

MONSTERS



a sourcebook for **ch****ll**

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a sourcebook for 

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In loving memory of Mélanie Caron (1981-2016)

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INTRODUCTION

Who are the antagonists in a horror story? The genre is far too broad for so general a question. Add “supernatural” into the mix and you get some good answers: vampires, werewolves, zombies, ghosts. In **CHILL**, though, the horror has wide potential: the Unknown takes a myriad of different forms. Some of them are the remnants of dead people, some are shapeshifting beasts. And then, of course, there are monsters.


CHILL, on p. 229, talks about the classification of creatures of the Unknown and Dr. Ruby Garrett, a SAVE envoy who came up with a taxonomy for such creatures. Her definition of “monsters” — “creatures of the Unknown with corporeal forms, biological hungers, and atavistic outlooks” — forms the basis of this book.

WHAT IS IN THIS BOOK?

Monsters is an antagonist sourcebook for **CHILL THIRD EDITION**. Written from the perspective of Mafuz El-Hasham trying to reassemble a report by Dr. Garrett, it presents sections on 15 different types of monster. For the most part, these sections are broad, with each one covering a specific variety of similar creatures. Each section also includes a “case starter,” a situation that SAVE is aware of, but has not yet resolved.

Also included are 15 creatures of the Unknown corresponding to the sections (mostly; two of the creatures are from the Chimera section, and the Mechanical/Digital Entity isn’t given traits here because they appear in **CHILL THIRD EDITION**). After that, we’ve presented a brief Chill Master’s section, talking about each creature and what the CM needs to be aware of when using it in a **CHILL** case.

Finally, you’ll find some new Edges and Drawbacks, and ten new pregenerated envoys suitable for picking up and playing **CHILL** or as inspiration for your own characters.



WE'RE JUST
CHECKING IT
OUT TODAY

WE SWEEP
THE PLACE, WE SEE IF
THERE'S ANYTHING WRONG.
GATHER DATA, COME BACK
TOMORROW.

PEOPLE
STILL LIVE
HERE?

THOUGHT
THE BUILDING WAS
CONDEMNED

OK. I'M FREE
TOMORROW

PEOPLE
GOT NOWHERE
TO GO

THEY'RE
STILL HERE.





SMELLS LIKE
CAT SHIT DOWN
HERE

FERAL CATS, MAYBE.
NOBODY COMES DOWN HERE.
LOOK AT THE DUST.



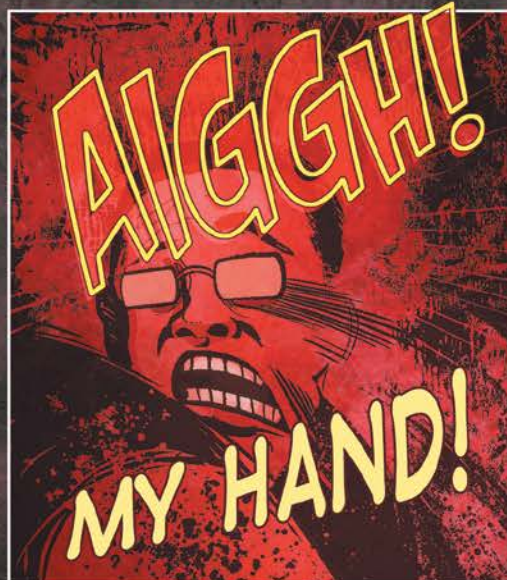
SOMETHING'S IN
HERE, THOUGH...



...SOMETHING
SHINY



NO, MATE
DON'T-



AIGGH!
MY HAND!



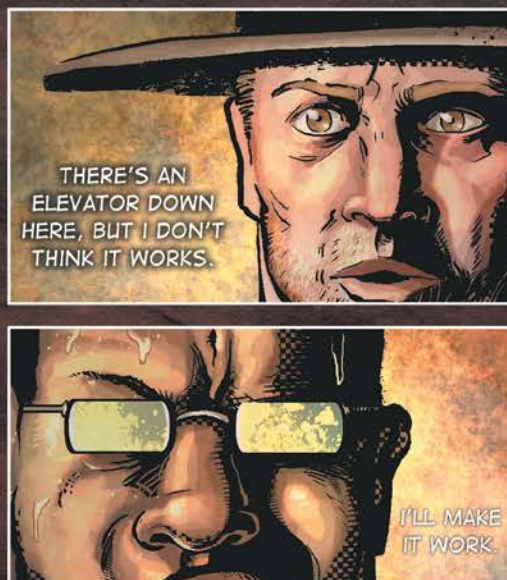
TYLER!
TALK TO
ME!

