natural master of animals of the same type within its site, and these automatically come to its aid and defense. The animal form of the ccoa can be damaged normally, but when the animal form is killed,

the ccoa itself is still unharmed and can automatically *Change Self* to another animal form.

S.A.V.E. knows only one sure way to destroy the ccoa. A town hall, community center, school, church, synagogue, or temple must be built in the center of the village. This structure must be made of stone or some other strong material. When the building is completely ready to use, the ccoa in the community is destroyed. Of course, the ccoa uses all means within its power to prevent the building of such a structure.

CHULLPAS

STR	5(70)	PCN	6(85)
DEX	3(45)	STA	10(140)
AGL	3(45)	EWS	130
WPR	6(90)	FEAR	7
PER	2(30)	ATT	2/58%

Movement: L 60' A NA W NA

Class: Corporeal

Type: Master/Independent

Disciplines: Appear Dead (Self), *Change Temperature*, *Change Weather*, *Hound*, *Purified Shell*, Sense the Art (unique), *Teleport*, *Wounding Touch* (unique)

Manipulation: Yes

IPs: 2080

A chullpas is the intelligent, undead corpse of an ancient New World Indian who attempted during life to learn the disciplines of the Evil Way. Frustrated while alive, the creature has found success in its undead state. Unfortunately, the frustration of its quest has made this once-human creature the jealous foe of all people who use the Art for good.

Chullpas can now be found in North, Central and South America. Appearing as dried, mummified corpses, the creatures always pick some place in or near an Indian burial ground to hide the sarcophagus in which they were buried. They never wander more than 1 mile from this sarcophagus, unless they are certain

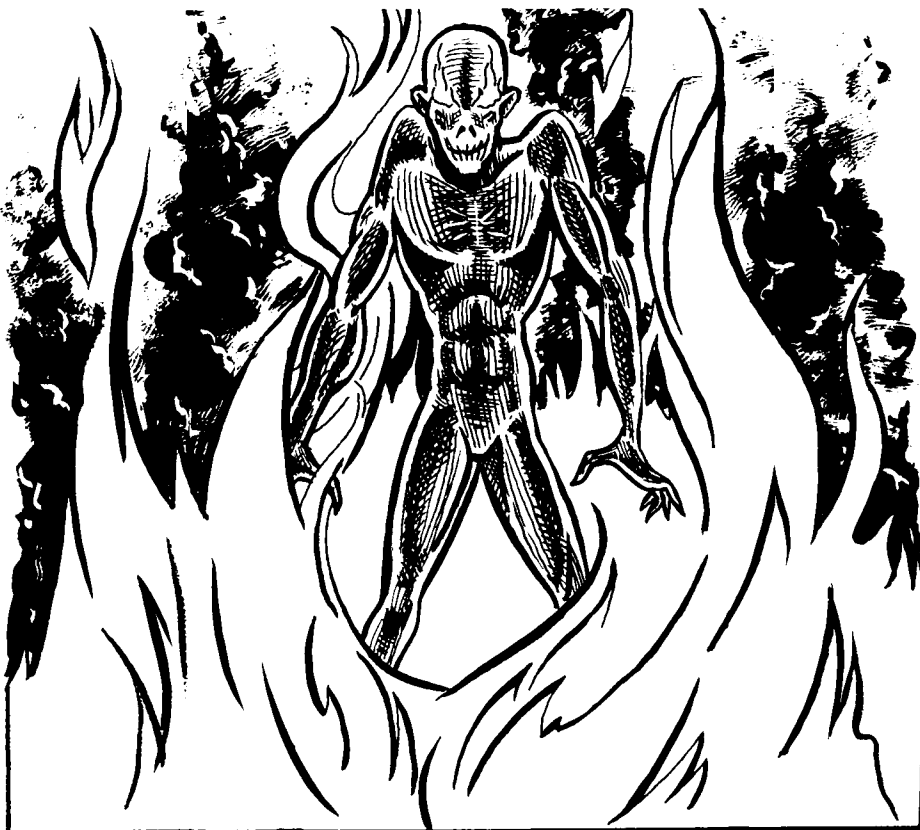
that its location is completely hidden and secret. Even then, they wander only in order to *Hound* a user of the Art.

Chullpas have the unique ability to sense any character use of the Art within 1 mile of themselves. When they sense that the Art is being used, they begin to simmer with a slow jealous rage: what *living* thing dares to draw upon the great, mysterious energies! They immediately try to *Teleport* to a vantage point from which they can see the user of the Art; then they begin to *Hound* that character. They do not attack the character until he or she has left the area of the sarcophagus. Before beginning combat, the chullpas does everything within its power to learn the name of its potential victim. Usually, it does this by lurking near the dwelling of the chosen victim, waiting to hear him or her called by name. The chullpas then uses *Dreamsend* repeatedly for several nights to send nightmares about being destroyed by the Evil Way. These dreams involve death in jungle or desert settings, and draw

upon the stories of ancient Indian myth and ritual: for example, the victim may dream of being tied to a post, huge bone fishhooks tearing into his skin, or tied down in the desert, a strong band of wet rawhide bound tightly around his head, and shrinking slowly as it dries. Only after its victim has suffered several fearful nights does the chullpas actually attack.

In melee a chullpas uses its *Wounding Touch* Subjection discipline, spending only 5 points of Willpower per touch. When using this discipline, the chullpas inflicts normal armed combat damage by simply touching its victim. The discipline, however, does have a catch: the chullpas must clearly face its victim and call him by name before first using the *Wounding Touch* against him. If unable to use this discipline, the chullpas can still attack unarmed, using normal melee procedures.

The chullpas loses Stamina from all forms of attack, but cannot be wounded except by flint or jade weapons. A chullpas driven to zero current



Stamina turns into a dark cloud and flies back to its sarcophagus, where it awakens in 24 hours, completely regenerated and rehabilitated.

The chullpas has two weaknesses: a form of blindness, and its tie to the sarcophagus. A chullpas cannot see a character unless he or she uses some discipline of the Art other than Sense Unknown. In combat, characters lacking any other discipline are invisible to the chullpas.

The sarcophagus of a chullpas is a rectangular stone box, not unlike a plain coffin. Inside the sarcophagus lies a stone statue that reveals what the chullpas looked like in life. Smashing this statue destroys the chullpas.

CONTINH

STR	3(45)	PCN	5(75)
DEX	4(50)	STA	7(95)
AGL	5(70)	EWS	135
WPR	5(75)	FEAR	5*
PER	6(90)	ATT	1/58%

* No Fear check necessary unless the character realizes the continh is a creature, not a human

Movement: L 75' A 225'* W 15'

* In bird form

Class: Special

Type: Master/Independent

Disciplines: *Breath of Pestilence*, *Change Self* (unique form), *Gnarl*, *Halt*, *Influence*, *Kiss of Death* (unique form), *Steal Memory*, *Summon*

Manipulation: Yes

IPs: 2160

A continh comes into being when an evil young woman dies prematurely after being betrayed in love. The sole purpose of the continh's existence is to take revenge by inflicting as much heartbreak, misery, and sorrow as possible on young men before finally killing them. Indeed, some of the stories about continh say that, by the time the creatures are ready to deal the final blow, many victims are so miserable that they die willingly.

Continh appear as extremely beautiful young women. They are always dressed in an elegant style proper to the time and place in which they dwell. Although their real home is a hollow tree or stump, they always choose a tree near a stately home or house which is otherwise unoccupied. Their victims, and society in general, believe they are the new residents of this old home, and the creatures take care to keep the house in good repair. The continh often go so far as to hold parties in the house, in order to attract



new male victims. In many parts of the United States, the house near a continh's tree has a large, old fashioned wooden porch swing.

In addition to its human form, the continh can *Change Self* to the form of a lovebird. In this form it often appears to its victim near his own home, cooing and grooming itself to put the man in a more sentimental and romantic mood (birds can get you humans to think or feel just about anything!).

The typical pattern of the continh's attack begins when it attracts a young

man and uses *Influence* to begin a romantic involvement. Eventually, the continh is invited to the victim's home, where it uses *Breath of Pestilence* to cause disease among the victim's family (with breath like that, no wonder the continh had trouble getting dates while it was alive!). As the romance between the victim and the creature deepens, the continh uses *Steal Memory* to erase various amounts of time from the victim's mind, then insists that he made promises of gifts, trips or other favors to it, acting hurt and betrayed that the victim no longer remembers these solemn promises. The creature uses telepathy to send romantic thoughts to its victim which seem, to the victim, to arise naturally in his own mind. Whenever possible, the continh plays off one victim against another, especially enjoying having two brothers as victims and rival suitors at the same time. Once the victim's family has been slowly killed off and the victim's money and earthly goods are gone, the continh typically plays its final scene: It calls the man to it, tells him its "feelings have changed," then bids him farewell with a final, unique and poisonous *Kiss of Death* (treat as 150% catastrophic damage first, then check against Strength 10 poison). If the continh's house has a porch swing, the farewell usually takes place while the creature and its victim sit on the swing. The continh uses its *Gnarl* discipline to wrap an arm of the swing around its prey and hold him still for the final and fatal *Kiss*.

If discovered for what they are, continh almost always seek to use their *Influence* to persuade characters that they are not wicked creatures at all, but innocent victims of the foul abuse of evil men. They lie further to the characters, telling them, "It is up to you to save me!"

Continh seldom if ever participate in direct combat; if forced to do so, they fight like a normal human, making unskilled use of any weapons available. They are the natural masters of birds, and can also *Summon* all birds within one mile to come to their defense, attacking viciously by swooping and biting. The types of birds sum-

moned vary, of course, with the place where the continh dwells.

Continh suffer Stamina loss, but no wounds, from normal combat. A continh reduced to zero current Stamina reverts automatically to a mysterious incorporeal form and returns to its tree at once. Continh recover all lost Stamina and Willpower by spending six hours, during daylight, in their hollow tree or stump. A continh can be destroyed only by placing a plain silver wedding band in its tree or stump while the continh is resting in it. At the instant of its destruction, the creature takes the form of the horrid, decayed corpse of an old hag, and then quickly vanishes into nothingness.

CORBIE

STR	3(45)	PCN	6(90)
DEX	NA	STA	3(45)
AGL	4(60)	EWS	85
WPR	3(45)	FEAR	3
PER	NA	ATT	1/53%

Movement: L 10' A 225' W NA

Class: Corporeal

Type: Independent/Servitor

Disciplines: *Blur Vision, Quiet, Darken, Ghostly Lights, Throw Voice*

Manipulation: Yes

IPs: 425

Corbies are carrion-eating birds, about the size of a vulture (wingspan 6'-8'). They are drawn to places where violence, death, and disaster seem ready to happen: as a result, they are especially fond of battlefields. Their usual goal is to spread fear and panic, and to do all they can to increase the chances of death for the humans involved in a possibly violent situation. On occasion, however, they also act as spies or messengers for more powerful creatures.

Corbies look something like huge ravens. Their feathers and beaks are black, their heads are bald, and they have a white stripe marking around their throats—but don't let good looks deceive you: they're a dangerous and vicious enemy.

Corbies usually appear in groups

of two or four. However, some people claim to have seen larger flocks of up to ten: these reports aren't very reliable, because such sightings have taken place at the scene of great disasters or at the aftermath of major battles, when there is naturally a great deal of confusion, fatigue, and tension.

Corbies tend to stay a safe distance away from characters, preferring to use their Evil Way disciplines to increase the chance that a dangerous situation will result in death. I, for one, have seen them use their *Ghostly Lights* discipline to lure soldiers into an enemy ambush, or the *Quiet* discipline to muffle the sound of a huge creature stalking campers in the woods.



Corbies are also capable of human speech. A favorite corbie trick is to use the *Throw Voice* discipline to cause a human to believe one of his dead companions is speaking to him, or to imitate a child's cry for help from deep within a foggy, dangerous swamp. On other occasions, corbies have been known to tell people about the strange creatures and situations in the Unknown, for the sheer delight

of scaring them even more. They generally tell the truth, but you can't believe *everything* they say.

If forced into physical combat corbies attack by pecking with their beak, inflicting full armed combat damage results. However, they themselves take normal armed and unarmed combat damage, so they try to avoid any situation that puts them in physical danger.

D

DECEIVER

STR	2(30)	PCN	9(135)
DEX	3(45)	STA	2(30)
AGL	2(30)	EWS	150
WPR	7(105)	FEAR	7*
PER	1(15)**	ATT	1/30%

* No fear check required if Deceiver is in human form and not recognized as a creature from the Unknown

** Personality is 90 when in human form; number shown is for natural form

Movement: L 75' A NA W 30'

Class: Special

Type: Master/Independent

Disciplines: *Blur Vision, Change Self, Chill, Darken, Deceive (unique), Enormity, Fleshcrawl, Ghostly Lights, Gnarl, Influence, Purified Shell, Putrified Shell, Second Light, Steal Memory, Throw Voice, Time Stop, Total Illusion*

Manipulation: Yes

IPs: 5100

The deceiver is the most clever (and perhaps, if such things can be measured, the most evil) of all creatures from the Unknown. Its constant purpose is to distort the truth, deceiving men into choosing to commit evil acts.

The origins of the deceiver are unknown; many legends from the ancient Near East hold clues and hints that its first contacts with man took place near the dawn of the civilized world. So powerful is this crea-

ture's ability to deceive even the best of minds that I myself don't know if there are several creatures of this type in existence, or only one. And this is one case where I'm not too sure I *want* to know.

In its natural form the deceiver appears as a 6' tall, serpent-headed human. However, it has automatic power to *Change Self* in any form it desires. Some of its favorite human disguises are wise men or holy men, teachers, philosophers, artists, musicians, and scholars.

The principal weapon of the Deceiver is its unique Subjection discipline, *Deceive*. *Deceive* enables the creature to cause one character to believe any one, single lie. This lie must be expressed in one or two simple sentences, and at least part of what is said must be true. Technically, the lie may not be a lie at all, but a statement cleverly worded to lead the listener to the wrong conclusion. For example, the deceiver might suggest that a good and innocent man had committed a crime by stating, "Of course Harry wouldn't do that. But if he *did*, acting so kind and innocent would be a perfect way to hide his guilt, now wouldn't it?"

Each use of *Deceive* costs the creature 20 points of current Willpower. Interpret the results on the following key:

S = The victim believes the lie for only 1d10 minutes.

L = The victim believes the lie for 1d10 hours.

M = The victim believes the lie for 1d10 days.

H = The victim believes the lie for 1d10 weeks.

C = The victim believes the lie for life, or until the deceiver is destroyed.

Player characters affected by use of this discipline *must* act as though they believe the deceiver's lie, even if the player of that character knows the truth about the situation. The CM must use good judgement and insist that players play fairly, running their characters in a manner consistent with what the character believes to be the truth. Once the effect of the dis-



cipline ends, the character suddenly realizes that what he believed to be the truth must be a mistake or a lie. Often, however, the damage is already done.

The deceiver affects human affairs in extremely powerful ways. Its ability to cause people to believe a lie throughout lifetime can be disastrous when used against teachers, scientists, spiritual leaders, and heads of state. There is no way of knowing how many wars, plagues, famines, persecutions, and other forms of human suffering have been caused by the lies of the deceiver, but their number is probably legion.

The deceiver cannot be harmed by any type of attack unless it is in its natural form, although it may use Evil Way disciplines to give the appearance of being harmed. The deceiver suffers full normal damage when attacked while in its natural form.

Obviously, the next question is "How do we change the deceiver to its natural form?" To be changed into its natural form, the deceiver must be

forced to stand for one full hour in direct sunlight in front of a place especially dedicated to truth, such as a church, synagogue, temple, courthouse, or a university classroom building. At the end of the hour, any S.A.V.E. envoy will see the deceiver in its natural form. Characters who are not S.A.V.E. members still see the deceiver as it was in its most recent form. The creature cannot disguise itself from S.A.V.E. envoys again until it has spent at least 8 hours in darkness.

Note to CMs: This creature is extremely powerful, and, if played properly, will prove impossible for all but the smartest or luckiest of PCs to destroy. It is included mainly for purposes of campaign play, where it can become a standing enemy of your group of player character S.A.V.E. envoys. However, you should be careful not to turn a deceiver loose with its full powers against your group of PCs; they have practically no chance of surviving such an onslaught. Furthermore, a deceiver in this world is too busy spreading ideas of greed,

hatred, and intolerance to spend much time dealing with a small group of S.A.V.E. envoys. Use the creature for an occasional "cameo" appearance in your adventures until your PCs have practically exhausted the possibilities for character advancement. Going after this creature could make a fine grand finale to a campaign which has run for several years.

DOLL MASTER (Ghost)

STR	NA	PCN	5(60)
DEX	NA	STA	NA
AGL	NA	EWS	120
WPR	6(90)	FEAR	6, 8*
PER	NA	ATT	0/**

* 6 for Inhabited dolls; 8 for the creature itself when using *Manifestation*
 ** Attacks 1/40% as doll

Movement: As incorporeal, 75';
 L 75' A NA W 75' as doll
Class: Incorporeal
Type: Independent

Disciplines: Manifestation, *Multiple Inhabit* (unique), *Hound*

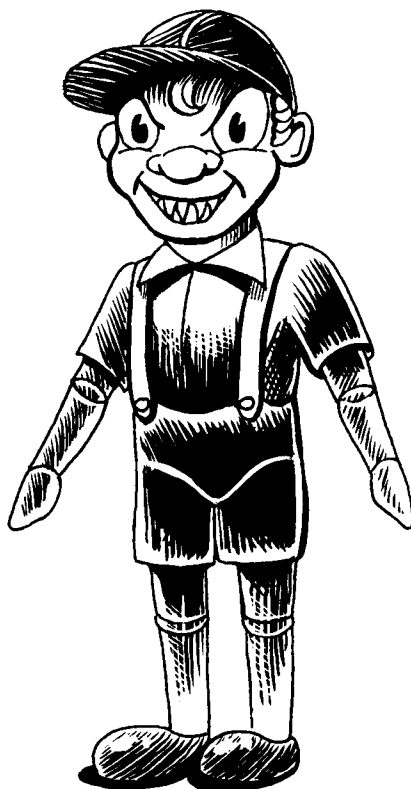
Manipulation: Yes, in doll form

IPs: 720

A doll master is the ghost of a crazed murderer which seeks relentlessly to kill by using its unique *Multiple Inhabit* Specialist discipline.

Use of this discipline lets the creature inhabit the bodies of up to 1d10 dolls of just about any type. It inhabits all the dolls and can coordinate their actions in simple plans and actions. Many types of doll may be inhabited by the creature: children's dolls, wooden statues, toy soldiers, even stone statues. The dolls inhabited must resemble a human being, and they cannot be larger than man-sized. Use of this discipline costs the creature 2 points of current Willpower per doll inhabited per minute. Rolls for successful use of the discipline are resolved on column 1 on the CHILL™ Action Table.