F-FINGERS
ARE BROKEN,
I'M BLEEDING!

WE NEED
TO FALL BACK,
GET OUTSIDE...
..CALL THE
OTHERS.



I CAN'T.
THEY GOT MY
TABLET.



THERE'S AN
ELEVATOR DOWN
HERE, BUT I DON'T
THINK IT WORKS.

I'LL MAKE
IT WORK.



YES?



HI. MY NAME'S MARIA GALLEGOS. I JUST WANT TO ASK ABOUT THE BUILDING A LITTLE?

<YOU SPEAK TAGALOG?>

<YES>



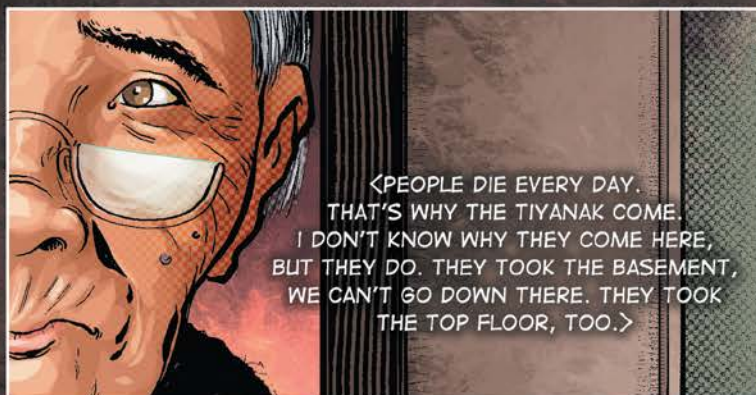
<YOU FROM THE CITY? COPS? SOCIAL SERVICES? DOESN'T MATTER.>



<NO, NO I'M JUST TRYING TO HELP.>



<I HEARD PEOPLE DIED.>



<PEOPLE DIE EVERY DAY. THAT'S WHY THE TIYANAK COME. I DON'T KNOW WHY THEY COME HERE, BUT THEY DO. THEY TOOK THE BASEMENT, WE CAN'T GO DOWN THERE. THEY TOOK THE TOP FLOOR, TOO.>



<TIYANAK. HAVE YOU SEEN THEM?>



<WE HEAR THEM. THE ROOTS OF THIS CITY ARE WATERED WITH THE BLOOD OF THE INNOCENT.>



NOBODY HERE.

NOT ANYMORE.



SMELLS
AWFUL UP HERE.
WHICH ROOM YOU
WANT TO TRY
FIRST?



END OF
THE HALL. THERE'S
SOMETHING BAD
THERE.



OH, GOD.
WE HAVE TO-



KEN, DON'T!



COME ON,
COME ON.

I JUST SAW
ANOTHER ONE. THEY'RE
EVERYWHERE.



bing!

YES!

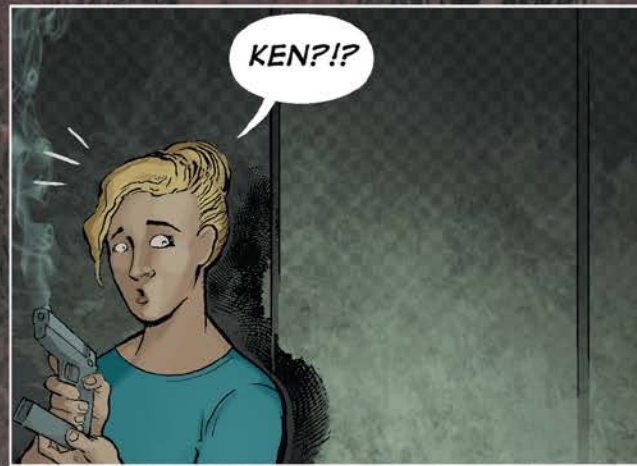


KA-CHUNK!

BANG!
BANG!
BANG!



OH.
SHIT.
TOP FLOOR.





BANG! BANG! BANG!







HERE THERE BE MONSTERS

Dr. Ruby Garrett was born in 1928 in Manchester. She completed her course of studies in library sciences in 1951, and became an archivist for the British Museum shortly thereafter. She continued her schooling, earning a doctoral degree in 1958. She also married and had three sons, though SAVE archives say little about her family and almost nothing about her husband, except that he was killed in 1960, in the same incident that brought Dr. Garrett into the Society.

Garrett became a part of the London HQ and was one of the most active and aggressive English envoys of the 20th century. She divided her time roughly equally between field work and library work, researching and archiving information and then sending it to the World Headquarters in Dublin. The work for which she is best known, however, is the Garrett Classification System. This project, designed to give envoys the world over a common frame of reference and nomenclature when cataloging and identifying creatures of the Unknown, began in 1972 and was officially put into practice in 1980. As SAVE learned progressively more about the Unknown, the Garrett System was updated and expanded, and Garrett pushed Dr. Wilhelm Geistmann, the SAVE World Coordinator, for a dedicated archivist at each Continental Headquarters. Her intent was for these archivists to keep the Garrett System current, and to log into it any creatures that Regional Headquarters on the appropriate continent found.

Unfortunately, the mid-to-late 1980s took a terrible toll on the Society. Envoy attrition skyrocketed in 1986 and remained high for the rest of the decade, and of course, in 1989 the SAVE

archives in Dublin were completely destroyed. Dr. Garrett was one of the very few survivors of that horrible night, but the result was that she watched her life's work go up in flames. Her health declined sharply after that night, though she remained an active member of the London SAVE chapter, training new envoys in research, investigation, and survival until her death in 1995.

Her system survives her, but like much of modern SAVE, it has suffered from the fragmentation of the Society. It was Dr. Garrett's intent that the system be revised as necessary, but always with oversight from someone qualified to alter it. During the communications blackout, individual HQs changed the system as they learned about new creatures, but the changes weren't standardized. As a result, when SAVE offices began to reconnect in the early 2000s, they weren't using the same terms to describe the same creatures anymore. Even now, the Garrett System is not a wholly reliable method to describe vampires, lycanthropes, the undead, or ghosts.

Interestingly, though, the system works well for describing other beings. In August of 1989, Ruby Garrett published a report on this particular subset of creatures of the Unknown, those that her system called "monsters." Since this category was something of a catch-all to begin with, it didn't suffer from the same bloat and confusion that the other ones did, and her explanations, notes, and taxonomies of monsters remain quite relevant to this day.

I have no idea how many copies of the Report on Monsters still exist or whether a working copy of it has been digitized; I have to assume someone scanned it into a computer at some point. Since SAVE is still somewhat fractious, it's hard to know who has full access to the report, and I think that many SAVE offices would find it useful. As such, I am uploading my personal copy (most of it; it's missing some sections and some of it isn't accurate or relevant anymore) with a few of my own notes and case reports that I have collected.

Dr. Garrett was a superb envoy and trainer, and I'm sorry to say that I never got the chance to meet her in person. I might not agree with all of her methods or theories, but I can say for certain that she was one of the most important, if least recognized, envoys in the Society's history.

— Mafuz El-Hasham, 16 March 2015

REPORT ON MONSTERS

Written by Ruby Garrett, BLS, MSc, PhD

The word "monster" comes from the Latin *monstrum*, meaning an "aberrant occurrence" or a "disruption in the natural order." Over time, it's become more associated with a powerful and vicious beast, and in some circles, the "power" is all that people really recognize. The real meaning of the word lingers, though, and we use it to describe people who do horrible things to other people.

When I started working on a system of nomenclature to describe creatures of the Unknown, some of the classifications were easy to understand. Ghosts are the incorporeal remains of living beings; William Daniel Trevalaine's work on classifying and understanding such creatures made my work in naming them almost redundant. On the other hand, SAVE knew comparatively little about different types of lycanthropes, and our working definition, as we learned to our horror in 1984, was woefully inadequate. I

felt that given the massive amount of data we'd accrued about the horrors of the Unknown since Michael O'Boylan's seminal work, *Devices of the Enemy*, a new classification system based on the origins and presentation of those creatures would be beneficial. That was the beginning of the Garret System. (For the record, the original title was the Fundamental Characteristic Taxonomy and Classification System for the Unknown; I wasn't egotistical enough to name it after myself. FCTCSU never quite caught on, though, probably because it doesn't spell anything.)