Once it inhabits the dolls, the creature can animate them and use them



to make physical attacks on characters. While they are animated, the dolls grow real mouths and rows of sharp teeth; although they cannot speak, they may squeak, chatter, or yowl, if the CM chooses. These animated dolls have scores of 40 in all Basic Abilities. The animated dolls may attack using any form of weapon the CM decides they could reasonably carry and use, although such attacks are of course unskilled. Often, the mode of attack the doll master chooses fits the type of doll being animated; a girl's fashion modelling doll might claw, scratch, tear out hair and attempt to strangle a character, while an animated three-foot high wooden soldier doll might try to get a kitchen knife to use as a sword, or even try to pick up and use a real firearm. Regardless of the type of attack the creature uses, the doll's assault on the victim is absolutely crazed and without stop. The CM may determine how much armed and unarmed damage a doll can inflict in a single attack, based upon the type of attack it uses.

The attacks by the dolls are always intelligent. When a group of them attack, each usually has a single, specific task: for example, one doll might sneak upstairs and lie where it will trip a character, while four or five others wait at the bottom of the stairs, holding a large pillow, to smother the victim when he or she falls down the stairs. If the doll master animates only a single doll, it often acts with great cunning, able to put a complex plan into effect all by itself: perhaps this is because all the doll master's energy and attention is focused on one doll.

Dolls animated by the doll master are absolutely indestructible. They cannot be harmed by any form of attack, such as water, fire, or a fall from a high window. The animation of these dolls stops in only two ways: the discipline use may end, or someone may place salt in the doll's mouth. Placing salt in the doll's mouth forces the doll master to leave the doll. A doll master forced to leave all its dolls tries to *Hound* its victim before departing, if it has enough Willpower left. It is also forced to *Manifest* itself, appearing as a vague, shadowy form of its living self for one round.

A doll master can be destroyed only by placing of a doll of any type in the grave from which the creature sprang. Any CM who uses these creatures in an adventure should be careful to plant clues as to the original identity of the doll master which the PCs can discover by using their skills.

DOUBLE (Ghost)

STR	NA	PCN	4(60)
DEX	NA	STA	NA
AGL	NA	EWS	120
WPR	4(60)	FEAR	10*
PER	5(75)	ATT	Special**

* 10 for character being doubled; 6 for others who recognize the double as a creature from the Unknown

** Attacks as character being doubled

Movement: As incorporeal, 75'; otherwise, as doubled character
Class: Special

Type: Independent

Disciplines: Inhabit, Manifestation
(as ghost, unique variety)

Manipulation: Yes

IPs: 480

A double is the crazed ghost of a man or woman executed for a crime it did not commit. Immediately after the execution, the ghost comes back for revenge, which it gets by first taunting and frightening an innocent person, then causing that person to be condemned for a crime he or she did not commit.

The double's victim is always a person considered by his community to be of outstanding moral character; the person also must be a judge, prosecutor, or witness involved in the criminal case that sentenced the double to death. The creature begins its attack by *Inhabiting* a mirror in the victim's home. It then uses *Manifestation* to make it seem to the victim that his image in the mirror has come to



life and is talking back to him, saying things like, "Just wait till you see what I'm going to make you do." You might say that the victim has himself a handful of...*double trouble*.

The double then *Manifests* itself once per day to the victim's friends or professional associates, in a form identical to that of the victim. First it performs some rude or slightly insulting act. Of course, the victim is blamed for this behavior; after all, his friends *saw* him do it, didn't they? Heh... heh..heh.

In time the double's misdeeds become more serious, until the victim is seen committing a capital crime in front of countless eyewitnesses who could not possibly be mistaken in identifying the culprit. This final deed always takes place 1d10+1 weeks after the double first *Manifests* itself to the victim, at a time when the poor fellow is alone and unable to provide himself with any alibi.

Throughout this time, the double continues to appear before the victim, taunting and haunting. As the mischief becomes more serious, the victim often finds himself drawn back to the mirror, at first because he doesn't really believe what is happening, then filled with a dark and morbid desire to know just what it is that "he" is going to do next. If he gathers the courage to smash the mirror, the double simply *Inhabits* another item in the house, preferably something such as a polished table or a pane of glass (the better to keep reflecting the victim's face). While the haunting continues, the victim must make a general current Willpower check whenever he faces a stressful situation or finds himself in an important social or professional situation (CM's judgment). If he fails this check, he breaks temporarily from the strain of the haunting and behaves in a strange, improper manner. The CM can sume that NPC victims fail these checks fairly regularly, and simply inform PCs that reports are spreading around town that the victim seems to be slowly going out of his mind.

The *Manifestation* of a double appears to be the victim in all respects. It appears corporeal to all characters,

although it cannot be damaged by any form of physical attack. Of course, the double can control its *Manifestation* so that it *seems* to take normal damage, if this is necessary to maintain its disguise. It itself can attack and cause normal damage, exactly as if it were the character it is pretending to be. In fact, it can even use any weapons or melee skills the character has.

To rid a victim of a double, PCs must first determine the double's true identity. They can do this through a Clairvoyant or Prescient Dream; a successful attempt to have such a dream always provides a strong clue to who the double was. Once the double is identified, the S.A.V.E. envoys must investigate the case that cost it its life in human form: somewhere, the true criminal is still alive and scot free, although why the double didn't go after *him* rather than some innocent person remains a mystery. Finding the true criminal may be a long and difficult process, especially with an innocent friend falling apart before your very eyes, but to drive the double away, the real criminal must be brought to justice. Once this is done, the double is destroyed. S.A.V.E., of course, recommends that the double be destroyed *before* it commits the final crime which will undoubtedly cause the arrest and conviction of its victim.

G

GAMIN

STR	3(45)	PCN	5(75)
DEX	4(60)	STA	6(85)
AGL	5(75)	EWS	85
WPR	4(60)	FEAR	4*
PER	5(75)	ATT	2/60%

* *Fear check required only if character realizes the gamin is a creature*

Movement: L 75' A NA W 15'

Class: Corporeal

Type: Independent/Servitor

Disciplines: *Change Self, Influence, Quiet*

Manipulation: Yes

IPs: 255

Gamins are childlike corporeal creatures, often minions of a Mean Old Neighbor Lady, whose sole desire is to play like young children. The problem is, their favorite game is a little pastime called "murder."

In their natural form, gamins appear as thin, undernourished, four to ten-year-old children. They have strange yellow eyes, the pupils of which are vertical slits; the eyes have no whites. When around humans, gamins usually *Change Self* to resemble normal, thin, waiflike human children. When they encounter a small number of people, or only one individual, they usually assume the form of the sex opposite that of the observer who has the highest Personality score.

Gamins operate in groups of 2 to 10, although each gamin tries to at-



tach itself to one family or individual. They prefer to dwell in neighborhoods where there are large numbers of normal children, who serve as playmates, *Influenced* accomplices, and general cover. (It's hard to pick out the gamin in a crowd of smiling children's faces.)

A gamin's victim is often a couple with only one child, or a kindly elderly lady, or a group of S.A.V.E. envoys. It begins by simply "hanging around" the victims, appearing to be a neglected, very appealing child who needs love, food and warmth. Soon, using its *Influence*, it makes itself an almost constant companion, in many cases all but "moving in" with the victim. It uses its *Influence* to avoid questions about its parents or where it is from.

Eventually, the gamin's victim notices that the "child" is collecting various odd items: knick-knacks, small toys, keys, anything which might belong to an adult but be desired by a child. These are items the creature has taken from adults it has cunningly murdered. In some cases, a gamin teaches human children to play "murder" with it, *Influencing* them to commit the crime and keep it a secret.

Soon, there are numerous unexplained deaths in the family or community of the victim, all leading up to the final stroke: the gamin murders the characters who befriended it, then seeks new prey.

Gamins are vulnerable to all forms of combat damage. They fight as normal characters, and make unskilled use of any weapon available to them.

GOLEM

STR	Varies	PCN	Varies
DEX	Varies	STA	Varies
AGL	Varies	EWS	NA
WPR	Varies	FEAR	5
PER	Varies	ATT	2/Varies

Movement: Varies

Class: Corporeal

Type: Servitor

Disciplines: NA

Manipulation: Yes

IPs: 500

A golem is a man-made man; a humanlike being created by another man or group of men (or so the "creators" think). Golems vary greatly in their size, statistics and manner of construction, but all have one thing in common: all are created using one of several methods passed on to mankind by a deceiver (see Deceiver). As is always the case, the deceiver's gifts have a nasty price: in the end,



every golem turns on the man or group who created it and brings them to ruin.

Golems are the subject of several legends and stories, most of which contain at least an element of truth. Golems were first made by men to act as servants, performing simple, messy tasks which their makers didn't want to do. In medieval times, the deceiver provided so-called "magical formulas" and "items" for creating and controlling golems. In more modern times, the deceiver has tried to make golem creation seem "scientific"; there is

more truth in the story of Frankenstein than most normal humans care to believe!

In appearance, golems would never be mistaken for normal men. The simplest ones look like large, humanoid, animated lumps of clay; even the most complex golems have the appearance of Frankenstein's monster (and you humans don't really look *that* bad!).

Sooner or later, every golem goes on a rampage, usually in a way suited to the purpose for which it was created. For example, a golem created to do housework might use its brooms, buckets and mops as weapons, or one created to cut and carry firewood might take to burning down buildings. This destructive rampage usually brings ruin and eventually death to whoever created the golem. The actual statistics and combat abilities of a golem are left to the discretion of the CM, depending upon the type of golem involved, the manner of its making, and the duties it was designed to perform.

There are several medieval texts, and a few more modern ones, which claim to give directions on how to make golems. These texts are all tricks of a deceiver, and S.A.V.E. envoys are warned to destroy them whenever and wherever they are found. Of course, the "magical" or "scientific" formulas they contain are garbage; S.A.V.E. believes that when someone "uses" these formulas, a deceiver lurking nearby, using some mysterious discipline, actually animates the golem. The golem's human "creators" then take credit for the deed, but of course, when the golem turns nasty, they also have to take the blame.

H

HAG

STR	4(60)	PCN	5(75)
DEX	3(45)	STA	5(75)
AGL	6(90)	EWS	135
WPR	5(75)	FEAR	5
PER	2(30)	ATT	1/75%

Movement: As incorporeal, 150'; otherwise, as character

Class: Special

Type: Independent

Disciplines: *Appear Dead (Other)* (unique use), *Change Self* (unique use), *Purified Shell*

Manipulation: Yes, when corporeal

IPs: 810

Hags are female creatures who want to appear and live as if they were beautiful women. The existence of these creatures was first proposed by S.A.V.E. legend/lore scholar Dr. Charles Ashwith after his study of the fairy tale *Sleeping Beauty*; his theory was later confirmed by two S.A.V.E. expeditions that actually encountered these creatures.

Hags are naturally invisible and incorporeal. They can become visible and corporeal at will, automatically taking the form of an extremely ugly, almost corpse-like old woman. Usually, however, the creature uses *Purified Shell* to appear as an attractive woman in her early 20's.

It is in this form that the hag approaches its victim, usually another beautiful woman in her early 20's. The hag spends anywhere from a week to two months befriending its victim, learning everything it can about her family life, finances, and personal habits. Finally, the hag lures the victim to some lonely place, often an old abandoned house with a crypt, and attempts to use its unique form of *Appear Dead (Other)*. Successful use of this discipline causes the victim to fall into a deathlike trance. The hag then hides the unfortunate woman in a grave, and uses its unique form of *Change Self* to assume her appearance. The hag so resembles the victim that there is no way to reveal that the creature is an imposter. Because of the unique nature of this *Change Self* discipline, the hag must stay in its new form for 3d10 years.

The hag's next step depends upon the background of the victim. If the woman's life was one of wealth and ease, the hag simply takes the victim's place in life. If the victim's life seems



unpleasant to the hag, it moves to another place, using its beautiful new body to work out a life more in keeping with its own tastes.

The hag's attempt to find happiness through physical beauty is, of course, doomed to fail. Once the hag has the body it desires, it proves that it's not just another pretty face: it can no longer keep in check the nastiness of its personality. The creature becomes more and more vain, self-centered, demanding, and cruel in its treatment of others. If the hag has assumed the victim's role in life, friends and relatives of the victim notice these drastic personality changes within 1d10+1 weeks: suddenly, sweet, lovely Elizabeth just *isn't herself* anymore...heh, heh, heh.

Over a long period of time, the hag's true nature begins to show in its appearance. The face becomes increasingly sharp, lean, and hook-nosed. Then the entire body begins to grow ugly. Eventually, wrinkles, age spots, rotting teeth, and other horrid features appear. Finally, after 3d10 years, the body is no longer even fit

for a hag. Then the creature turns incorporeal and leaves the body, which appears to die. The hag's victim dies at the same time as the hideous double of herself. At once, the hag begins the process of seeking a new victim.

Hags can be harmed or killed only while they are in the form of their victim. While in this form, they fight and take damage just as a human character, and can make unskilled use of any available weapons. When the body of a hag is killed, (rather than "dying" naturally as described above), its victim can be awakened by being touched on the hand. The awakened victim will have aged normally, and believes herself a victim of partial amnesia.

HANGMAN (Ghost)

STR	NA	PCN	5(75)
DEX	NA	STA	NA
AGL	NA	EWS	100
WPR	4(60)	FEAR	6
PER	NA	ATT	1/99%

Movement: As incorporeal, 75'

Class: Incorporeal

Type: Independent

Disciplines: *Hound*, *Manifestation* (as ghost), *Contact the Living*, *Dreamsend*, *Telekinesis*, *Wave of Fog*

Manipulation: Yes

IPs: 1200

A hangman is the ghost of a murderer who was hanged for his or her crime. This ghost roams the earth seeking two types of victims: murderers who have escaped justice, and those who have helped bring a murderer to justice. (You might say they serve as *judge and hung jury*, though I would never say that!) The hangman first subjects its victim to a haunting, which can last for weeks, then moves in for the kill.

A hangman is naturally incorporeal and invisible. A male hangman *Manifests* itself as a corpse dangling from a gallows, the noose and part of

the rope still around its broken neck, its head bent gruesomely to one side. Female hangmen appear in a similar manner, but have the rope removed from their necks, which are scarred by rope burns. Both creatures appear to be standing upright, their feet shrouded in fog to conceal the fact that neither touches the ground. Both are incorporeal, but can manipulate and cause damage in combat.

The haunting of a victim begins with the use of *Dreamsend* to interrupt the victim's sleep with dire nightmares about murders and hangings. The exact nature of these dreams varies, of course, with the personal history of



the victim, but quite often he or she stands at the foot of a scaffold, staring up at a huge, hooded man, who stares back down at the victim and laughs. Once the victim has had several restless nights, the creature moves invisibly through its house, dangling a very visible noose in front of the victim.

As the haunting progresses, the hangman uses *Contact the Living* to attempt to send messages of doom to the victim, hinting vaguely and darkly at the victim's death. Finally, the

hangman *Manifests* itself once to its victim and then tries to strangle him or her. When the victim falls unconscious, the hangman finishes its gruesome work by twisting and breaking the victim's neck. Should the hangman fail to overcome its victim in 10 rounds, it becomes invisible and waits at least 24 hours before attempting another attack.

A hangman cannot be harmed by any type of physical attack. It can be driven away at once by the sound of a church or temple bell ringing, and totally destroyed by ringing a bell from a church or temple three times loudly over its grave. Clues as to who the hangman was in life are often obtained by the use of the Prescient Dream discipline of the Art.

HOOK THAGGIS

STR	3(45)	PCN	4(60)
DEX	3(45)	STA	4(60)
AGL	5(75)	EWS	110
WPR	8(120)	FEAR	4
PER	4(60)	ATT	1,2 or 3/60%

Movement: L 225' A na W 30'

Class: Corporeal

Type: Servitor

Disciplines: *Change Self*

IPs: 110

The hook thaggis are smaller creatures who, for centuries, have lived in civilized areas, cleverly disguised as their human neighbors. But these aren't good neighbors at all: they hate and envy the humans around them for the ability to hold and manipulate things, and this jealousy makes the Hook Thaggis a willing servitor for almost any powerful creature.

In their natural form, Hook Thaggis look like short, man-like creatures who have wrinkled skin, bristly hair and giant, staring red eyes. There are three sizes of Thaggis: Small (4½' tall), Medium (5' tall) and Grown (5½' tall). Each arm ends in a sharp-edged horn hook, much like a claw or talon. The Hook Thaggis use this hook as a weapon, but prefer to use the hands they possess in human form, as this

CREATURE SHEET

Name: _____

STA: WPR:

ATT:

EWS:

Wounds: Wound Damage:

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Current

Stamina

Current

Willpower

Name: _____

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EWS:

Wounds: Wound Damage:

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_____ M _____ M

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Current

Stamina

Current

Willpower

CHILL™ Animal Table

NAME	STR	DEX	AGL	WPR	PCN	STA	FEAR	ATT	Max. Movement
Alligator	5 (75)	NA	4(60)	2(30)	3(45)	5(75)	4	1/68%	90' (W)
Ape									
<i>Chimpanzee</i>	3(45)	3(45)	4(60)	2(30)	3(45)	3(45)	1	1/53%	150' (L)
<i>Gibbon</i>	3(45)	2(30)	4(60)	2(30)	2(30)	3(45)	1	1/53%	165' (L)
<i>Gorilla</i>	8(120)	2(30)	4(60)	2(30)	3(45)	5(75)	5	1/90% g	150' (L)
<i>Orangutan</i>	7(105)	2(30)	4(60)	2(30)	3(45)	5(75)	3	1/75% g	120' (L)
Bat	1(15)	NA	3(45)	1(15)	1(15)	1(15)	4	1/30% d	100' (A)
Bear									
<i>Brown</i>	7(105)	1(15)	2(30)	2(30)	3(45)	5(75)	4	1/60% h	200' (L)
<i>Grizzly</i>	8(120)	1(15)	2(30)	2(30)	3(45)	6(90)	5	1/75% h	200' (L)
<i>Polar</i>	7(105)	1(15)	2(30)	2(30)	3(45)	6(90)	4	1/60% h	200' (L)
Birds									
<i>Eagle</i>	3(45)	NA	6(90)	3(45)	7(105)	3(45)	2	1/68%	1000' (A) 1
<i>Hawk</i>	2(30)	NA	6(90)	2(30)	6(90)	2(30)	2	1/60% c	1200' (A) 1
<i>Robin</i>	1(15)	NA	5(75)	1(15)	5(75)	1(15)	1	1/45% a	210' (A)
<i>Vulture</i>	3(45)	NA	4(60)	1(15)	6(90)	3(45)	5	1/53% e	225' (A)
Bison	5(75)	NA	1(15)	1(15)	4(60)	5(75)	2	1/45% j	210' (L)
Bull	5(75)	NA	2(30)	2(30)	4(60)	6(90)	3	1/53% i	350' (L) 1
Cat, Common	1(15)	NA	4(60)	2(30)	4(60)	1(15)	5	2/38% b	225' (L)
Cat, Big									
<i>Cheetah</i>	2(30)	NA	7(105)	2(30)	5(75)	3(45)	4	3/68%	510' (L) m
<i>Jaguar</i>	4(60)	NA	6(90)	2(30)	5(75)	4(60)	5	3/75%	225' (L)
<i>Leopard</i>	3(45)	NA	7(105)	2(30)	5(75)	3(45)	5	3/75%	255' (L)
<i>Lion</i>	5(75)	NA	5(75)	2(30)	5(75)	5(75)	5	3/75%	225' (L)
<i>Tiger</i>	6(90)	NA	6(90)	2(30)	5(75)	5(75)	6	3/90%	240' (L)
Cobra	1(15)	NA	5(75)	1(15)	5(75)	2(30)	8	1/45% a,h7	90' (L)
Crocodile	6(90)	NA	4(60)	2(30)	3(45)	5(75)	4	1/75%	90' (W)
Dog, Wild	3(45)	NA	4(60)	1(15)	5(75)	4(60)	3	1/53%	225' (L)
Dolphin	6(90)	NA	6(90)	5(75)	5(75)	9(135)	1	1/90%	225' (L)
Fer-de-Lance	2(30)	NA	4(60)	1(15)	4(60)	2(30)	4	1/45% a,h9	90' (L)
Fox	2(30)	NA	5(75)	1(15)	6(90)	2(30)	2	1/53% d	225' (L)
Horse	7(105)	NA	5(75)	2(30)	5(75)	6(90)	1	2/90%	300' (L)
Mamba	1(15)	NA	4(60)	1(15)	4(60)	2(30)	4	1/38%	90' (L)
Rat	1(15)	NA	5(75)	1(15)	4(60)	1(15)	2	1/45%	100' (L)
Octopus	5(75)	5(75)	5(75)	2(30)	2(30)	4(60)	3	4/75% k	30' (W)
Shark	6(90)	NA	5(75)	2(30)	3(40)	6(90)	6	1/83%	180' (W)
Spider	1(15)	NA	2(30)	1(15)	1(15)	1(15)	3	1/23% a,h5-7	10' (A) n
Stag	6(90)	NA	7(105)	2(30)	7(105)	6(90)	1	1/98% i	350' (L) m
Wolf	3(45)	NA	5(75)	2(30)	6(90)	4(60)	5	2/60%	225' (L)

KEY:

- a. Inflicts maximum of scratch wound.
- b. Inflicts maximum of light wound.
- c. Inflicts maximum of medium wound.
- d. Chance of disease (5%).
- e. Chance of disease (10%).
- f. Hold attack: see *Campaign Book*, p. 38.
- g. Optional hold attack.
- h. Poison: Strength of poison is number following the letter.