I have arranged this report in the following order: First, the reader will find a discussion of "monsters" in general, including how SAVE approaches their inclusion in this category of the Garrett System and what sets them apart from other types of creatures of the Unknown. Second, I discuss methods and approaches for researching and fighting monsters. Finally, I include

As I mentioned, much of this report is incomplete, so not everything Dr. Garrett describes is present in every section.

discussions and dissections (figuratively) of monsters from around the world, as well as active cases that involve them.

One final thought before we begin: It has long been my philosophy that neither research alone nor field work alone is an appropriate way to combat our enemy. Pure research atrophies the body and places the Unknown firmly in the realm of theory, leading envoys to fall apart, flee, or go mad in the face of actual confrontation. Focusing solely on field work leads to confirmation bias and myopia, as one believes that one's own experiences are the best measuring stick by which to judge the Unknown. Spend time in the library, yes (even if "library" here means "poring over books from the comfort of one's own home"), and read what I, Trevalaine, Mason, O'Boylan, and Coordinator Geistmann have written about the Unknown. If you are capable and willing to take up arms against our enemy, though, you must do it, and you must be bold and courageous.

Nietzsche wrote, "He who fights with monsters might take care lest he thereby become a monster." Perhaps ironically, that sentiment, while appropriate to the SAVE envoy who faces vampires, ghosts, and other once-human creatures of the Unknown, has almost no applicability for the envoy facing one of the monsters described herein. Instead, I choose to draw inspiration from another famous quotation, from the great English writer and poet G. K. Chesterton:

Fairy tales do not give the child his first idea of bogey. What fairy tales give the child is his first clear idea of the possible defeat of bogey. The baby has known the dragon intimately ever since he had an imagination. What the fairy tale provides for him is a St. George to kill the dragon.

Monsters can be killed. They are horrifying, deadly, and often implacable, but they die. That is the grim hope upon which SAVE is built.

WHAT IS A MONSTER?

I began designing the Garrett System by examining all of the extant SAVE records that I could. I read hundreds of case files, identifying creatures of the Unknown and trying to draw points of commonality between them. This, as any envoy who has attempted similar research knows, is difficult at the best of times, because creatures of the Unknown are notoriously deceptive and chimerical — Trevalaine writes about a creature he calls a "hate," which is incorporeal and can result from the death of someone evil, but that cannot

properly be considered a ghost, because it isn't the lingering remains of the evil person.

This conundrum opens up an even thornier problem, which is that in order for any kind of classification system to work, the constituent terms must be defined and we must adhere to those definitions. For our purposes, what is a werewolf, for example? An inexperienced envoy might answer "a person that turns into a wolf," but how does that explain the recently discovered creatures Dr. Mason calls "wolfen," which apparently start life as wolves rather than human beings? Indeed, I led a team on a case to Newfoundland where we encountered creatures with human bodies, but dog- or wolf-like legs and heads. SAVE wound up calling these creatures "adlets," taking the title from Inuit legend, in no small part due to my influence, I think, but the envoys with me on that mission insisted on referring to them as "werewolves" while we were still engaged in the case. This despite the fact that the adlets never changed shape, exhibited no vulnerability to silver or activity based on moon phases, and, to all appearances, were simply a race of creatures that happened to exhibit canine features.

It was, therefore, of paramount importance to me to define narrow limits for the categories of classification my system was to use. Without going into the long process of how we ("we" being myself and several other SAVE librarians and researchers, all of whom are credited at the end of this report) arrived at the six categories that this system uses, suffice it say that the category that gave us the most consternation was "monsters."

A "monster," for our purposes, is defined thusly: *A corporeal creature of the Unknown, of non-human origin, with a biological hunger and an atavistic outlook.* I will break down that definition so that the reader is completely clear on what we mean.