- i. Gore attack: see animal description.
- j. Stampedes: see animal description.
- k. Strangles: see *Campaign Book*, p.38.
- l. Swoop: otherwise, air speed 225'.
- m. Charge: otherwise, land speed 225'.
- n. Able to maintain speed only 2 rounds: otherwise 360'.
- o. Air speed special: movement through web.

THE EVIL WAY DISCIPLINES

Discipline	Type	Column	EWS (min)	Cost	Range	Area
Animation of the Dead	DIS (SP)	1	85	1 WPR/min.	Sight	Sight
Appear Dead (Self)	DIS	1	85	1 WPR/10 min.	Touch	Self
Appear Dead (Other)	SUB	Will	130	10 WPR/use	Touch	1 being
Blind	DIS	3	115	50 WPR/use	Sight	Sight
Blur Vision	DIS	1	85	1 WPR/round	NA	30' radius
Breath of Pestilence	SUB	Will	90	20 WPR/use	5'	1 person/animal
Change Self	DIS	3	110	1 WPR/min.	NA	Self
Change Temperature	DIS	3	120	10 WPR/round	NA	500' radius
Change Weather	DIS (SP)	3	120	1 WPR/2 min.	NA	½ mile radius
CHILL	SUB	Will	135	20 WPR/round	NA	100' radius
Contact the Living	SUB	Will	85	2 WPR/round	Any	Any
Create a Feast	DIS	1	85	5 WPR/use	Touch	30' x30' room
Darken	DIS	1	85	2 WPR/round	Touch	1 room
Deadly Dreams	SUB	Will	110	50 WPR/dream	Unlimited	1 person
Deadly Remains	DIS	1	85	1 WPR/min.	Sight	Body parts
Dreamsend	SUB	Will	85	5 WPR/use	1000'	1 person
Enormity	DIS	3	95	20 WPR/use	200'	1 item/being
Evil Eye	SUB	Will	95	30 WPR/use	50'	1 person
Fleshcrawl	SUB	Will	125	50 WPR/use	Sight	1 person
Flight	DIS	1	85	1 WPR/round	Self	Self
Ghostly Lights	DIS	1	85	2 WPR/use	Touch	Special
Gnarl	DIS	3	135	5 WPR/use	100'	1 item
Halt	SUB	Will	125	10 WPR/round	Sight	1 person/animal
Haywire	DIS	3	95	5 WPR/min.	NA	½ mile radius
Hound	SUB	Will	120	50 WPR/use	Special	1 person
Influence	SUB (SP)	Will	85	10 WPR/command	Special	1 person/animal
Inhabit	DIS	1	100	10 WPR/use	Touch	1 item
Invisibility	DIS	1	85	5 WPR/min.	NA	Self
Kiss of Death	SUB	Will	110	10 WPR/use	Touch	1 person
Lightning Call	DIS	3	90	2 WPR/use	Sight	1 item
Minion	SUB	Will	150	80 WPR/use	Sight	1 person
Purified Shell	DIS	1	85	1 WPR/hour	Touch	1 item
Putrified Shell	DIS	1	85	1 WPR/hour	Touch	1 item
Quiet	DIS	1	85	2 WPR/min.	Touch	25' radius
Rain	DIS (SP)	3	120	5 WPR/round	Sight	10' radius
Raise Wind	DIS (SP)	3	85	2 WPR/round	Speical	1 mile radius
Second Light	DIS	1	85	1 WPR/use	Touch	1 light source
Shake the Earth	DIS (SP)	3	130	10 WPR/round	NA	1 mile radius
Shriek	DIS	3	95	5 WPR/use	Self	30' radius
Slam	DIS	3	125	1 WPR/use	¼ mile	1 portal
Sleep	SUB	Will	125	25 WPR/use	Room	Room
Steal Memory	SUB	Will	90	10 WPR/use	Sight	1 being
Summon	DIS (SP)	3	90	10 WPR/round	Self	1 mile radius
Swarm	DIS (SP)	3	95	10 WPR/min.	Touch	Variable
Telekinesis	DIS	3	85	2 WPR/round	Sight	1 item
Teleport	DIS	1	85	10 WPR/use	1 mile	Self
Terrorize	SUB	Will	135	2 WPR/round	NA	30' radius
Throw Voice	DIS	1	85	1 WPR/round	50'	1 item
Time Stop	SUB	Will	135	20 WPR/round	Any	Any
Total Illusion	DIS	3	135	5 WPR/round	Touch	Variable
Wave of Fog	DIS (SP)	1	85	1 WPR/min.	NA	1 mile radius
White Heat	DIS (SP)	3	85	3 WPR/round	Sight	1 item
Wound	SUB	Will	85	10 WPR/use	100'	1 character
Write	DIS (SP)	1	85	1 WPR/letter	1 mile	1 surface

CREATURE SHEET

Name: _____

STA: WPR:

ATT:

EWS:

Wounds: Wound Damage:

_____ S _____ S

_____ L _____ L

_____ M _____ M

_____ H _____ H

_____ C

Current
Stamina

Current
Willpower

Name: _____

STA: WPR:

ATT:

EWS:

Wounds: Wound Damage:

_____ S _____ S

_____ L _____ L

_____ M _____ M

_____ H _____ H

_____ C

Current
Stamina

Current
Willpower

Name: _____

STA: WPR:

ATT:

EWS:

Wounds: Wound Damage:

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_____ L _____ L

_____ M _____ M

_____ H _____ H

_____ C

Current
Stamina

Current
Willpower

Name: _____

STA: WPR:

ATT:

EWS:

Wounds: Wound Damage:

_____ S _____ S

_____ L _____ L

_____ M _____ M

_____ H _____ H

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Current
Stamina

Current
Willpower

Name: _____

STA: WPR:

ATT:

EWS:

Wounds: Wound Damage:

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_____ M _____ M

_____ H _____ H

_____ C

Current
Stamina

Current
Willpower

Name: _____

STA: WPR:

ATT:

EWS:

Wounds: Wound Damage:

_____ S _____ S

_____ L _____ L

_____ M _____ M

_____ H _____ H

_____ C

Current
Stamina

Current
Willpower

allows them to manipulate things. If not in human form, the Hook Thaggis has a Dexterity score of only 5.

Hook Thaggis possess one Evil Way discipline, that of *Change Self*. Using this discipline, they can change themselves into complete facsimiles of a normal human. Besides their natural forms, the human form is the only form available to the Hook Thaggis.



Hook Thaggis receive up to three attacks per round using their hook-hands. They are unable to use human weapons in human form and therefore revert to normal form to fight. If the first attack is successful, then the creature has "hooked" the character and holds onto him like a leech, flailing with its other hook. The Hook Thaggis receives a +20 bonus to hit any defender it has hooked and held by a successful attack. While it holds the character, the creature may attack only once per round. The "hook hold" is broken when the creature is hit in combat.

If the Hook Thaggis misses the first attack in a single round, it receives a

second attack strike. If successful, it follows the same procedure outlined for a successful attack, once per round. If the creature fails in its second strike it is allowed a third strike in the round. Success follows the procedure above.

Hook Thaggis receiving a result on the Armed Combat Results Key have certain maximum damage levels they can inflict, depending on their size. Small Thaggis only inflict "S" wounds regardless of combat result. Medium Thaggis only inflict a maximum of "L" and the Grown may inflict a maximum of "H" results.

L

LORELEI

STR	3(45)	PCN	6(90)
DEX	5(75)	STA	4(60)
AGL	6(90)	EWS	110
WPR	4(60)	FEAR	5
PER	4(60)	ATT	1/68%

Movement: L 75' A 150'* W 150'

* *In bird form*

Class: Corporeal

Type: Independent

Disciplines: *Blur Vision, Change Self, Dreamsend* (unique use), *Raise Wind, Sing* (unique), *Throw Voice, Wave of Fog*

Manipulation: Yes

IPs: 1540

Lorelei are creatures that dwell in or near water and who delight in using their unique *Sing* discipline to draw sailors to their deaths, although not in the way most of the old legends have said. There are two types of lorelei: lorelei proper, and sirens. For all purposes, these are identical creatures except for the locations and numbers in which they are found.

Lorelei proper dwell on rocky cliffs overlooking a fresh water river, and tend to be solitary creatures. Sirens dwell near the sea, in areas filled with hazardous rocks or reefs, and are



usually found in groups of two or three.

Nobody knows why or how lorelei choose their victims. S.A.V.E. has learned, however, that the attack on a victim by a lorelei begins long before the victim ever begins his river or ocean trip. Using the *Dreamsend* discipline in a unique way, a lorelei causes a recurring dream which includes its song. This haunting melody is that of the first song the victim ever heard, whether he remembers the song or not (therefore, the song has a different melody to each person), and for a period of 1d10 days the song sticks in his head. At the end of this time, the victim has an uncontrollable urge to take voyage over water (either by river or sea, depending upon the type of lorelei).

Once its victim is on the water, the lorelei continues to use *Dreamsend* both to keep its song in the victim's mind and to provide subtle but strong direction so that the victim's ship or boat eventually comes within earshot of its dwelling.

Once the boat is within hearing

distance, the lorelei uses in its unique Subjection discipline, *Sing* (cost = 30 WPR/use), while singing its melody. Use of this discipline affects not only the chosen victim, but all characters who are not specially protected against the song by having a scarf or strip of cloth wrapped about their ears and upper head as tightly as they can possibly stand. Although the lorelei has singled out one victim, successful use of the *Sing* discipline affects all bystanders on board (whether the result is as slight as "S" or as complete as "C"): all successful results indicate that the boat or ship immediately heads toward the nearest rocks or reef and crashes on them in 1d10 minutes (the crash of the boat marks the end of the discipline's use), because the helmsman has become enchanted by the lorelei's song.

The real drama, however, takes place between the lorelei and her chosen victim alone. The special effect of the *Sing* discipline on the chosen victim, (and no other character) is determined by the following key:

S = Principal victim may make a general current Willpower check every 30 seconds (6 rounds) until the crash. A successful check means he has thrown off the effect of the discipline and can act to save the boat or ship.

L = Same as "S" but check every minute.

M = Same as "S" but check every two minutes.

H = Same as "S" but check every three minutes.

C = Same as "S" but check only once, one minute before the crash will occur.

If the helmsman of the ship happens to be protected against the lorelei's song, any unprotected listeners jump ship and swim in the direction from which they hear the song coming.

When the ship crashes, the lorelei leaps into the water and attempts to grab the principal victim. The victim is taken to the lorelei's nest hidden in the rocks—a large structure of sticks and mud in the form of a gigantic bird's nest. Once placed in the nest, the victim can see the lorelei as it truly

is: a giant carrion bird. The victim cannot leave the nest, as the continued song of the lorelei keeps him constantly entranced or asleep.

The lorelei keeps the victim in its nest an indefinite amount of time, during which the victim loses 1d10 points of Stamina and Willpower each week. These points cannot be regenerated while the victim remains in the nest. When the victim's Stamina or Willpower reaches zero, the lorelei, in bird form, flies to a high, deserted, rocky ledge and there abandons the character, who dies from exposure damage in a short time.

Lorelei can be damaged normally in either human or bird form.

LOUP GAROU

STR	6(90)	PCN	6(90)
DEX	2(30)*	STA	5(75)
AGL	6(90)	EWS	120
WPR	4(60)	FEAR	8
PER	7(105)*	ATT	3/90%

* In human form; NA in wolf form

Movement: L 405' W NA A NA

Class: Corporeal

Type: Independent

Disciplines: Change Self, Teleport

IPs: 480

The loup garou is a type of werewolf found only in large cities. They resemble the loup du mal more closely than they do any other variety of werewolf: they are exceptionally beautiful in human form, they can change to wolf form at will, and they can use Evil Way disciplines. There, however, the resemblance ends, for the loup garou is a highly unusual creature.

It is hard to tell how long this creature has lived as a neighbor to its human enemies: accounts dating as far back as ancient Athens tell of wolflike creatures prowling the city streets. Even today, people vanish without a trace in places such as New York, London, Tokyo, or Moscow: it's an everyday event in city life, but who can know for sure whether those dis-

appearances were accident...or design?

The loup garou has lived beside man from generation to generation, perhaps because its special form of lycanthropy is inherited. Since the condition runs in the family, the loup garou hunts in packs of 1d10: female and young loup garou have the same statistics as adult males when in wolf form.



As a rule, the loup garou keeps two dwellings in the city: one is a house or apartment, where it lives and receives guests while in human form; somewhere else in the city, perhaps in an abandoned building or in the sewers or subway tunnels beneath the streets, it keeps its lair. Within the lair are hidden a group of wolf pelts—one for each member of the loup garou pack. These skins are quite normal pelts—those that might be used to make a coat or a rug for a living room or den; they are, however, the key to the creature's mystery, and finally the key to its destruction.

When the pack chooses to hunt, (which must be once a month, and can be at any time except that of a full or

new moon), the loup garou enter their lair, and each wraps itself in one of the hidden wolfskins. The creatures then use their automatic and unique version of *Change Self* to cause a great, searing heat (said to be quite painful to the creature) which fuses the pelts to their bodies and changes them to wolf form. Now, in their "wolf's clothing," they take up their hunt.

The loup garou does not suffer wound damage, but can suffer Stamina loss: when it falls below half its original Stamina, it uses its *Teleport* discipline to return at once to the lair, where it recovers Stamina at 1d10 points per round—the standard rate for werewolves.

Unlike several of the other forms of the werewolf, the loup garou is absolutely unharmed by silver; the creature is strangely proud of this invulnerability, because it believes that this proves it is superior to other types of werewolf. The loup garou often wears silver jewelry while in human form as a kind of wordless boasting.

The loup garou can be destroyed, however, by indirect means. The lair must be located while the creature is in human form, and salt must be sprinkled on the inside of the skins. When the creature puts on the skin to begin its transformation into wolf form, the searing pain of its *Change Self* discipline does not cease, and the creature dies in agony, vanishing at death, and leaving only a pelt behind.

The loup garou may make a general Perception check with a -60 modifier to discover whether the inside of its wolfskin has been laced with salt. If it discovers "foul play," it must find a new wolfskin before it can transform for the hunt.

M

MANITOU

STR	5(75)	PCN	6(90)
DEX	3(45)	STA	6(80)
AGL	5(75)	EWS	Varies
WPR	7(105)	FEAR	6
PER	Varies	ATT	1/75%

Movement: As character, or as animal whose form it has assumed

Class: Special

Type: Master/Independent

Disciplines: Varies, but can include *Animation of the Dead*, *Appear Dead (Self)*, *Blind*, *Blur Vision*, *Change Self*, *Change Temperature*, *Chill*, *Darken*, *Evil Eye*, *Halt*, *Haywire*, *Hound*, *Lightning Call*, *Quiet*, *Rain*, *Raise Wind*, *Shake the Earth*, *Swarm*, *Terrorize*, *Total Illusion*, *Wave of Fog*

Manipulation: Yes

IPs: Varies

A manitou is the reincarnated life force of an American Indian shaman or medicine man. Manitous always seek vengeance, either for some wrong committed against them personally in their former life, or for injustices done to their people.

A manitou enters the Known World by being born in the form of an animal, often a stag or wolf. The animal chosen is always one that was

associated with the manitou's tribe during its original life. The creature stays in animal form at least until the animal reaches maturity—sometimes as long as several years. After this time, some manitous must remain in this animal form; others can *Change Self* to human form or a combination of human and other animal forms. In human form, the manitou has Master rank skill with a bow, knife, and thrown knife; in animal form, the manitou moves and fights just like the type of animal whose form it has taken. The creature may use its Evil Way disciplines in any form.

Because one manitou is very different from another, there is no typical pattern of events which would cause S.A.V.E. observers to conclude that a manitou has struck in a certain area. Sometimes, however, the following things may provide clues that a manitou is involved in a bizarre event or situation:

1. Acts of violence have taken place in an area associated with an Indian holy ground or burial ground.
2. There are numerous reports of the sighting of a large, maddened animal.
3. Acts of violence occur, accompanied by some type of warning which indicates that Indian values have been offended.

A newly reincarnated manitou does not know how much time has passed since its last incarnation (usually 1-100 years). It therefore tends to ignore the proper behavior of the time in which it is living, even while in human form, and has a genuine natural hatred of the machines and technology in an advanced society, frequently becoming enraged and frustrated with those devices it has not encountered in earlier incarnations.

A manitou's desire for revenge is never satisfied. When it achieves revenge for one wrong, it immediately thinks of at least two more, and the longer the manitou goes unchecked, the more horrible and gruesome the type of revenge it inflicts upon its victims.



More powerful manitou are the natural masters of all animals of the type whose form they took when they were born. Some can even obtain mastery over several types of animals at once.

A manitou's animal form can be killed like any normal animal. Those manitou bound to their animal form are driven back into the Unknown when this occurs; those not bound to their animal form simply become incorporeal long enough to *Change Self* to some other form. This second type of manitou can only be driven into the Unknown if its animal form is killed by an arrow, knife or stone axe ceremonially prepared by a living Indian medicine man. Manitou driven back to the Unknown are reincarnated again in 1-100 years. When it returns, its first goal is to hunt down all living people who were responsible for sending it into the Unknown.

MEAN OLD NEIGHBOR LADY

STR	3(45)	PCN	5(75)
DEX	2(30)	STA	3(45)
AGL	2(30)	EWS	150
WPR	7(105)	FEAR	7*
PER	2(30)	ATT	1/38%

* No fear check necessary unless recognized as a creature

Movement: L 90' W NA A NA

Class: Corporeal

Type: Master

Disciplines: *Create a Feast, Erase Memory* (unique), *Minion*

IPs: 900

The Mean Old Neighbor Lady has become the source of many legends, especially in modern, urban North America. Almost every child in these areas has heard tales about the strange behavior and actions of an old woman who lives in a nearby house: most of these stories arise from childhood imagination, and most of them are about quite normal (although ill-tempered) old women; some of them, however, are frighteningly true accounts of something far...darker—a

creature whose sole purpose is to infest a town or city with evil and deadly gamins (see Gamin).

The Mean Old Neighbor Lady invariably lives in an older house, almost always near a schoolyard, park, or playground, and always surrounded by a high fence. The house *must* have a cellar (for reasons that will become obvious!). The creature's physical appearance is anything but frightening, for it looks exactly like a normal old woman.

In all cases, the creature soon develops a bad reputation among the neighborhood children: it keeps the yard around its house well-mown and spotless, threatening to "call the police" or "tell your parents" when a child wanders onto its lawn, or snatching up toys (usually baseballs or footballs) that accidentally roll onto its property, carrying the playthings into the darkness of its house. The creature always keeps a huge, vicious dog inside its dwelling (use statistics for Wolf): the children may or may not know that the "pet" exists. At least not until it's far too late...heh, heh.

The Mean Old Neighbor Lady's crimes usually begin in early March or September. When the streets are deserted, when nobody else is in sight, the creature singles out a child as he or she walks by the house alone, and begins to explain that "I'm just a lonely old lady, not half as mean as people think. In fact, I really do like children, although they don't seem to understand me." Using its *Create a Feast* discipline, the Neighbor Lady lures the child with delicious lemonade, cookies, and pies, drawing him or her into the house, where, aided by the snarling dog, it forces the child into the cellar, and locks the door at the top of the steps.

Now the Mean Old Neighbor Lady begins the second stage of its plan: using its unique *Erase Memory* Distortion discipline (40 WPR/use, column 3), a more powerful version of *Steal Memory*, and with a far wider area of effect, it makes the entire community—indeed, the entire *world!*—forget that the child ever existed. If the child escapes and returns

home, he finds to his terror that his parents do not recognize him and return him gladly to the Neighbor Lady who comes asking about her "nephew or niece who's visiting me from out of town." "I've been worried about the little tyke," the creature explains, "because of that *wild* imagination."

The creature keeps the child in the darkness of the cellar, taunting him or her by showing playthings that "you can't play with because you're bad," starving the child, and threatening to send the dog down into the cellar if the child cries or makes any noise. The child's Willpower sinks from fear and hunger, until at the equinox (mid-March or mid-September), the Neighbor Lady completes its wicked act by using the *Minion* discipline: the child becomes a creature (a gamin, to be specific) and is released to wander into nearby homes, where it begins its evil game of "murder." Meanwhile, to cover its actions against investigations by S.A.V.E. envoys, the Mean Old Neighbor Lady instructs some of her gamins to dwell in the cellars of innocent old women who live alone, thereby making these kindly ladies suspects in any investigation, and creating even more pain and confusion.

Nobody knows why the creature does such foul things, but S.A.V.E. has discovered two ways to stop the Mean Old Neighbor Lady, one more effective than the other:

1. Although the creature does not suffer normal armed combat damage, it does receive wounds from (of all things!) eggs used as thrown missiles. A Mean Old Neighbor Lady who is reduced to 0 Stamina and has suffered a critical wound from a thrown egg is "dead," but the type of death is certainly a strange one: after 24 hours, the creature revives, and either continues its hideous practices in the old house, or (as is more likely) moves to another house in another city or community, there to start its crimes all over again. Those who "kill" a Mean Old Neighbor Lady by wounding it with thrown eggs have actually only driven off the creature, and therefore

should be awarded only 1/2 its IP value for their victory.

2. The Mean Old Neighbor Lady can be destroyed forever by splashing it with water. The attacker must throw at least a bucketful of water on the creature (use DEX Ability score or Thrown Weapon skill score as chance to hit: the water must be thrown from within 10' of the creature, or not enough of it will reach the Neighbor Lady). As soon as it is doused by the water, the Mean Old Neighbor Lady begins to wail, steam, and melt; the dog sits beside its master, howling mournfully as the hair and flesh melt from its body. Together, the two partners in crime form a puddle of sticky, foul-smelling liquid on the ground or floor—a puddle that evaporates into the air, leaving no trace of either creature. At this time, of course, the *Erase Memory* discipline ends.

MINION



[Statistics, movement, class, disciplines, manipulation, and IPs all vary]

Type: Servitor

A minion is one of the weaker creatures S.A.V.E. envoys may encounter on their expeditions. It is, however, one of the most horrible. For although many creatures are stronger, few have gone through the hideous experience of turning at once from a living human being into a creature, bound in service to some more powerful thing from the Unknown.

The minion becomes a creature through the Evil Way discipline *Minion*: the newly formed creature may retain its human form, may be distorted into a warped version of that human form (see Gamin), or may become an incorporeal creature (see She-Creature). It may or may not use Evil Way disciplines. Whatever the case, the human life force is gone forever: the minion is as much a creature as a vampire or ghoul.

MIST MUMMY

STR	3(45)	PCN	3(45)
DEX	4(60)	STA	5(75)
AGL	4(60)	EWS	110
WPR	3(45)	FEAR	5
PER	1(15)	ATT	1/53%

Note: Statistics apply to mummy form only

Movement: L 40' A 150'* W NA

** In mist form only*

Class: Special

Type: Master/Independent

Disciplines: *Blur Vision, Breath of Pestilence* (unique use), *Change Self, Putrified Shell, Summon*

Manipulation: Yes, but in mummy form only

IPs: 1100

Mist mummies are creatures that carry diseases from places of burial to large human communities. Their apparent goal is to spread disease and pestilence on a grand scale, destroying human communities, or at least disrupting them as much as possible.



S.A.V.E. is unsure as to where these creatures originated; the resemblance to a Memphian mummy in corporeal form suggest an obvious connection to Egypt, although there are some clues that the Near East was their first home. Their close association with rats suggests a horrid connection back in the 14th century, when ships trading with the Near East came back to Europe, carrying rats (who in turn carried the Bubonic Plague) in their holds.

In its natural form the mist mummy appears to be nothing more than a ball of fog that has a faint tinge of color; this color is visible only in light equivalent to daylight. Before it attacks human victims, however, the mist mummy must *Change Self* to its second form, which resembles that of the common Memphian mummy or some types of zombies. In this form, the creature appears as a mummified or dried up corpse dressed in rags.

The mist mummy attacks by touching its victims. Its mere touch carries enough force and energy to inflict a wound, although the most serious

wound it can inflict by a touch is a medium wound, regardless of the result called for by the CHILL Action Table.

Far more serious than the wounds caused by the mist mummy is the fact that with each touch, the creature can use its unique form of *Breath of Pestilence*. This means that each touch of the mist mummy has a 100% chance of inflicting the touched character with a disease. A character affected by a mist mummy's disease cannot be treated successfully by any type of medicine or medical technique. Two uses of the Restore Stamina discipline of the Art, applied within one hour of each other, check the progress of the disease, but do not allow any healing to begin.

Further, the disease caused by a mist mummy has one additional effect in addition to all the normal effects of disease. The disease causes the afflicted character to lose 1d10 points per day from an additional Basic Ability, depending upon the color of the mist mummy which attacked: red mist mummies cause a loss of 1d10 Dexterity points, grey ones a loss of 1d10 Perception, and green ones a loss of 1d10 Personality. The points lost cannot be recovered until the afflicted character is fully recovered from the disease.

A character can begin to recover from the disease caused by a mist mummy only when the mist mummy which touched him is destroyed (you might say that, to a diseased character, the mummy may be gone, but it certainly isn't *mist!* Heh...heh...heh).

In addition to all of its strange disease-causing powers, the mist mummy is the natural master of all rats within one mile of itself, and can *Summon* them to its aid.

A mist mummy suffers normal Stamina loss from attacks of all types; however, it can be wounded only by silver weapons. A mist mummy which is near destruction will usually try to *Change Self* to mist form. A mist mummy trapped in daylight in its mist form for more than one minute (12 rounds) is destroyed.

MOON WOLF

STR	Varies	PCN	Varies
DEX	Varies	STA	Varies
AGL	Varies	EWS	120
WPR	5(75)	FEAR	Varies
PER	Varies	ATT	3/Varies

Movement: Varies with form of creature

Class: Special

Type: Independent

Disciplines: Change Self, *Hound* (unique use)

Manipulation: Yes, when corporeal

IPs: 480

A moon wolf is the life force of a destroyed common werewolf. Somehow, it uses the powers of the moon in a desperate battle to retain some form of life for itself. A moon wolf can enter the Known World on only four days during the lunar month: the first day of each of the four phases of the moon. Except for its Willpower and EWS, which are constant, the powers and abilities of the moon wolf change along with the phases of the moon. The creature is weakest the first night of the new moon. It is more powerful the first night of the waxing moon, and it reaches the height of its powers the first night of the full moon. On the first night of the waning moon, its powers begin to decline, reaching their low at the next new moon.

In all phases of the moon, the creature first appears in an attractive human form. It can *Change Self* automatically to the common werewolf form. Its stats in human form are always the same as those in werewolf form, no matter how the phases of the moon vary these stats.

New Moon: On the first night of the new moon, the moon wolf has scores of 50 for all Basic Abilities except Personality. Its Personality score is 50 in human form, but NA in werewolf form. In human form, the creature appears as a young child, seven to ten years old. In werewolf form, the creature appears as a very small wolf, practically a cub. On this night, the



creature uses its two forms in an attempt to endear itself to some group. It selects a youth (aged 18 to 25) from this group and uses its *Hound* discipline so it can find this chosen victim the first night of the waxing moon.

Waxing Moon: The creature's scores are all 80 on the first night of the waxing moon; Personality is of course NA in wolf form. On this night the creature selects a strong, mature individual as the target of its *Hound* discipline, preferably a member of the same family or group from which the youth was selected under the new moon. It then goes automatically to the young victim it selected when it appeared at the new moon, and tries to kill the victim. This attack is always made in werewolf form.

Full moon: The creature's behavior the first night of the full moon is similar to that of the previous nights. On this night, all its statistics are 110. It selects a new victim, this time an elderly person, as the target of its *Hound*, and then, in were wolf form,

tries to kill the victim it *Hounded* when it appeared during the waxing moon.

Waning moon: On this night, the creature's statistics are reduced to 40. It does not *Hound* a new victim; it merely attempts to kill the elderly victim it had selected the week before.

In addition to its Basic Ability statistics, the creature's Fear number varies with the lunar phases as follows: new moon, 6; waxing moon, 7; full moon, 8; waning moon, 5. Of course, this Fear number applies only if characters recognize the moon wolf as a creature.

In combat the moon wolf attacks normally in either human or werewolf form. It may make unskilled use of weapons while in human form. Characters killed by the creature do not become lycanthropes; they are simply dead.

On the nights it appears, the moon wolf enters the Known World at sundown and is forced to leave again at the crack of dawn. If at any time it has failed either to *Hound* its next victim as outlined above, or to kill its previously *Hounded* victim by daybreak, the creature dies forever.

Note that the creature's use of *Hound* is unique: the creature can always find its *Hounded* victim immediately upon entry into the Known World.

The moon wolf in either wolf or human form suffers normal Stamina damage from all forms of attack, but can be wounded by only one type of weapon. Like the werewolf, the moon wolf regenerates 1d10 points of Stamina per round.

The only item which can wound and eventually kill the moon wolf is a piece of driftwood gathered at low tide from a seashore. Further, the driftwood must have been gathered under a phase of the moon at least as powerful as the phase in which the wolf is appearing, or the driftwood does not harm the creature. For example, a piece of driftwood gathered under the new moon can harm a moon wolf appearing on a new moon or waning moon, but not one appearing the first night of the waxing or full moon.

N

NIGHT HAG

STR	NA	PCN	6(90)
DEX	NA	STA	NA
AGL	NA	EWS	150
WPR	7(105)	FEAR	9
PER	NA	ATT	1/*

* Attacks with Evil Way disciplines only

Movement: As incorporeal, unlimited

Class: Incorporeal

Type: Independent

Disciplines: *Darken*, *Deadly Dreams* (unique use), *Dreamsend* (unique use), *Minion*, *Nightmare* (unique), *Sleep*

Manipulation: No

IPs: 1800

A night hag is an invisible, incorporeal creature that enters the Known World only in the week immediately before an equinox. Its goal is to feed on the Willpower of its victim, then turn him or her into one of its minions.

The night hag appears only on the nights of an equinox when it is about to *Minion* a victim. It appears as the dried and balding corpse of an extremely ugly old woman.

Night hags can pick any character as a victim, but prefer S.A.V.E. envoys who use the Communication disciplines of the Art.

In the first day the character finds areas of his house unexpectedly *Darkened*. The furnishings of the *Darkened* room are arranged to make it easy for the victim to relax and fall asleep: pillows are fluffed up on the inviting sofa; slippers are placed by the easy chair.

On the second day of its visitation, the night hag uses its *Sleep* discipline on the victim, absorbing into itself all Willpower points lost by the victim. During the second and third nights,



the night hag makes similar unique use of its *Dreamsend* discipline.

The fourth, fifth and sixth nights, the night hag assaults its victim by using *Deadly Dreams*. The creatures that materialize from these dreams are the things most feared by the character, or if the character is a S.A.V.E. envoy, the most fearsome creatures the character has yet to see, but of which, perhaps, he has heard. The night hag absorbs any Willpower lost by the character to either the discipline use or the resulting fear checks.

On the seventh night, the creature attacks using its unique Subjection discipline *Nightmare*. Using this discipline costs the creature 50 points of Willpower, but lasts until daybreak. The results of a successful use are given on the following results key:

S = The victim cannot stay awake for more than a few seconds at a time, regardless of attempts to revive him or medical treatment. While awake, the victim screams insanely in fear.

L = The victim is awake only for brief stints, for no more than a total of one hour during the night. While awake, he seems totally insane to those around him: the fact is, he is still asleep, trapped in a nightmare from which he cannot waken or escape. The CM should suggest secretly to the player whose character is the night hag's victim that he sees bizarre things moving to attack him: insects the size of rats, skeletal hands reaching out of the floor or ground, a tree suddenly sprouting up (whether the character is indoors or outdoors), its leaves a mass of whirling iron blades, bending the branches toward his head. Of course, nobody else will see these attacking things—they just aren't really there. No medical treatment of any type will help such a victim.

M = Same as "L" result, but victim is awake a total of two hours.

H = Same as "L" result, but victim is awake a total of three hours.

C = Same as "L" result, but victim is awake until daybreak; he or she is trapped in a never-ending living nightmare.

At daybreak on the seventh day, the day of the equinox, the night hag appears before its victim and attempts to use its *Minion* discipline. On a "C" result, the victim vanishes from the Known World into the Unknown, a minion of the night hag. The victim's dead body is left behind; those ignorant of the existence of the night hag assume the victim has simply died.

Throughout this visitation, the night hag will use its unique form of the *Sleep* discipline as needed to keep its victim asleep and receptive to *Dreamsend* and *Deadly Dreams*.

At the start of its visitation, a night hag has only 50 points of current Willpower. During this week, the night hag can gain or regenerate only that Willpower it drains from the victim; it cannot regenerate Willpower by resting during this week.

A night hag is driven away if, at any time during the week, its current Willpower drops to zero. Aside from this, there is only one known way to rid a victim of a night hag. At the moment the night hag appears before its victim, some other person must hold a silver mirror in front of its face. The night hag must immediately make a specific Perception check. The Action Table column from which the results of the check should be read is determined by a roll of 1d10, exactly as if the Perception check were a missile attack. If the creature fails the check, there is no result. If the check is successful, the result is interpreted on the following key:

S = The night hag is driven off for 1 minute.

L = The night hag is driven off for one hour

M = The night hag is driven off for two hours.

H = The night hag is driven off until the moments just before daybreak.

C = The night hag is driven off into the Unknown until the week before the next equinox.

If for any reason daylight breaks before the night hag has *Minioned* its

victim, the effects of the "C" result above apply. In any case, the character who uses this method to drive off the night hag is its next chosen victim.

The exact form taken by minions of a night hag is not known. S.A.V.E. believes these minions are lesser incorporeal creatures that use *Dreamsend* to cause ordinary people to suffer from unusual nightmares.

O

ONAQUI

STR	6(90)	PCN	6(90)
DEX	NA	STA	7(105)
AGL	6(90)	EWS	100
WPR	7(95)	FEAR	8
PER	NA	ATT	5/90%

Movement: L 225' A 100' W 60'

Class: Corporeal

Type: Master/Independent

Disciplines: *Create Werejaguar* (unique), Haywire, Invisibility, Swarm, Total Illusion, Wave of Fog.

Manipulation: NA

IPs: 1140

The onaquí is a large and highly powerful creature. It stands over 8 feet tall, has the torso of a man, the limbs of a jaguar, and the face and wings of a large bat. The onaquí moves in complete silence, except for the low drumming sound of its heartbeat.

This creature has dwelt in the jungles of southern Mexico for centuries, although it has recently been sighted in Central and South America; the Indians, understandably frightened by its hideous appearance and great power, either fled from the area in which it was seen, or tried to appease it through human sacrifices. These sacrifices involved offerings of human hearts. For the onaquí must have human hearts in order to survive. In fact, if the onaquí goes for a



week without acquiring a human heart, it is forced back into the Unknown for 1d10 years.

In later times, when the ancient sacrifices became less and less common, the onaquai was forced to rely on the werejaguars, its strangely transformed servants, to bring it the hearts that it needed. On rare occasions, it hunted its prey itself.