- **Corporeal:** Monsters have physical bodies. This *does not* mean that they are vulnerable to mundane weapons, though many are. It simply means that they are not incorporeal or spectral.
- **Non-Human Origin:** Monsters were never human. Unlike vampires and werewolves, who may have led entire lives as normal people before being corrupted by the Unknown, or ghosts, whose humanity is in many ways their defining feature, monsters do not share a human outlook and cannot relate to humanity. They are, therefore, closer in aspect to animals

What Dr. Garrett does not mention here is her deep and abiding hatred for the word 'monster,' and how she railed against it for years before finally accepting that there was not a better word for the concept she was trying to convey.

While this definition of "monster" holds up fairly well, it has one important revision: Not all monsters are corporeal. For example, spirits such as the "hate" that Garrett mentions, the so-called digital entity, and the djinn are all now classified as monsters, despite their incorporeal nature. Keep in mind when reading Garrett's report that this was not the case when she compiled it. This revision also changes the "biological hunger" facet of the definition in some cases.

(though as I discuss anon, thinking of them as animals is a grave error).

- **Biological Hunger:** Monsters eat flesh, drink blood, and gnaw bone. They do not feed on fear or pain (at least, not to the exclusion of other forms of sustenance).
- **Atavistic Outlook:** This is probably the easiest portion of the definition to understand: Monsters are hostile and aggressive. A "monster" that is docile and shies away from human contact is no monster at all.

HUNTING AND FIGHTING MONSTERS

A SAVE team that undertakes to investigate the activities of a monster finds itself with a different challenge than one investigating a ghost or a vampire. The team must be prepared to undergo the same rigors of research and field investigation, but in addition, be ready to face the worst aspects of a wild animal and a creature of the Unknown.

My own experiences hunting and fighting monsters are many and varied, and I have included some of them later in this report. One commonality I can report, apart from the overarching definition presented previously, is a lack of commonality. Monsters display a variety of abilities — including disciplines of the Evil Way and features of their physical forms — and of intelligence. With that said, in collating and analyzing reports from all over the world, I can offer the following advice.

Follow the Bodies

This might seem to be unrelated to monsters in particular; after all, most creatures of the Unknown are happy to kill or maim human beings. Monsters, though, operate on a different level. They don't generally conceal their crimes. Their victims are found mutilated or even partially eaten, when they are found at all. Police and government officials often come closer to discovering the Unknown when monsters are involved than they ever do for other creatures.

Many creatures of the Unknown seem to exhibit a kind of "shyness" when the cold light of day shines on them. A haunted house falls silent when a camera crew and a skilled debunker investigate. A vampire remains in hiding, even at night, when a team of policemen canvas its hunting ground. As many other SAVE envoys

have observed over the years, the Unknown seems to want to *remain* unknown.

Monsters, though, don't seem to care. They are overt, bloody, messy, and aggressive. Having a larger team of people just means more potential victims. Why are monsters so brazen? I don't have a good answer for that; my initial hypothesis is that they simply aren't as intelligent as other creatures and therefore cannot predict the consequences of their actions. I suspect, however, that this hypothesis wouldn't stand up to scrutiny, particularly since "monster" is an arbitrary category that we created. *Some* monsters might be animalistic in cognitive ability, yes, but it would be foolish to assume that all are. For the moment, we shall simply say that *for whatever reason*, monsters don't seem as concerned with secrecy and being selective about their prey as many other creatures.

This can actually be a problem for SAVE envoys. I know of one SAVE team, based out of Cork, that developed a strategy of shining light and publicity on Unknown activities, often with the help of the Church. This frequently had the effect of boxing a creature of the Unknown into a corner, forcing it to either act obviously or flee, putting it on the defensive. This strategy backfired terribly in 1968, when the team, following up on the abduction (and murder, sadly) of several young men and women in the area, brought a crowd of outraged citizens to the lair of a hag. The creature, far from being afraid or reticent, attacked the crowd, killing six people and wounding a dozen more. The official explanation was that the crowd rioted (various causes for the riot have been put forth, including alcohol, mass panic, trauma, or paranoia), but no one was ever charged for the crimes and the case was not resolved successfully. As always, it behooves us to remember that the Unknown remains so entirely for its own reasons.