When the onaquai's horrible needs have been freshly satisfied, it is surprisingly a less dangerous creature: its heartbeat is loud and booming, so its enemies can hear it coming and try to avoid it. As the creature's need grows, the heartbeat fades to a soft murmur; then its approach cannot be detected, and it is doubly dangerous.

In physical combat, the onaquai has few equals: it can make 5 melee attacks in a round: it does so by raising all four limbs into the air and balancing itself by flapping its enormous batlike wings. From this position, the onaquai may bite once and attack once with each paw during a round. All of these attacks are treated as armed combat. As if this were not

dangerous enough, the creature is also able to use Evil Way disciplines to confuse or frighten its opponents.

Jade weapons cause ordinary wound damage to the onaquai. The creature can be killed by a called shot wound in the chest with a jade weapon. Normal (or obsidian) weapons cause Stamina loss, but not wounds. When the creature is destroyed, it turns into a hideous gray mist, then vanishes.

ORIENTAL VAMPIRE

STR	5(75)	PCN	6(90)
DEX	5(75)	STA	6(90)
AGL	3(45)	EWS	135
WPR	6(90)	FEAR	6*
PER	4(60)	ATT	1/60%

* No fear check required unless character recognizes the vampire as a creature

Movement: Varies according to the form assumed by the creature; 150' as driven rain

Class: Special

Type: Master/Independent

Disciplines: *Animation of the Dead, Birdsong* (unique), *Change Self* (to rat, songbird, firefly or driven rain), *Create a Feast, Deadly Remains, Dream-send, Halt, Influence, Sleep, Steal Memory, Swarm*

Manipulation: Yes

IPs: 2970

The Oriental Vampire originated somewhere in the Yellow River valley of China, shortly after humans first began to settle in that area. Although now spread around the world, this type of vampire typically lives in an area populated chiefly by Orientals.

Aside from the vampire lord, Dracula, the Oriental Vampire is the most powerful and most feared of all vampires. The creature must drink the blood of a living human every night in order to maintain its own existence; animal blood cannot keep the creature alive. It has developed several horrible means for seeing that this need is fulfilled.

The Oriental Vampire appears to be a normal person of Oriental descent. It has no fangs. Usually, it prefers to dress in the traditional costume of a mandarin lord or Oriental feudal ruler. Frequently, it adorns its hands with false painted fingernails which are extremely long and pointed.

The Oriental Vampire delights in taking an active part in the everyday affairs of life; these creatures are particularly active in business, which, given the unique advantages they have, nets them great wealth.

Unlike other types of vampires, the Oriental cannot make itself thin, and has no special climbing ability. However, it is not hampered in its movement by running water.

Like Dracula, the Oriental Vampire cannot enter a house uninvited. To gain invitations, the creature frequently *Changes Self* to the form of a songbird (preferably a nightingale, but any songbird will do) and flies to a tree limb or balcony near the bedroom window of a young man or woman. There it uses its unique Subjection discipline, *Birdsong*, to produce a beautiful song (not quite the lovely croaking of yours truly, but quite a pretty little song in its own right). Each use of this discipline costs the creature 20 points of Willpower. The song lasts 1d10 minutes. During this time, the result of the discipline use goes into effect. Each person who can hear the song must be checked, although only one dice roll need be made per discipline use. Use the following key to determine results:

S = The listener likes the song. The next time the discipline is used, the listener's Willpower is considered 5 points lower for purposes of obtaining a result.

L = Same as "S" result, but the Willpower penalty is 10 points.

M = Same as "S," but the Willpower penalty is 15 points.

H = Same as "S," but the Willpower penalty is 20 points.

C = The character opens the window and playfully invites the bird to come inside.



All Willpower penalties for successive uses of this discipline are cumulative. For example, if a character suffers an "S" result from the first use and an "M" result from the next use, his Willpower would be considered to be 20 points lower than its actual current score at the time of the third use of the discipline.

Once it has entered its potential victim's home, the Oriental Vampire visits that home in human form on some pretense, doing all it can to discover the layout of the house and the pattern of life there. This is a prelude to its favorite method of attack.

While the Oriental Vampire can simply pick a victim and attack, it much prefers to carry off its victims, using *Animation of the Dead* to gather a group of animated corpses who enter the victim's house, seize him or her, and bring the person to the Oriental Vampire's dwelling as a captive source of blood. (A rather gruesome form of room service, if you ask me!)

The actual blood drain of an Oriental Vampire is frighteningly slow; the creature must spend 1d10 hours

per day feeding; it drains only 1d10 Stamina points per hour from its victim, pricking the victim's vein or artery with its long fingernails, then lapping the blood that trickles to the surface of the skin. Typically, the victim is kept awake while this is done.

Victims who die from the bite of the Oriental Vampire do not become vampires themselves unless the creature so wills it. Usually, the creature simply leaves its victims dead.

In combat, the Oriental Vampire prefers to avoid melee, trusting to its Evil Way disciplines, especially its *Animation of the Dead* and *Swarm* (which can bring a swarm of rats as well as insects). Its own attacks cause unarmed damage only, unless of course it uses a weapon or attacks in rat form. Its firefly and songbird forms are useless to it in combat.

The creature suffers normal Stamina loss but no wounds from physical attacks. If driven to zero current Stamina, the creature *Changes Self* to driven rain and returns to its burial urn, where it regenerates all Stamina in only one hour.

Oriental Vampires have the following additional characteristics:

1. They do cast reflections in mirrors and can be photographed normally.

2. Once per day the creature must spend one hour in a large urn which contains a trace of the ashes from its original cremation. The creature enters and leaves this urn in its driven rain form, and while in the urn is invisible but totally vulnerable, incapable of taking any action or using any Evil Way disciplines.

3. The creature is not turned aside by garlic, wolfsbane or any form of religious symbol. It is however, turned aside by incense smoke, just as the common Carpathian is affected by garlic.

4. The creature is unaffected by sunlight or water.

The Oriental Vampire can be destroyed in only three ways:

1. Preventing the creature from drinking human blood for 24 hours causes it to wither and die forever as soon as the 24 hours have expired.

2. Destroying all of its burial urns, so that it cannot rest in a trace of its ashes for the required one hour per day completely destroys the creature. However, it should be noted that an old, experienced Oriental Vampire will have hundreds of such urns stashed in scores of locations.

3. Immersing the urn in salt water for one full minute while the creature is in it and remains defenseless destroys the creature. This calls for careful timing, for the very instant the hour of required rest ends, the creature is fully capable of using all its powers, and the salt water no longer affects it.

Of course, the Oriental Vampire is not simply going to sit around and wait for someone to destroy it (you're going to have to *urn* your victory, if you catch my meaning...heh, heh, heh). The creature does everything in its power to confuse, terrify, and weaken its pursuers. It uses its *Steal Memory* discipline to erase clues as to its whereabouts from the minds of its

enemies, *Deadly Remains* to cause more terror and make characters have to undergo fear checks a little too often, and *Dreamsend* to drain Willpower, making them less prepared for the final confrontation.

P

PHOENIX

STR	3(45)	PCN	6(90)
DEX	NA	STA	3(45)
AGL	6(90)	EWS	110
WPR	4(60)	FEAR	4
PER	NA	ATT	1/68%

Movement: L 30' A 220' W NA
Class: Corporeal
Type: Servitor

Disciplines: *Appear Dead (Self)*, *Blur Vision*, *Change Self*, (unique use), *Terrorize*, *White Heat*

Manipulation: Yes

IPs: 1100

According to ancient legends, the phoenix was a beautiful bird, associated with the sun, which would rise again from the ashes of its own body. S.A.V.E. has learned that nothing could be further from the truth; this appearance of goodness was simply a trick of the true phoenix, which is a servitor of a deceiver.

In its true form the phoenix appears as a large bird with a body similar to an eagle's but with a three foot long serpent's head. These creatures can use their *Change Self* discipline to make themselves appear as the fabled phoenix, even to the extent of appearing to arise from a large pyre or other source of flame. They visit all locales on the earth, usually in groups of four to eight, acting as servitors for a deceiver. Their primary goal is to spread fear and confusion, while acting as spies for the deceiver. They may sometimes be used a part of a larger plot by the deceiver.

Often, a group of these creatures will track a party or terrorize an isolated group for days, not closing with them for physical combat until the effects of fear have so weakened the group that the attack itself is almost sure to succeed.

The favorite tactics of the creatures are to use *Change Self* to lure such a group into an isolated area. Then, using a unique form of *Change Self*, each of the creatures appears to the victims in its real form, but with 1d10 illusory doubles of itself. These doubles disappear after only one round, but do cause most groups considerable loss of Willpower because of the increased chances of failed fear checks. The creatures invariably follow this attack by use of their *Terrorize* disciplines, timing the use of these for maximum effect.

The phoenix can attack physically once per round, either ripping with its claws or biting with its serpent's head. The bite of this creature is poisonous, Strength 7.

The phoenix can be damaged normally by attacks of all types except



fire; like its legendary counterpart, this creature cannot be harmed by flames. Cowardly by nature, the phoenix will often use its *Appear Dead (Self)* discipline to escape a combat which is going against it.

POLTERGEIST (Ghost)

STR	NA	PCN	5(75)
DEX	NA	STA	NA
AGL	NA	EWS	Varies
WPR	Varies	FEAR	5
PER	NA	ATT	1/*

* Attacks with *Evil Way* disciplines only

Movement: As incorporeal, 225'
Class: Incorporeal
Type: Independent

Disciplines: Varies, but may include: *Change Temperature*, *Chill*, *Contact the Living*, *Create a Feast*, *Darken*, *Enormity*, *Ghostly Lights*, *Haywire*, *Hurl* (as Beisac, counts as unique discipline), *Lightning Call*, *Purified Shell*, *Putrified Shell*, *Raise Wind*, *Second Light*, *Shake the Earth*, *Swarm*, *Telekinesis*, *Total Illusion*, *Wave of Fog*, *Wound*, *Write*

Manipulation: No

IPs: Varies

A poltergeist is the ghost of a person who died leaving what he or she felt to be unkept promises to some child or teenager. This misguided ghost feels guilty for its oversight in life, so it comes to the Known World to haunt a family that has a child or teenager, "adopting" one of the family's children and trying to fulfill its promises for this adopted child.

In addition to its need to keep its promises to a child, the poltergeist is also very childlike itself (somehow the time in the Unknown has changed its personality); it tries to soothe its own feelings of loneliness by becoming the center of attention. As it begins to haunt a household, the creature does "cute" things to attract attention to itself: it rearranges the furniture (which is no fun when Mother or Father moves around the house in

the dark!), it breaks knick-knacks, and it throws things harmlessly through the air.

After a few days of this behavior, however, the poltergeist begins in earnest to "keep its promises." The exact things it does depends upon the nature of the original task the poltergeist left undone, but the actions always backfire in a hideous manner. For example, a poltergeist that feels guilt over failing to provide for a child's education might dump over bookcases and hurl books at the child it has "adopted," in a twisted attempt to "expose him to reading." If it feels responsible for feeding a child, it might try to cook meals for him or her, thereby starting a terrible fire. If a child's financial security is its concern, the poltergeist may steal money from the "adopted" child's parents, and hide that money in the child's closet, or underneath his or her pillow.

Sooner or later, failure to help the child causes the poltergeist to feel frustrated and enraged. The creature then lashes out at everyone around it with its full, blind fury, caring nothing about the results.

As the statistics above show, pol-

tergeists vary greatly in their ability to use the Evil Way, and in the types of disciplines they can use. Regardless of the powers of a poltergeist, there is only one way known to S.A.V.E. to rid a home of one. S.A.V.E. envoys must establish who the ghost was in life, determine what promise it left unkept, and either see that the promise is fulfilled or present evidence in the house haunted by the poltergeist that the life of the child it owed the obligation is a happy one anyway.

In addition to these normal forms of poltergeist, there is also a form of "smothering ghost" S.A.V.E. has now identified as a type of poltergeist (the smothering ghost must have an EWS of at least 135, and must be able to use the following disciplines: *Chill*, *Telekinesis*, and *Wound*). This type of poltergeist was first discovered in 1874 in Huntsville, Alabama (see the S.A.V.E. Time Line in the *Campaign Book*). Since Robert Upton's original investigation, S.A.V.E. has determined that the smothering ghost is a poltergeist which has become totally insane. Rather than haunting a single house or family, this creature has decided in its twisted thoughts that the only way to make sure that the

child and his family receive proper care is to have them "join" the poltergeist in death.

This smothering ghost begins its haunting in the same manner as a normal poltergeist, and for either 1d10 days or 1d10 weeks (CM's option) its actions are exactly the same as those of a standard poltergeist. However, when the indicated days or weeks are over, the poltergeist uses its Evil Way disciplines in an attempt to smother in their sleep all who live in the house. The ghost uses *Telekinesis* to move a pillow over its victim's face, a rope around his or her neck. Use the strangling rules in the *CHILL Campaign Book* (p.38), using the poltergeist's Evil Way Score as its Strike Number. In the second round of strangling, the smothering ghost uses its *Wound* discipline on the victim. If the ghost kills all of the family, it moves on to haunt another home. If frustrated at two consecutive tries to kill any family member, it uses the *Chill* discipline its type always possesses, thereby banishing itself back into the Unknown.

PUPPET PEOPLE

STR	5(75)	PCN	1(15)
DEX	3(45)	STA	6(90)
AGL	3(45)	EWS	NA
WPR	2(30)	FEAR	4
PER	NA	ATT	1/60%

Movement: L 75' A NA W 30'

Class: Corporeal

Type: Servitor

Disciplines: NA

Manipulation: Yes

IPs: 400

Puppet people are creatures that gladly serve any Master creature that can use Evil Way disciplines. (CMs may thus include them in almost any adventure where they are appropriate to the mood and action desired.) The origin of these perverse creatures remains a mystery; all that is known for sure is that they are nasty and incredibly stupid.



Puppet people always appear in male/female pairs as small, child-sized humans with beady eyes and large heads. Although at first they might be mistaken for small people, their jerky, puppetlike motions and slow, shrieking speech soon give them away as creatures from the Unknown (in addition, the only things they can say are “Bang,” “No,” and “Git ‘em!” I assume that “Bang” means “Yes”). They are made of wood, and have a thin covering of flesh. In combat this flesh often breaks and begins to peel away, revealing the wooden body beneath.



Once their master has assigned them a victim or group of victims, puppet people are fond of hiding in the victims' homes, then ambushing them when they return. One to four pairs of puppet people take part in a typical ambush. The creatures never surprise characters in an ambush, because they have no notion of how to hide: one intended victim found a pair sitting in the middle of the floor, covering their eyes in the mistaken belief that if they can't see their enemy, their enemy can't see them.

Puppet people always attack in pairs; they use one, and only one method of attack. First, they look at one another and say “Git ‘em” together, then each puppet person takes up its role in the combat. Puppet men always try to obtain a hold on their victim, inflicting normal unarmed combat damage as they do so. Once the victim is held, the female partner always tries to club/slash the victim, using her fist or head as a melee weapon and inflicting normal armed combat damage. As the female hits her enemy, both puppet people cry out “Bang! Bang!”—a strange sound effect they think helps their attacks.

Because these animated creatures are incredibly stupid, each of the pair continue to use its specific form of attack (either hold or club/slash) even after its partner has been destroyed.

Attacking the puppet people barehanded is a very risky business: every successful barehanded strike on a puppet person runs a 5% risk that a splinter breaks off the creature and lodges in the attacker's flesh. These splinters are mindless and evil chips off the old block, filled with the same kind of destructive energy as the puppet person: the splinter begins to burrow into the flesh of the character, causing an “S” wound every other round until the puppet person from which it came is destroyed.

Comical as these creatures may seem at first, destroying them is no joke. Puppet people are totally immune to wounds from any type of attack except fire. They suffer Stamina loss normally from all forms of attack, but when reduced to 0 Stamina they completely regenerate in 1d10 rounds. The only safe way to destroy puppet people is to beat them unconscious and then burn them. Envoys who have attacked puppet people with fire before knocking them unconscious have found that the malicious little creatures either try to get to water to put out the flames, or, if certain of their own destruction, touch as many flammable objects as possible in an effort to “go out in a blaze of glory”—to start a major fire before they burn into ashes.

R

RAKSHASA

STR	Varies	PCN	4(60)
DEX	Varies	STA	Varies
AGL	Varies	EWS	125
WPR	4(60)	FEAR	7
PER	5(75)	ATT	2/Varies

Movement: Varies with form
Class: Special
Type: Master/Independent

Disciplines: *Animation of the Dead, Change Self, Create a Feast, Fleshcrawl, Haywire, Influence, Swarm*

Manipulation: Yes

IPs: 875

Rakshasas are completely evil, powerful creatures that delight in spreading fear, confusion, chaos and destruction among human families and communities, finishing the trouble they cause in a murderous, ghoulish feast upon human flesh. They are among the most feared of all creatures, for they delight in mental torture of their victims merely for its own sake.

Rakshasas are incorporeal and invisible in their natural form, but they never assume that form in the Known World. To enter the Known World, they must *Change Self* to some form of animal (usually a dog, vulture, owl, or tiger), or to human form. Whatever form the rakshasa chooses, it appears as an extremely attractive member of that species (although there isn't too much difference between an attractive and an unattractive vulture, if you ask *me*). Rakshasas can *Change Self* normally once they are in the Known World, but if they become incorporeal again, they must return to the Unknown and remain there for 1d10 years.

Rakshasas prefer their human form to all others. In this form, they mix freely with humans, participate



in their social, political and economic affairs, and generally seem to be perfectly normal, extremely attractive individuals. Their goal while in this form is to cause as much division, mistrust, confusion, and hatred as possible, especially within one family or group they have chosen as a victim.

For example, a rakshasa might spread a foul rumour about the younger son of a victim family, knowing that the father in the family will react with outrage to what he thinks is his son's wicked behavior. Rakshasas especially enjoy causing disagreement and mistrust between members of a S.A.V.E. expedition, going so far as to romance female characters in hopes of causing jealousy among the males in the group, or arranging things so that it appears to one envoy that another is not to be trusted.

The final goal of the rakshasa is to see that the mistrust and hard feelings it stirs up will erupt into violence. Once the creature has brought the tempers of key people in a group to a boiling point, it lures the group to

some lonely area, where it does everything in its power to cause the humans to begin slaughtering one another. When the violence is over, the rakshasa settles down to its ghoulish feast.

In order to achieve their goals, rakshasas often work in teams of two to four, allowing them to sneak into larger groups, support their own lies and rumors, and do even more damage.

In physical combat, the rakshasa uses the physical statistics and forms of attack of the human or animal whose form it has assumed. In human form, rakshasas can make unskilled use of weapons. The question, however, is why the rakshasa would want to use melee weapons, since it carries a far more deadly tool at its fingertips; in any of the creature's forms, a wound from its nails or claws also inflicts a Strength 6 poison.

Rakshasas cannot be wounded by any type of attack; they do suffer Stamina loss normally, however, and this Stamina loss carries over to any new form the creature adopts during combat by using its *Change Self* discipline. Rakshasas driven to 0 Stamina automatically regenerate all lost Stamina in 1d10 rounds.

A rakshasa can be destroyed permanently by any hit inflicted with an iron blowgun dart fired from a blowgun made of bamboo at least 15 years old.

REMNANT (Ghost)

Statistics: All variable by type

A remnant is a type of ghost, which, like the common ghost, is attached to some special task or place. Naturally invisible and incorporeal, it differs from the common ghost in its ability to assume a definite, corporeal form by means of its *Manifestation*, and to use different and more powerful Evil Way disciplines. It is impossible to describe each of the large number of remnant types: three are detailed here.

Battlefield Remnant

STR	4(50)	PCN	5(75)
DEX	4(50)	STA	4(60)
AGL	4(50)	EWS	135
WPR	5(75)	FEAR	3
PER	3(45)	ATT	1/50%

Movement: As incorporeal, 150'

As character when corporeal

Class: Special

Type: Master/Servitor

Disciplines: *Change Self, Inhabit, Manifestation* (unique to ghosts), *Raise Wind*

Manipulation: Yes, when corporeal

IPs: 1080

Battlefield ghosts are the ghosts of soldiers who died cowardly deaths in battle. In incorporeal form, these creatures *Inhabit* the ground of the battlefield on which they died. Using *Manifestation*, they take on a transparent but fully corporeal form, clawing their way up from the ground in their rotted uniforms, bearing arms, and forming up to refight the battle in which they died, seeking to prove their courage. There are always large numbers of these remnants, representing both sides in the battle.

A manifestation by these ghosts can be triggered by almost any event, but especially by either a disturbance of the battlefield or by any suggestions of violence in the area. In addition, these remnants *always* appear on the anniversary of the battle in which they died.

Observers of these ghostly battles are far from safe themselves. The battlefield remnants consider everyone they see (except those old friends they've fought alongside so many times before) as enemies in this battle. They viciously attack all enemies, neither asking nor granting mercy, using whatever weapons are normal for the type of troops who first fought the battle. These ghostly weapons still inflict full armed combat damage, but any evidence of the weapon itself, such as a bullet, vanishes as soon as the wound is inflicted.



The strange corporeal forms of these remnants can be destroyed by normal combat. However, destruction of its *Manifestation* simply means the battlefield ghost returns to the ground, there to await the next re-fighting of the battle. A battlefield ghost can be destroyed permanently only by placing three white feathers in its hand while it is in corporeal form.

Headless Horseman

STR	5(75)	PCN	5(75)
DEX	4(60)	STA	NA
AGL	4(60)	EWS	135
WPR	6(90)	FEAR	5
PER	2(30)	ATT	2/68%

Movement: As incorporeal, 300'

Class: Special

Type: Independent

Disciplines: *Inhabit*, *Manifestation* (unique to ghosts), *Raise Wind*, *Steal Head* (unique)

Manipulation: Yes, when manifested

IPs: 1080

This remnant is the ghost of person beheaded either by his or her own government, for treason, or by an enemy in battle. This person's head was not buried with his or her body. The creature *Manifests* itself every night in the form of a man or woman carrying his or her head cradled in one arm, mounted on a coal-black horse. The manifestation is always dressed in black with a black cape. In this form, the creature searches the area within a 10 mile radius of the spot where it was decapitated, seeking its own original head, which it mistakenly believes has been stolen and is being used by someone else—in fact, by anyone it meets.

The manifestation of this creature appears to be corporeal, but it cannot be harmed by any physical form of attack. It can move as an incorporeal; often it appears to ride its black steed high into the sky, then comes swooping down to attack.

The manifestation of the Headless Horseman can attack using its bare hands, a large sword, or its unique *Steal Head* discipline. Physical attacks are always aimed at the neck of the

victim with the intention of severing and then grabbing the victim's head.

To use its *Steal Head* discipline, the creature must be within 30' of its victim. It then hurls its own severed head at the victim, treating this as a normal thrown weapon attack which causes normal armed combat damage. (The head inflicts this damage by biting.) The head then instantly reappears in the horseman's arm. Any victim who is killed by one of these attacks is instantly decapitated, and both the horseman's spectral head and the victim's real head reappear in the horseman's arms. The horseman then breaks off his attack, rearing his horse high in the sky and mounting his new prize on his own neck before turning completely incorporeal and invisible, and vanishing. The victim's head is always found the next morning, lying somewhere near a ditch, or roadway, or ghoulishly displayed in some public place.

Each use of the *Steal Head* discipline costs the creature 15 points of Willpower.

A headless horseman can never *Manifest* or ride to any point outside the 10 mile radius from the place it was originally decapitated.

This type of remnant can be destroyed only by finding what remains of the creature's original head and placing this in the creature's grave.

Theater Remnant

STR	3(40)	PCN	5(75)
DEX	5(65)	STA	3(45)
AGL	5(60)	EWS	135
WPR	7(105)	FEAR	4
PER	1(15)	ATT	1/50%

Movement: As incorporeal, 150'; as character when corporeal

Class: Special

Type: Independent

Disciplines: *Inhabit*, *Manifestation* (unique to ghosts), *Raise Wind*, *Telekinesis*

Manipulation: Yes, when corporeal

IPs: 1080

A theater remnant is the ghost of a person who was a flop as an artist or

performing artist in life, or a critic of art or the performing arts who consistently wrote bad reviews of work which was, in fact, excellent. This remnant *Inhabits* a theater, opera house, or art gallery, as fitting to its career in life, seeking vengeance against all who are better at its chosen art than it was in life. The creature also seeks some further way to feed its vanity, usually by having a play or piece of music it created during life actually performed, or its art exhibited.

In incorporeal form, this creature haunts its chosen abode by *Inhabiting* various items there: the curtain or back screen in a theater, a statue in an art gallery, etc. Using its *Telekinesis* discipline, the creature can move either the item it *Inhabits* or other items to bring about the sudden "accidental" deaths of those of whom it is jealous.

The creature can *Manifest* itself only during a performance or exhibition. It appears as a lady or gentleman in formal evening dress, and can mingle freely with humans in this form. It will constantly insult and criticize the performances or work of those of whom it is jealous.

Although its hatred is great, this creature seldom attacks; it fears drawing attention to itself, and its plans are always laid with the greatest cunning. It always attempts to make deaths seem accidental, and uses its human form to further its other goals by means of negotiation, romance, or whatever other avenues are open to it.

The theater ghost cannot be wounded by any physical attack, and even in corporeal form it suffers no Stamina loss from any form of attack. The creature can be destroyed in only one way: it must be trapped, while in *Manifested* human form, in some area which also contains at least one copy of each of its works (some of the costumes it wore in plays, concerts, or operas, if it was a performing artist). Then, it must be forced to look into a mirror that reflects both it and those works. When forced to view this reflection for one full round, the theater ghost vanishes, forever destroyed. The works or costumes burst into

flames, which cannot be put out until they all have been consumed.

S

SHE-CREATURE

STR	4(60)	PCN	6(90)
DEX	4(60)	STA	5(75)
AGL	5(75)	EWS	150
WPR	6(90)	FEAR	10
PER	9(135)	ATT	1/68%

Movement: L 75' W NA A 375'

Class: Special

Type: Independent/Master

Disciplines: *Blind, Change Self, Dreamsend, Flight, Ghostly Lights, Halt, Influence, Lightning Call, Minion, Shake the Earth, Total Illusion, Wound*

Manipulation: Yes, when corporeal

IPs: 1800



The She-creature is the life force of a beautiful woman who, while living, treated other people with spite. In life, the She-creature sought the company of the rich and famous (many of these creatures were famous themselves), but intentionally hurt others who tried to befriend her. On the rare times when she did befriend a "nobody," it was always for some selfish purpose. As soon she had what she wanted, she told the "nobody" how she had used him. Often, she did this in a public place, in front of people important to the "nobody," such as his parents or friends.

The She-creature has at least four appearances. In incorporeal form, she is either invisible or has the appearance of a mournful, ageless woman. In her true corporeal form, she has a lizard like body and a cobra's fangs in a human mouth. Any person bitten by the fangs loses 3d10 points of Willpower. In her favorite corporeal form, the creature appears as a lovely young woman. In either corporeal form, she attacks as if unarmed.

In death, the She-creature is painfully lonely. She wanders the earth in search of dynamic, important men whom she would have sought out in life. Once she has found a suitable victim, she uses his sense of honor to lure him to her home deep in the woods of the Canadian Northwest.

She does this by a very subtle method. First, she spends several days (or even weeks) near the victim in her invisible form, getting to know as much about him as possible. Next, she manifests herself and uses *Influence* to make the victim restless and uneasy, perhaps even frightened. When the victim seems suitably on edge, she uses *Dreamsend* several nights in a row to make him dream of an old lover he had almost forgotten. Next, she uses *Total Illusion* to make the victim hear the former lover's voice, usually crying or pleading for aid. Finally, as the victim looks into a mirror, he sees the old lover crying and hears her pleading for aid.

When the victim puzzles over this mystery, the creature uses *Influence* to lead him to the conclusion that the

woman is somewhere in the Canadian Northwest. She stays nearby through his journey, dropping clues to lead her intended captive to her lair. If friends accompany the victim, she uses her disciplines to either kill them or drive them off.

Once the victim enters her lair, usually a cave deep in the woods, the She-creature uses *Shake the Earth* to cause a cave-in and trap him. If companions are trapped with him, she tries to kill the companions. She then tries to hold her victim until the next equinox, slowly draining his Willpower by threatening and frightening him. Once the equinox comes and his Willpower has dropped below 20, she turns corporeal and uses *Minion* to force the unlucky fellow into servitude. She usually prefers some form of ghost as servitor.

In her corporeal forms, the She-creature can suffer Stamina loss, though she cannot be wounded. If her Stamina falls to 0, she automatically assumes her visible, incorporeal form. While incorporeal, she cannot be affected by any physical attack.

The only way to destroy the She-creature is to force her to use all her Willpower defending herself with her Evil Way disciplines. Once her Willpower drops to 0, she turns to mist and vanishes. She will not bother any character that places flowers on her grave, although she might become attracted to one of his friends.

SKELETON

STR	4(60)	PCN	2(30)
DEX	2(30)	STA	4(60)
AGL	3(45)	EWS	NA
WPR	2(30)	FEAR	5
PER	NA	ATT	1/53%

Movement: L 75' A NA W 30'

Class: Corporeal

Type: Independent

Disciplines: NA

IPs: 500

Skeletons are creatures made from human bones by some discipline of the Evil Way as yet unknown to



S.A.V.E. It seems to make sense that this discipline is a special, powerful form of *Animate Dead* that gives the dead body not only movement, but a dim form of intelligence. Whatever animated these skeletons seems to have no further use for them, for the skeletons are concerned only with gathering fresh human bones to restore their own bodies.

The skeleton resembles, of course, a human skeleton. In many cases, one arm or leg is considerably longer than the other, and a few ribs are missing from the ribcage. This is explained by the skeleton's curious methods of attack, and its practice of replacing its own bones.

Skeletons attack in large groups (the CM should allow 2 or 3 skeletons per character in a party, depending on how skilled and advanced those characters are). As they begin their attack, they do their best to surround a party, then begin a terrifying chattering of teeth and rattling of bones that forces all characters to make an additional fear check. The second check is made on the same column as the first one.

One round after the chattering and rattling begins, the skeletons rush the party; each creature tears off one of its arms or legs to use as a club (treat as armed combat). The grisly weapon breaks after its first successful hit; then the skeleton tears off another of its limbs (if its first weapon was an arm, it now tears off a leg so that it has one arm left to hold a weapon; if its first weapon was a leg, it now tears off an arm so that it can continue standing). If this second weapon breaks, the skeleton still has one attack remaining: it steps (actually hops) back from the combat, and throws its skull at its enemy (treat as thrown weapon).

The object of the skeleton's rather unusual method of combat is to replace its bones. A victorious skeleton crouches beside its dead or unconscious opponent and, breaking off one of its ribs to use as a knife, it cuts (and chews, if the skull is still on its body) the needed bones from its victim. The ribs cannot be replaced, and when all the creature's ribs have been broken, its life force returns to the Unknown.

Skeletons suffer Stamina loss from attacks of all types, but do not suffer normal wounds. They regenerate Stamina as do the animated dead (see page 25, *Horrors from the Unknown*). However, a called shot to the sternum (or breastbone) of the skeleton shatters all its ribs and destroys the creature.

SPECTRAL HOUND

STR	6(90)	PCN	4(60)
DEX	NA	STA	6(90)
AGL	5(75)	EWS	135
WPR	8(120)	FEAR	7
PER	NA	ATT	1/83%

Movement: L 360' A NA W 150'

Wild Hunt: L 750' A 3750' W 375'

Class: Corporeal

Type: Servitor/Independent

Disciplines: Gnarl (unique form), *Hound*, *Throw Voice*, *Wave of Fog*

IPs: 1080



Twenty five spectral hounds join the Wild Hunt (see Wiesert), moving at unearthly speeds across land, air, and water. It is a terrifying sight, but a single spectral hound, hunting for its own grim pleasure, is in ways even more frightening: the strange control Wiesert has over these creatures may allow them to move more quickly, but it prevents them from using their Evil Way disciplines to horrify and mock their victims.

The spectral hound is an enormous white dog, about the size of a small horse. Its large red eyes glow in the darkness, and its huge, yellow fangs inflict a massive, terrible bite. A distant relative of the barghest, the creature shares the same desires as its cousin: a drawn-out and merciless hunt, coupled with the sheer pleasure of humiliating its prey.

The hunt begins without warning—some say without reason, although there seems to be some connection between those who have recently destroyed another creature and those who become the spectral hound's prey. At night, the huge dog crouches

outside its victim's window and howls, announcing the beginning of the hunt, and also announcing the creature's use of its *Hound* discipline.

The next stage of the hunt begins only if the victim steps outdoors at night while the *Hound* discipline is still in effect—for some strange reason, the hound cannot go indoors. The poor victim begins to hear snorts, growls, and barks all around him, as the hound uses its *Throw Voice* discipline to make him believe he is surrounded by huge white dogs like the one he saw outside his window.

Still the victim can stop the hunt, if he chooses to stay indoors until the *Hound* ends. For the second time he wanders out at night, the spectral hound uses its *Wave of Fog* discipline to create a dense fog around the character (visibility only 5'), then bays from behind him, forcing the character toward the nearest wooded area.

Once inside the woods, the victim finds even stranger things happening to him: branches and roots of trees reach out to grab him. This, too, is the spectral hound's doing: its use of a

unique form of *Gnarl* enables it to twist living wood to tangle and trap the character. 3d10 rounds after the *Gnarl* begins, the fog starts to lift, and the victim finds himself in the woods, sometimes miles from home.

For the next 1d10 nights in which the victim wanders outdoors, nothing happens. The hound is waiting, knowing that what its victim imagines may be just as terrifying as anything the creature might do itself. Still, all the victim has to do is stay indoors, where the creature cannot get him, until the *Hound* discipline ends.

Finally, when the "safe nights" end, the hound shows itself to the character, runs swiftly up to him, and leaps at his throat, anxious to end the hunt.

Of course, the hunt doesn't have to end this way. In addition to staying inside at night until the *Hound* discipline ends (a form of protection that well could take the rest of his life), the victim may have the discipline disrupted by a Mental Shield (see *Horrors from the Unknown*, p. 12).

If, however, he is forced into the final battle, the victim has only one chance: using a knife or other bladed weapon, he must cut the spectral hound's throat (called shot) either by throwing the weapon or in melee combat. Though the spectral hound can suffer Stamina loss, it regenerates at the rate of a werewolf (1d10 points per round) and takes no wounds, except those to the throat.

SPECTRAL LOVER

STR	NA	PCN	9(135)
DEX	NA	STA	NA
AGL	NA	EWS	85
WPR	9(135)	FEAR	5*
PER	6(90)	ATT	1/**

* *Fear check necessary only if spectral lover is recognized as a ghost*

** *Attacks by using Evil Way disciplines*

Movement: As incorporeal, 150'
Class: Incorporeal
Type: Independent

Disciplines: *Dreamsend*, Manifest (unique to ghosts), *Wound* (unique form)

Manipulation: None

IPs: 510

The Spectral Lover is the ghost of a man or woman forced to return to the Known World because of “crimes of the heart”—for wounding someone seriously (and on purpose) in a love affair, romance, or marriage. Death hasn’t changed the creature much: returned into the midst of men, it again causes a once-happy young person to waste away and “lose his or her heart,” but this time in a far more... gruesome way.

The Spectral Lover first *Manifests* itself in a form very similar to the way it looked in life: to human eyes it appears to be corporeal, although cats and birds have been known to panic at its presence, and run or fly straight through the Spectral Lover’s *Manifested* image, not recognizing that it is standing where it is. The first *Manifestation* is that of an attractive man or woman, probably a bit more attractive than the ghost was in life. The second *Manifestation* takes place when the Spectral Lover prepares to finish off its victim: this time, its form resembles the “personality” or “true nature” that the ghost carried in his or her heart during life—that of a withered and monstrous old creature.

The Spectral Lover’s strategy is a simple one: it weakens its victim’s Willpower by a nightly use of *Dreamsend*, then appears in front of the poor man or woman, using its unique form of the *Wound* discipline to literally tear his or her heart from the body.

This gruesome strategy begins innocently enough. The ghost *Manifests* itself in a romantic place—on a moonlit lane, perhaps, in a garden, or by the seashore. From a distance it flirts, but only slightly, with its intended victim: a male Spectral Lover may tip its hat and wink at a young lady, while the female creature may give a young man a brief, winning smile. Then the creature walks out of sight, where it vanishes to assure it will not be followed.



That night, when the victim goes to bed, he or she faces the first use of the Spectral Lover’s *Dreamsend*. In this dream, the victim sees a former sweetheart of his or hers transform slowly into some hideous creature: a huge, sharp-toothed octopus, perhaps, or a man or woman with the legs of a beetle. The victim remembers the terror or fear caused by the dream, and loses the amount of Willpower determined in the Results Key for the *Dreamsend* discipline.

The following night, the Spectral Lover uses *Dreamsend* again. The victim dreams of being in a place of danger—on a slippery mountainside, for example, or treading water in the middle of a dark lake. Suddenly, someone comes into sight and attempts to rescue the victim. But the rescuer is the old sweetheart, who again turns into the creature in the first dream. The victim again awakens, suffering the Willpower loss demanded by the *Dreamsend* Results Key.

A third dream follows on the very next night. The victim dreams he or she is in a place of safety—home,

perhaps, or a familiar and favorite hideaway. Someone calls the victim’s name, or knocks at his or her door: wouldn’t you know it! the sweetheart has returned! Again the sweetheart transforms into the creature, laughs, and runs away. The place of safety suddenly becomes dangerous: for example, knives shoot out of the floor, the ceiling begins to burn, the walls begin to close in upon the victim.