Monsters in the Country

In rural areas, hunting monsters is simultaneously simpler and much more fraught than doing so in the city. Being far from cities means that envoys are generally free to use whatever kinds of weapons they see fit and can acquire (I admit to a certain amount of envy for my American compatriots in this matter, though I do find they over-rely on firearms), and that they can discuss the case freely without worrying that someone

will overhear their conversation and come to the wrong conclusion. The problem is that monsters are similarly unfettered, and, worse, have the envoys on dangerous ground far from help. A team of envoys following or tracking a monster in the wilderness should always have an escape plan, scheduled check-ins with another team or a superior in SAVE, and should be composed, at least partially, of experienced outdoorsmen.

Investigations into rural or wilderness-dwelling monsters tend to begin with the discovery of a body or a sighting of the monster. The latter rarely merits a SAVE investigation — imagine the waste of resources that would be required to track down every witness to the Loch Ness Monster, or “Bigfoot,” or any of the other famous boojums of the world! The former, however, is something to take seriously. Natural predators rarely attack human beings, and when they do, the authorities can generally find and confirm the culprit quickly. When a body turns up in or near the woods, and no spoor or sign of a mundane animal can be found, SAVE’s presence is required.

Monsters in the City

Not all monsters are rural, however. City-dwelling monsters, whether they lurk in small villages, suburbs, or major metropolises, present a very different challenge. Envoys must conduct their investigations in full view of a population that might simultaneously demand answers and be unwilling to accept them, to say nothing of the fact that Unknown activity that leaves bodies behind probably has police involvement. Such monsters also often pass for human or mundane animals, or possess facility with the Evil Way that lets them do so.

City-dwelling monsters tend to feed infrequently, or they tend not to kill when they feed. As such, initial points of contact for such investigations often involve interviewing survivors or witnesses. Unfortunately, many such subjects are under medical or psychiatric care immediately after their encounter, and an envoy team must contend with protective family or the difficulty of simply gaining access to such victims.

Hunting down a monster in a populated area requires care and cunning. Even in a country where firearms are allowed and not well regulated, actually using those firearms draws attention. In addition, a greater population means a greater chance to injure an innocent bystander by mistake, to trespass, to damage property, or to lead

a monster to a victim. I typically advise envoys not to rely too heavily on the Art (frankly, I do not trust it, and I have seen too many envoys collapse out of sheer exhaustion at the worst possible time after using it), but I recognize the importance of having a member of the team be proficient in one or more Protective disciplines.

Monsters are Not Usually Bulletproof

For the most part, the creatures we designate as monsters are flesh and blood. Bullets pierce them, blades cut them, blunt instruments break their bones. Many of them are considerably stronger, faster, and more durable than their frames would indicate, true, but a trained and competent group of envoys can slay a monster with minimal risk of injury or death.

Monsters are Not Animals

Envoys sometimes have a tendency to treat monsters like predatory animals. Often, this is an understandable leap of logic. The noo-qua (a particular type of lake monster) looks like a serpent, if an impossibly large one. Bogeys resemble monkeys. The hodag (from all available data) is somewhere between a lizard and a raccoon. Monsters often behave like animals. The fact that they prefer human flesh, as many of them do, makes them terrifying, but not in the same way as a ghost. Envoys therefore expect monsters to behave like animals — shying away from fire, being tricked by bait or mimicry, displaying a lack of object permanence, being unable to understand language, being unable to follow a glance or a point.

Do not make this mistake. It is a fatal one.

Monsters are *not* animals. They are creatures of the Unknown. However much they may resemble natural, living things, they are not, never were, can never be. This distinction is crucial for all SAVE envoys to keep in mind for three reasons.

First, as mentioned, monsters are not limited to an animal’s level of intelligence. Some of them don’t display much cognitive ability, it’s true, and can be lured into traps or ambushes. SAVE envoys should never rely solely on this, however. A marine biologist studying sharks might lower himself into the water in a cage, secure in the knowledge that while the shark might gnaw on the bars, it will never figure out that it could leap out of the water and sever the cable that tethers the cage to the boat. I know from horrible experience, however, that creatures of the Unknown

This was dangerous back in Garrett's day, but with the addition of incorporeal monsters to the category it's inapplicable as well.