Now the final step takes place. On the fourth night, the Spectral Lover *Manifests* itself to the victim in its second, hideous form. The victim is weak from Willpower loss, but the ghost is fully rested. Round by round, the creature uses its *Wound* discipline against the victim. When it has killed the unfortunate human, it uses the discipline one last, unique, and most powerful time—to rip the heart from its victim’s body. The ghost then vanishes into the Unknown, leaving the corpse and its heart where they lie.

Once the *Dreamsend* attack of the Spectral Lover begins, only the use of the Mental Shield discipline of the Art can stop its steady drain of Willpower. To destroy the ghost, however, is not an easy task: it suffers neither wound nor Stamina damage. The only way the ghost can be destroyed is to discover its identity (Prescient Dream may help in this) and, when it *Manifests* itself for its final attack, place in front of it a picture or photograph of the man or woman it wronged while in life.

SPHINX

STR	8(120)	PCN	6(90)
DEX	4(50)	STA	9(135)
AGL	6(90)	EWS	125
WPR	10(140)	FEAR	4
PER	3(45)	ATT	3/105%

Movement: L 150’ W 10’ A 225’
Class: Master/Servitor
Type: Corporeal

Disciplines: Change Self, *Darken*, *Evil Eye*, *Hound*, *Kiss of Death*, *Quiet*, *Teleport*, *Wound*

Manipulation: NA

IPs: 1000

There are two types of Sphinxes, Theban and Egyptian. Although both share the same abilities, the difference in their natures has puzzled S.A.V.E. scholars for decades.

The Theban Sphinx has the body of a lion, the head of a woman, and the wings of a large bird. She is a restless wanderer, typically spreading a path of murder across distances as great as 5,000 miles.

Some S.A.V.E. scholars believe that the Theban Sphinx comes forth from the Unknown every now and then to satisfy a perverted desire for knowledge of the human world. She travels about the world in the form of a beautiful woman (she particularly likes cruise ships), apparently quite interested in things of a scholarly nature. Whenever possible, she strikes up a friendship with a scholar—a professor, a scientist, or a philosopher, for example. Once she feels the scholar enjoys her company, she asks

him a riddle, apparently in a mood of playfulness.

If the scholar does not answer the riddle, she sulks and pouts, telling him that she doesn't believe he cares for her at all. "If you cared," she says, "You would answer the riddle." Twenty-four hours later, if the scholar still has not answered the riddle, the Theban Sphinx *Teleports* into his room while he is away. When the scholar returns, she flirts with him for a short time, telling him that if he can't answer the riddle, perhaps he can do something else for her.

Few scholars live long enough to ask her what that something might be, for she embraces her victim and uses *Change Self* to change into her true nature. As the stunned scholar struggles to escape her grasp, she closes her handlike claws around his neck and strangles the unfortunate intellectual.

Should the scholar answer the riddle correctly, she seems to light up with joy, then thanks him profusely, giving him a *Kiss of Death*. Immediately after the *Kiss*, she kills herself in the victim's sight by the quickest possible means. On a result of "C" or better on a specific Perception check, the victim notices a black ooze leaving the body and sinking into the floor or earth. Some investigators feel that she needs the answer to the riddle to unleash some greater horror on the world.

While the Theban Sphinx is in human form, the only hint that she is not what she appears to be is that the young woman seems remarkably naive on many subjects. In human or sphinx form, she may be harmed by any type of attack. If "killed," however, she returns 1d10 days later in the same human form she had assumed earlier, and politely asks her attacker why he treated her so badly. If her killer gets a result of "H" or higher on a specific Personality (or Modeling) check, she accepts the explanation and continues on her way. If the killer gets a result of "M" or lower, she turns into her Sphinx form and attacks with every possible means.

The Egyptian Sphinx typically appears to be a statue with the body of a

lion and the head of a man, ram, or hawk. Unlike his Theban cousin, he usually stays in one place, often acting as a guardian of an ancient tomb or treasure. He remains motionless as long as the item he protects is not disturbed.

Once the item is disturbed, however, the Egyptian Sphinx becomes a cunning and deadly opponent. He uses the *Evil Eye* discipline on as many characters as he can see without altering his appearance as a statue. Next, he uses his cunning and disciplines to catch the characters individually or in small groups and slay them, either by using his Evil Way disciplines or by attacking physically. If possible, he does not allow other characters to discover that their companions are dying. Should a character or characters escape the Egyptian Sphinx after violating the area he guards, he uses *Hound* to track them down and slay them.

The Egyptian Sphinx uses *Change Self* (into a strong man with a lionlike beard and hair) only if he can find no other way of accomplishing his goal. When he attacks, he is always in lion-statue form.

The Egyptian Sphinx can be destroyed only by using blunt instruments to wound him and reduce his Stamina to 0.



T

TUPILAQ* (Animal Zombie)

STR	+15	PCN	-15
DEX	-30	STA	+15
AGL	-30	EWS	NA
WPR	NA	FEAR	5
PER	NA	ATT	1/Varies

* See description for explanation of statistics

Movement: L -30' A -50' W -15'
Class: Corporeal
Type: Servitor

Disciplines: NA

Manipulation: Yes

IPs: 500

The tupilaq is the corpse of an animal animated to serve a user of the Evil Way. Like the human zombie, there are two varieties of tupilaq, the common and the true tupilaq.

Any creature that can *Animate Dead* can create a common tupilaq. The creator of the common tupilaq must provide constant direction for it by maintaining visual contact. Even then, the common tupilaq can perform only simple actions, such as those of an animated corpse.

The true tupilaq can only be created by the Greater Zombie Master. It is often a combination of the parts of different animals. For example, the Greater Zombie Master delights in sewing the wings of a raven onto a small monkey's back. The true tupilaq possesses the attributes and Abilities of the parts of the animals it possesses (that dead monkey can fly, and with wings like that, it never looked better in its life!). No tupilaq can possess attributes which allow it to move on land, water, and in the air; it can do two of the three, but never all three.

The true tupilaq can perform complex actions which its creator can express in 25 words or less. When not in service to its master, it "grazes" in the nearby countryside, mindlessly attacking lone people. The true tupilaq never grazes further than 100 miles away from its master.

Needless to say, both forms of tupilaq appear to be the rotting remains of the animals they are created from. The statistics for tupilaqs are related to the statistics of the animals in life. Figure the stats depending on the parts of the creature used: STR = arms or forelegs; DEX = paws, claws, or hands; AGL = hind legs; PCN = head; STA = torso. Note that the statistics for this creature are presented as modifiers; add or subtract the appropriate number from the animal's normal stats. No Ability score can be higher than 100 or lower than 5, however.

Tupilaq attacks are treated as armed



attacks, and they do not automatically lose initiative to PCs. They never suffer wound damage, but do lose Stamina normally. 1d10 rounds after its Stamina reaches 0, however, the tupilaq recovers all Stamina lost and continues to attack. Common tupilaqs may be destroyed by making a called shot to the head with a gun or bow; true tupilaqs can be destroyed by filling their mouths with salt and wiring the jaw shut.

Tupilaqs resemble zombies in all other respects.

V

VANDERDECKEN, Captain of the FLYING DUTCHMAN

STR	4(50)	PCN	6(90)
DEX	5(75)	STA	8(120)
AGL	4(50)	EWS	120
WPR	9(135)	FEAR	8
PER	10(140)	ATT	3/50%

Movement: L 150' A NA W 75'
Class: Incorporeal
Type: Master

Disciplines: Animation of the Dead, *Alter State* (unique), Change Weather, *Contact the Living*, *Create a Feast*, *Influence*, Invisibility, Raise Wind, Telekinesis (special use), Quiet, Wave of Fog

Manipulation: Yes

IPs: 2640

Most often seen near the Cape of Good Hope in rough seas, the Flying Dutchman is the most famous of the phantom ships. In life, the captain of the Flying Dutchman, a hearty man simply called Vanderdecken, was known for his stubbornness and determination. Legend has it that as the Flying Dutchman fought to round the Cape of Good Hope one unusually dreary and stormy night, the crew demanded that the Captain put in at a nearby harbor. The Captain, having bet a barrel of ale that he would round the Cape before dusk of the next day, shouted that he would round the Cape that night, or never go back to port again.

His crew took him at his word and keel-hauled the good captain. When they finally pulled the battered Vanderdecken from beneath the ship, they threw him in the brig. Alone in the dark, and furious with his men, the Captain called upon the forces of the Evil Way (most likely the Deceiver) to aid him. He asked that he be given the power to make any crew stand at their posts through any storm. Well, as you know by now, when the Deceiver grants a wish, there's always a certain...*catch*. Vanderdecken's ship has roamed the sea for centuries in its strange and ghostly form.

Vanderdecken's ship, whether corporeal or incorporeal, appears to be a perfectly preserved sloop of the 16th century. Its two masts are well-rigged, and the ship is clean of barnacles and other parasites. Vanderdecken himself appears to be a handsome man of the 16th century with a charming



smile. On occasion, he disguises himself for the appropriate era and wanders among the living. He has the innate ability to appear corporeal to any casual observer, although anyone touching him for more than five seconds senses that he is incorporeal (surprise, surprise!).

Vanderdecken also possesses two special disciplines: *Alter States* and *Telekinesis* (accelerated rate). He can *Alter the State* of any physical item (including a human body!) to an incorporeal form, at a cost of 10 Wpr/minute. He can also make his own body corporeal using this discipline, at the same cost.

Alter States is a normal Distortion discipline when used against anything except characters. If Vanderdecken uses this power against living human beings, he can bind their life forces to him and cause their bodies to serve on his ship as zombies, while those bodies rot away. In this form, *Alter States* is a Subjection discipline that uses the following results key:

S = The life force of the victim is bound to Vanderdecken's service for 1 year.

L = The life force of the victim is bound to Vanderdecken's service for 5 years.

M = The life force of the victim is bound to Vanderdecken's service for 10 years.

H = The life force of the victim is bound to Vanderdecken's service for 20 years.

C = The life force of the victim is bound to Vanderdecken's service until Vanderdecken is destroyed.

When the discipline use ends, the victim's life force returns to the body; the body is no longer rotting, but is immediately restored to its normal state (although it has aged the number of years that the life force has been trapped). (By the way, a good CM won't tell the players that their characters' bodies will be restored when the discipline ends: you can't afford to let them think their stay on the Dutchman is a *pleasure cruise*, can

you?) When the life force of any crew member rejoins its body, Vanderdecken turns the Dutchman incorporeal, and the poor character falls into the sea, carrying only a dim, frightening memory of his experiences aboard the ship.

Once the discipline use ends, Vanderdecken cannot use his *Alter States* discipline again on the same character.

Vanderdecken's accelerated *Telekinesis* allows him to move his ship against the wind at a rate equal to half the speed of the wind blowing against it. (He often uses *Raise Winds* to increase the speed of his ship.)

Vanderdecken now sails the seas in his phantom sloop, eternally searching for new recruits to replace the crewmen who "jump ship." When seeking out new deckhands, he prefers to prey on yachts or cruise ships with beautiful women aboard. After he has found an appropriate target, Vanderdecken uses *Contact the Living* to warn the beautiful woman that the captain (or mate, if she is the captain) of her vessel will soon betray both her and the crew.

He next allows his ship to be seen sailing out of a *Wave of Fog*, using *Alter States* to make it incorporeal and pass through the target ship. If necessary, he uses *Raise Wind* and *Telekinesis* to overtake his target. After the "phantom ship" is seen, Vanderdecken uses *Influence* on the captain to convince him that everyone on board is plotting a mutiny. The only escape will be to wreck the ship during a storm.

When the he has the target ship's captain well under control, Vanderdecken prepares a terrible storm. First, he uses *Quiet* to prepare a sense of approaching disaster among the people aboard. Next, he creates a *Wave of Fog* to put them on edge, and finally he uses *Change Weather* to create a terrible storm. As soon as the captain wrecks the ship, Vanderdecken rescues the woman and her friends, then locks them in cabins aboard his ship. The woman always has a cabin alone, though her friends may be together in a hold.

After the ship wrecks, Vander-

decken tries to convince the woman that he is really just a harmless ghost in need of company. He claims that although he knew what the captain of her vessel was going to do (didn't he warn her?), he had nothing to do with the disaster. He followed closely to rescue her and her friends. He uses all his charm to attempt to befriend her; if he succeeds in gaining her love of her own free will, he uses *Alter States* to make her body incorporeal and bind her life force to him.

Although he may agree to take the woman and her friends to civilization, Vanderdecken always finds an excuse to avoid keeping this particular promise. The woman's friends are put to work as galley hands, deck swabbers, or even watch mates if they are especially cooperative: he does not use *Alter States* on the friends—at least not yet. The woman herself is expected to behave like a captain's companion.

The only way to destroy Vanderdecken is to find a woman that will give her life for his love—not an easy task! It is possible to win freedom from his ship by gambling (and winning) against him. He usually prefers dice, but will participate in any game of chance. The stakes are always one life force against freedom and Vanderdecken sees nothing wrong with playing “double or nothing” until he owns all the life forces. Watch out for cheating, though! He collects any life forces he wins by using his *Alter States* discipline.

W

WATER HORSE (Eac Uisge)

STR	9(125)	PCN	4(60)
DEX	NA	STA	9(125)
AGL	6(90)	EWS	125
WPR	5(75)	FEAR	4
PER	NA	ATT	1/108%

Movement: L 300' A NA W 300'
Class: Corporeal
Type: Servitor



Disciplines: Change Self, *Halt*, *Raise Wind*

Manipulation: Yes

IPs: 375

The Water Horse comes out of the sea at the bidding of another creature, usually to carry the creature across or through a body of water. The Water Horse can safely carry any non-breathing creature through the water. It delights in watching air breathing beings drown, however.

When it first emerges from the water, the Eac Uisge appears to be a rotting, water-logged black horse, its hollow eye-sockets filled by blue flame. Its mane and tail are made of seaweed. Once it delivers its burden to land, however, the Water Horse *Changes Self* into a beautiful white horse and grazes along the shore in search of a rider.

The Water Horse allows any rider to mount it. Once the rider is on its back, however, it uses *Halt* to secure the rider in place and heads for the

sea. As soon as its hooves touch the water, it shows its true form. The unfortunate rider must stay on the horse until the *Halt* discipline ceases; then he may try to swim toward shore, although the Water Horse will attack him while he swims.

Water Horses may use *Raise Wind* to create waves and capsize small boats whenever the chance arises.

A Water Horse has no immunities to any form of attack. Unless attacked by fire, it heals and regenerates at the normal rates. If it suffers fire damage, however, the creature rehabilitates only 1 point of Stamina per day.

WEREFOX (Red Thief)

STR	2(25)	PCN	6(85)
DEX	5(70)	STA	4(50)
AGL	6(80)	EWS	110
WPR	4(60)	FEAR	1
PER	5(75)	ATT	1/53%

Movement: L 90' A NA W 30'
Class: Corporeal
Type: Independent/Servitor

Disciplines: Change Self, *Influence*, *Quiet*, *Steal Memory*

Manipulation: Yes

IPs: 440

The werefox is a creature from the Unknown that can change from human form to fox form at will. It often works along with another creature to make characters' lives miserable. The werefox is an exceptional thief, often able to steal while in plain sight of its victims. The werefox willingly works with powerful creatures, serving as an errand runner or thief in exchange for protection and food.

Most of the time, the werefox appears to be a handsome person of oriental lineage. It usually has slightly pointed ears and delicate, fine features. In its fox form, the werefox is distinguishable from true foxes because of the tiny hands it has on its forelegs.

The werefox has many different ways of stealing an item it or its master wants. The most simple in-

volves changing into fox form and breaking into the victim's house at night, relying on its *Quiet* discipline to make sure it doesn't disturb anyone. In other cases, the creature uses *Influence* to persuade the victim to give it the desired item, then *Steal Memory* to erase any knowledge of what happened. If it can get close enough, the werefox can also pick a character's pockets simply by passing a general Agility check (failure of the check indicates the victim notices the attempt).

When not working with another creature, the werefox delights in bothering S.A.V.E. envoys by stealing personal items. Given the chance, the werefox will steal items of vital importance to the characters, rejoicing in the embarrassment, delay, or harm this causes. I've heard of cases where envoys who had the misfortune to run into a werefox have found their silver crosses missing at a very...*unlucky* moment. Heh, heh, heh.

Like the common werewolf, the werefox can be killed only by a silver bullet or contact with the blood of a

person who gave his life to save others.

The werefox must also eat human flesh while in fox form at least three times a month. This presents quite a problem for it, since it is not easily capable of murdering a man. Therefore, it often resorts to small children, or feeble or injured adults. In desperate circumstances, the werefox has been known to "bite and run," or even to invade the city morgue.

WEREJAGUAR

STR	4(60)	PCN	6(90)
DEX	NA	STA	4(60)
AGL	7(105)	EWS	NA
WPR	3(45)	FEAR	7
PER	NA	ATT	3/83%

Movement: L 225' A NA W 60'

Class: Corporeal

Type: Servitor/Independent

Disciplines: NA

Manipulation: NA

IPs: 700

The werejaguar is similar to the werewolf only in its strange blend of human and animal characteristics. The werejaguar is really not a shape changing creature, but a bizarre form of animated dead.

The werejaguar is yellowish-tan, with jet black spots all over its body. Its facial and body features are cat-like, yet it frequently walks on its hind legs like a human. All in all, it is a blend of a human and a great cat.

The origins of the werejaguar are strange indeed. Some of the ancient Indian cultures in Mexico practiced a form of human sacrifice in which the hearts were taken from the sacrificial victims; the hearts were then offered to the deity for whom the ceremony was performed. After this brutal ceremony, the bodies of the victims were discarded.

That is where the onaqi (see Onaqi) stepped in; this evil creature took the bodies of the sacrificial victims, animated them, and transformed them into werejaguars. The process by which the werejaguars "came to



life" is mysterious, but is different from the Evil Way discipline Animate Dead: unlike the animated dead or the zombie, the werejaguar has a very high Perception score. The fact it's dead doesn't mean it doesn't notice things.

The werejaguar is a deadly fighter, able to claw with each forepaw and bite in a single round, for a total of three attacks. All of these attacks are treated as armed combat.

The werejaguar suffers Stamina loss when struck in combat, but does not suffer wound damage from normal weapons. Unlike the werewolf, the werejaguar regenerates Stamina at a normal rate. Weapons made of obsidian (a hard volcanic glass), however, inflict normal wounds, and a called shot to the chest of the jaguar while using an obsidian weapon kills the creature instantly.

When a werejaguar is destroyed, it changes into a human corpse, the heart of which has been torn from the chest. Then the corpse transforms into a skeleton before dissolving into the air.



WIESERT, Leader of the Wild Hunt

STR	10(150)	PCN	9(135)
DEX	5(75)	STA	10(150)
AGL	8(120)	EWS	150
WPR	9(135)	FEAR	10
PER	NA	ATT	3/135%

Movement: L 750' A 3750' W 375'
Class: Special
Type: Master

Disciplines: Change Weather, *Contact Living*, *Dreamsend*, Flight, *Hound*, Invisibility (unique use), *Lightning Call*, *Terrorize*, Wave of Fog, Write (unique use)

Manipulation: Yes

IPs: 3000

Wiesert fetches the life forces of corrupt people. All of those he pursues have earned his attention because of their vicious natures. Most of his victims have led a life of crime and treachery, although a few have earned his attentions by a single terrible act.

Wiesert's favorite subjects are envoys who have been dismissed from S.A.V.E. These unfortunate folks can expect a visit from the Leader of the Wild Hunt 18 months after leaving the organization. Wiesert has even been known to visit some of the more reckless members of S.A.V.E. while they are still active. Investigations in all cases have proven that the unfortunate active envoys have bent or broken the organization's rules, thereby drawing Wiesert's attention.

Wiesert is normally incorporeal and invisible. However, when he begins the Wild Hunt (see below), he takes the form of a large man with white, sharpened teeth. He drives a chariot pulled by at least six black horses. A pack of 25 Spectral Hounds accompanies him on the Hunt, acting as his trackers. Ten ghosts, victims of earlier Hunts, also accompany Wiesert during the chase. Both the ghosts and the hounds will fight to defend Wiesert. A flock of Corbies usually follows the pack, certain of a

good meal after Wiesert and the Hounds are finished with the victim.

When he selects a victim, the first thing Wiesert does is use a unique version of *Write* to list the offenses which have earned his attention. The victim awakes one morning to find a list of the most terrible things he has ever done dripping in blood from a wall in his sleeping chambers. This list is permanent, and cannot be removed in any way until the victim has fallen to the Hunt; it can be seen only by the victim and those S.A.V.E. envoys who successfully Sense Unknown.

Next, Wiesert uses *Dreamsend* to cause his victim to suffer a series of nightmares. The first night, the victim dreams he hears hounds baying in the distance. The second night, he dreams that a pack of white hounds chases him through a foggy night. Over the howling of the dogs, he can hear men laughing. The third night, the victim dreams that he has been running endlessly from the hound pack, the dogs always nipping at his heels. Finally, he stumbles and falls

to the ground. The hounds form a snapping, snarling circle around the victim, and a man in a chariot rides into view out of the fog, his sharp-toothed mouth spread wide in a grin. Shadows of other men walk out of the fog, but no matter how hard he tries, the victim cannot make out their features.

The day after the third dream, Wiesert uses *Contact the Living* to deliver a simple message to the victim: a date and a time, usually about 7 days away.

The morning of the appointed day dawns overcast and cloudy, for Wiesert always uses *Change Weather* to create a little atmosphere for the hunt. As the appointed hour grows nearer, a thunderstorm gathers. Finally, at the hour, the storm reaching its height, Wiesert uses *Wave of Fog* to cover the area with a dense mist. As the fog grows thicker, the howling of hounds seems to grow louder.

Wiesert now waits for the victim to begin running. If the victim does not run, Wiesert uses *Contact the Living*: "What? You won't run to save your-



self? Come now, you must have more spunk than that, or they wouldn't have given me your name. In five minutes, I release my hounds. So run. Run for your life! And remember, all is fair in the Wild Hunt."

True to his word, Wiesert manifests himself 5 minutes later, and releases the hounds to start the hunt. He uses every means available to follow the victim. The victim may use any means he has to avoid being caught, including the aid of friends. All those involved in the Hunt can see Wiesert and the rest of the hunters, but the Leader of the Wild Hunt uses a special *Invisibility* discipline to hide the Hunt from bystanders.

The Wild Hunt follows on the heels of the victim, always within 100 yards, but does not overtake him until he stumbles and falls exhausted. Should the victim slacken his pace, however, several hounds snap at his heels, trying to injure but not kill their prey. If at any time the victim stops and allows the hounds to catch him, Wiesert allows them to attack until the victim is dead.

The victim loses 1d10 current Willpower and 1d10 current Stamina each hour of the chase. Anyone aiding the victim simply loses 1d10 Stamina each hour. When current Willpower or Stamina reaches 0, the character falls, unable to continue. Five or six hounds or ghosts stop to finish off collapsed characters who are not the victim; when the victim collapses, the hounds attack at once. A shadow rises from the remains and takes its place among the ghosts in the Hunt.

Once the Hunt is over, Wiesert, the hounds, and the ghosts vanish, leaving only the corbies to feast on the remains. Any character who accompanied the victim is safe once the Hunt ends.

There is no known way to destroy Wiesert, since he cannot be wounded. Two clever victims have managed to postpone their appointment with the hunt, however, by attacking Wiesert with their bare hands. Although weapons do not harm the creature, he suffers Stamina loss from bare-handed attacks. At 0 current Stamina, Wiesert turns incorporeal and uses *Contact*

the Living once again: "Until we meet again, then. Shall we say one month from today, at noon?"

In both cases, Wiesert returned with twice as many hounds and ghosts, angry that he was bested the first time (as the fellow said, "All's fair in the Wild Hunt"). Needless to say, no victim has survived two hunts.

While there is no way to destroy Wiesert, some experts believe there might be a way to escape the Hunt. They feel that if the victim can right the offenses listed on his chamber wall before the hounds get him, he might save himself. One expert even feels that as each offense is righted, it disappears from the list.

A final note on the Wild Hunt: The Hunt is certainly one of the most terrifying events that can befall a character, for it means not only certain death, but suffering after death as well. On the other hand, S.A.V.E. has not found a single case where the victim had not been guilty of some terrible and gross treachery during life, so it isn't spending a great deal of effort trying to stop Wiesert. Almost universally, S.A.V.E. members regard the Hunt as a sort of just end for those who betray their comrades—kind of the Unknown's way of letting you know you're appreciated.

Y

YETI

STR	9(135)	PCN	4(60)
DEX	6(90)	STA	7(105)
AGL	5(75)	EWS	130
WPR	10(140)	FEAR	3
PER	5(75)	ATT	1/105%

Movement: L 345' A NA W NA
Class: Corporeal
Type: Independent

Disciplines: *Blur Vision*, *Change Weather*, *Dreamsend*, *Fleshcrawl*, *Shake the Earth*, *Throw Voice*

Manipulation: Yes

IPs: 780

The yeti is the evil, corporeal spirit of a lonely hermit that realized too late its desire for companionship. Preferring to dwell in high, cold places, especially the Himalaya Mountains, the yeti lives at the edges of civilization. It longs for company but fears (and for good reason) that its horrid appearance would frighten any humans with whom it came in contact. Its long isolation has made it monstrous: it enjoys causing innocent people pain, telling itself that it only repays the pain people caused it by leaving it alone in the mountains.

The Yeti looks like a very old man with open sores on its face. It is covered with a white fur that might be taken for gray hair and beard. Anyone who touches the fur, however, will note that it resembles a dog's coat more than human hair. The Yeti has long, ivory claws which resemble unkept fingernails. It is very large, nearly 7' tall, weighing close to 300 pounds.



The Yeti has remarkable speed, keen eyesight, and moves silently over snow and rocks. It spends much of its time high above a mountain village, simply watching the inhabitants, longing for companionship.

The Yeti often follows women travellers going into isolated sections of the mountains it inhabits. At first, it is content to follow at a respectable distance, remaining unseen and unheard. After two days of travel, however, its loneliness begins to tell. It uses *Fleshcrawl* to make one of the women resemble a Yeti. This discipline use is special, in that the *Fleshcrawl* never progresses faster than one stage per day, regardless of the result obtained on the Action Table. (S.A.V.E. theorizes from this that there must exist female Yeti who have a low EWS.)

At some time during this process, the Yeti uses *Change Weather* to create a howling snow-storm that immobilizes the party. This storm continues for several days, so fiercely that travel is not possible without extreme personal risk. (If the party attempts travel, each member must make a Luck check each hour. Failure indicates an accident such as falling from a cliff, where the character must take 100% catastrophic damage.) During this time, the yeti finds a place to make a den, usually about ten miles from where the party is isolated. It decorates this den, sparsely but tastefully, as if it had been living in it for quite some time.

While the party cannot move, the Yeti uses *Dreamsend* on the woman who is growing the fur. The first night she dreams that one of her companions is trying to kill her. The second night, she dreams that another is attempting to harm her, and so on until the party is ready to leave.

Finally, after the woman has dreamed that most of her companions are attempting to harm her, the Yeti lets the storm die down and the party finds itself able to move. The yeti then uses its *Shake the Earth* discipline to cause an avalanche (everyone must check against catastrophic damage 100%). During the confusion, the yeti runs from its hiding place at

top speed, uses a *Blur Vision* on everyone nearby, and takes the chosen woman to the den it prepared. It binds the woman securely, returns to the vicinity of the party and uses *Throw Voice* to mislead pursuit. It tries to kill any lone character searching for the woman.

During the days that follow, the yeti does its best to impress the woman with its friendliness, offering her shelter, meals, and warmth. It often ventures forth in search of party members, slaying them however it can (if the woman makes a successful general Perception check after a member of the party has been slain, she might notice something peculiar about the meat the yeti serves her).

If the woman tries to escape, the yeti captures her and returns her to the den twice, warning her sternly against leaving—after all, it isn't nice to be rude to your host. If there is a third escape attempt, the yeti attempts to slay the woman in a fit of fury.

A yeti has nine lives. Most yetis have used only two or three of these lives (CM discretion). The creature returns to life 1d10 hours after it is slain. It stays dead the ninth time it is killed.

Z

ZOMBIE MASTER, Lesser [Druj Nasu]

STR	6(85)	PCN	5(65)
DEX	1(15)	STA	9(130)
AGL	1(15)	EWS	135
WPR	6(85)	FEAR	5
PER	5(65)	ATT	1/50%

Movement: L 15' W NA A 225'
Class: Corporeal
Type: Master

Disciplines: *Animation of Dead*,
Change Self, *Deadly Remains*, *Summon*, *Swarm*

Manipulation: Yes

IPs: 675

In life, the Druj Nasu was a person who sought power for the sheer joy of ordering others about. Without exception, those around the Druj Nasu thought of it as a petty tyrant, and no one willingly associated with it at all.

All Druj Nasu eventually turned to an agent of the Evil Way to gain the power they desired so much. This agent was usually the Deceiver, who promised the foolish individual "power beyond his wildest dreams" in return for some act of evil, often murdering another person and delivering the victim's head and hands as proof of the deed. The Deceiver stores these in some place of importance to the murder victim—such as an unregistered safety deposit box or a place of refuge.

What the Deceiver neglected to point out, however (and, of course, quite on purpose), was that the lucky fellow would be dead when he received his power. After the Druj Nasu completes the evil deed, the Deceiver always arranges for its murder, along with the removal of the victim's head and hands.

The Deceiver then delivers the "power beyond his wildest dreams" to the power-hungry individual (see the Evil Way disciplines above). Kind of appeals to your sense of poetic justice, doesn't it?

The Lesser Zombie Master appears as a headless, handless, decaying corpse. It is seldom found in a graveyard; rather, the corpse turns up in a lake, under a bridge, alongside a deserted country lane, or in some other place where a murderer might abandon his victim.

After the local authorities take the Druj Nasu's body to the morgue or cemetery, it uses its *Animation of the Dead* discipline to animate as many of the other corpses in the place as it can. It then leads its dead minions to a place of desperate seclusion, from where it wages a campaign of death and destruction. As its servants murder more victims, the Druj Nasu animates those corpses, and so continues to build an army of dead followers to satisfy its desire for power.

Because it must keep its servants in

sight on their missions of destruction, the Druj Nasu always accompanies them in the form of a large fly. When its animated dead enter combat, the Druj uses its *Swarm* discipline to create a swarm of flies. The purpose of the swarm is two-fold: to confuse and distract the victims, and to disguise the presence of the Druj Nasu in fly form. Although the swarm is vulnerable to pesticides, the Lesser Zombie Master itself is immune to these chemical poisons.



S.A.V.E. has accounts on record of whole villages in isolated areas being wiped out by such attacks. In more populated areas, such as cities, attacks of the Druj Nasu and his servants are usually blamed on gang violence, rioting, or even a mysterious outbreak of disease.

The Druj Nasu rarely attacks those who wander near its stronghold, fearing that it would call attention to its secret base by doing so. Instead, it attempts to discourage the visitors by *Summoning* as many rats (still another of its sweet little servitors) as possible. If the visitors persist, it uses *Swarm* to

attack them with a swarm of biting flies. Visitors braving both flies and rats find themselves thinking that nothing here is interesting enough to brave dealing with the carrion and rats (of course, the Zombie Master uses telepathy to make them believe that their lack of interest is their *own* idea.) Visitors who still persist are rewarded by finding a mound of corpses, at the bottom of which is the Zombie Master himself.

The Zombie Master animates these corpses as soon as it appears the visitors have let down their guard. Because it has no hands or head, the Zombie master avoids making physical attacks. Instead, it lies still, hoping to pass for a disfigured corpse. If anyone touches it, the Druj causes a swarm of flies to issue from its body and attack. If attacked, it fights back by kicking and by beating with its arms (treat as unarmed combat).

Clever explorers may find the lack of odor about the Druj Nasu curious, since its body so closely resembles a decaying corpse. It is impossible to inflict a wound on a Druj Nasu. Like normal zombies, a Druj Nasu recovers all Stamina 1d10 rounds after being reduced to a Stamina of 0. The only way to destroy the creature is to find its head and hands, place them with the body, and burn the remains. Otherwise, a Druj Nasu that has been reduced to Stamina of 0 "plays dead" until its tormentors are out of sight, waiting to rebuild its dominion.

ZOMBIE MASTER, Greater*

STR	7(105)	PCN	6(85)
DEX	2(30)	STA	9(135)
AGL	2(30)	EWS	150
WPR	9(135)	FEAR	5
PER	4(55)	ATT	1/68%

Movement: L 65' W 95' A 250'

Class: Corporeal

Type: Master

Disciplines: Animation of Dead, Change Self, Create Tupelac (unique), Create Zombie (unique), *Chill*, *Deadly Remains*, *Dreamsend*, *Influence*, *Invisibility*, *Purified Shell*, *Steal Memory*, *Summon*, *Swarm*, *Telepathy*, *Teleport*, *Time-Stop*, *Total Illusion*.

Manipulation: Yes

IPs: 5100

* *Be sure to read the description of Zombie Master, Lesser before reading this description.*

If the Lesser Zombie Master is a scar upon humanity, the Greater Zombie Master is a blight upon its very soul. Not satisfied simply to dominate the dead, the Greater Zombie Master is determined to force all men to bow to the great evil it represents.

Like the Lesser Zombie Master, this creature made a contract with the Deceiver and was double-crossed. But the similarity ends there. While the Druj Nasu cursed its fate, the Greater Zombie Master raised the stumps of its arms to the sky in celebration of its new-found powers. It is so cunning and evil that after the Deceiver's betrayal, it somehow made a further deal with that most powerful creature.

Although little is known about the whereabouts of the Greater Zombie Master, S.A.V.E. has reports on file which seem to indicate that an uneasy alliance has grown between this Zombie Master and the Deceiver. It appears that the Deceiver has agreed to keep the Zombie Master's head and hands in a secure place, away from the prying eyes of S.A.V.E. envoys, in return for the Zombie Master's promise not to harass the Deceiver. Such an alliance casts a dark shadow indeed over mankind's future—unless, as is often the case with creatures, neither holds to its promise.

Like the Druj Nasu, the Greater Zombie Master normally appears as a headless, handless corpse. It can also *Change Self* into the form of any reptile, a normal human being, or any insect. On the other hand, the Greater Zombie Master might choose to use its *Invisibility* discipline and not appear at all. In any guise, the Greater Zombie Master smells ever so slightly of rotting fish. It sometimes perfumes itself heavily to mask the odor.

The Greater Zombie Master prefers to use subtle methods to achieve



its ends. The Druj Nasu uses secrecy and isolation to hide its stronghold; the Greater Zombie Master uses trickery and illusion.

The last confirmed incident involving the Greater Zombie Master reflects both its cleverness and its terrible purpose. The Zombie Master moved into a wealthy area of a small island-nation in the Carribean, disguised as a rich foreign businessman by its *Change Self* discipline. Many of its neighbors were highly-placed government officials, and the creature hosted parties at its mansion to earn their trust. (How little they would have trusted had they seen the soil from the grave caked on the legs of the kitchen help; they certainly would not have drunk the champagne had they known who—or what!—served it.)

Soon the Zombie Master was invited to stay a while at the Presidential Palace. It wasted no time executing its foul plan. Within three weeks, it used *Influence* to persuade the president to name it a top advisor, used *Dreamsend* and *Steal Memory* to

drive the poor man insane, used *Time-Stop* on election day while it stuffed ballot boxes to win the presidential election, and began a reign of terror unequalled in history. The palace was guarded by the corpses of those who died in its prisons; the "president" sneaked into the chambers of advisors in the guise of a snake or beetle to spy on them, used *Invisibility* to arrange the mysterious deaths of those opposing its reign, and basked in the sun atop the presidential palace, disguised as a pet iguana.

S.A.V.E. was finally able to bring this reign to an end by persuading the government of a larger nation to invade the island with military personnel. Strangely, the invasion met little resistance: the troops moved in in tanks and helicopters, meeting only a handful of soldiers. They found the streets littered with corpses, many of which were months dead, and soldiers were chilled by a flock of vultures, gliding in circles above the dark, foul-smelling presidential palace. The "president," however, was nowhere to be found. Perhaps it had more evil things to do elsewhere, and was not ready to bring its true nature to light.

What happened to the Zombie Master, no one knows. Perhaps it escaped using *Teleportation*, or perhaps it sneaked out during a *Time-stop*. S.A.V.E. is certain only that it escaped. Meanwhile, the search for its head and hands continues, for, it can be destroyed like the Druj Nasu, but only after these are found.



That's all for now. It's been a long trip from the Alpine Vampire to the Zombie Masters, and I don't mind telling you my tailfeathers are dragging. It may seem hard to believe, but I have a feeling we've only scratched the surface—digging up only a few of those things lurking around out there.

So I'll tell you what. I'm taking off, flying back home to more...pleasant surroundings (although I don't think you'd find them pleasant at all: as I said earlier on, there's no accounting for taste). So watch yourself on those dark roads at night, in the corners of the woods or the garden where the bushes and trees are especially thick. Watch yourself by the side of a deserted lake, when you walk by an abandoned house under a full, red moon. Come to think of it, watch yourself when you turn out the lights this evening.

You haven't seen the last of me. I hope, with all these new creatures and things walking around in your CHILL adventures, that you haven't seen the last of your favorite player character. So long...for now.



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FROM GHOULIES AND GHOSTIES
AND LONG-LEGGETY BEASTIES AND
THINGS
THAT GO BUMP IN THE NIGHT
GOOD LORD, DELIVER US!
— Old Scots' Prayer



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