Dr. Garrett could never have imagined that SAVE would one day have to wrangle not only police and bystanders, but reality TV crews looking for “cryptids.” Envoys might be tempted to talk to these people about recruitment — don’t. They almost never have any experience with or belief in the Unknown, and they are almost deliberately stupid about their “investigations.” Never, ever sign a release form.

Dr. Garrett's point about monsters not being animals remains valid, but, once again, do note that the definition has broadened some in recent years. Some creatures we now classify as monsters can indeed employ the Chill discipline. It's fair to say, though, that the more a monster resembles an animal, the less likely it is to do so.

are capable of this level of strategy, no matter how simple they first appear. Dr. Wilhelm Geistmann speculates in his work *To Remain Dispassionate: Combatting the Unknown Through Combatting Fear* that creatures of the Unknown are able to pick up on remarkably specific fears through a kind of instinct or empathy, and then put those scenarios — the very fear that they engender — directly into practice. Whether Dr. Geistmann is correct is immaterial; monsters unquestionably have an uncanny knack for exploiting weaknesses that envoys fret over and for choosing the weakest or slowest member of a team to attack.

Second, monsters are not animals, and therefore their bodies do not function like animals' bodies. The gargoyle, for instance, looks reptilian (when it doesn't resemble a statue), but it suffers no lethargy in freezing temperatures. Some of my colleagues prefer to have a zoologist on hand when investigating monsters; I see the utility (zoologists can often develop a profile of an animal's size and shape by measuring bite marks, for instance), but I have participated in multiple cases in which a zoologist or veterinarian broke down when seeing an "animal" that all of their training said should not exist. The other manifestation of this problem, of course, is that many monsters can employ disciplines of the Evil Way, even those disciplines that affect a person's mind or behavior. Just because a monster looks animalistic doesn't mean it can't force an envoy to love it.

Third, they have no right to exist. Animals that harm human beings generally do so only when we intrude upon their territory or otherwise provoke them. People react badly to being asked to hurt animals; some of us will kill insects with no hesitation, but I have known many envoys who refuse to do so, humanely placing them outside instead. This is a good and compassionate response, and one that monsters do not deserve.

Some monsters may resemble animals, but it is my belief that they do so only to gain a foothold in our world. Monsters almost never employ the Chill discipline, for example — the discipline that Michael O'Boylan called "the purest and most distilled application of the Evil Way known to us." Monsters have sacrificed this ability in order to "fit" more completely into the Known world, but in return, our first response is to view them as biological, living things, like us.

They are not. We *cannot* afford to think of them that way. Monsters, like other creatures of the Unknown, feed on humanity. This is not a

product or result of evolution. It is the result of their profoundly evil nature.

Monsters are Not Legends

One final point about monsters and their nature: The reader may notice that some of the monsters I mention here and throughout this report share a name with creatures of legend. The adlet I described earlier, for example, takes its name from Inuit legend. Black Annis (p. 113) is a common figure in English folklore. SAVE case files mention creatures dubbed "manitou" and "wendigo." It is important to remember that the creatures we fight are *not* the beings from these legends.

Some SAVE researchers state that creatures of the Unknown may have inspired the legends in question, and this is certainly possible. Whether or not that's true, however, is beside the point. One case file that I read described a creature that, while capable of appearing human, displayed the ability to change into the form of multiple different animals. The case file referred to the creature as a "skinwalker." In doing some research, I learned that the word "skinwalker" is used in Navajo legend to refer to a witch capable of changing in various animals, and that the legend has some cultural importance that the writing of the SAVE report clearly did not understand. Further, the case took place in the eastern part of the United States, while the Navajo are a southwestern tribe. The envoy had no reason to choose this appellation for the creature, except that it loosely resembled a being described in legend. (As a point of interest, outside of that one report, I have not found the term "skinwalker" used in a SAVE document, though many, many other Native American and other culturally specific labels for creatures of the Unknown are.)

Using these titles for monsters is both disrespectful and dangerous. From a practical standpoint, naming creatures after beings of legend carries an expectation that they will behave like those creatures. I had the pleasure of speaking with Dr. Alise Suwamba some years back, and she told me about a mission in South Africa in which a group of envoys discovered a pack of diminutive, deformed creatures who attacked sleeping victims. Some of the survivors referred to these creatures as "tikoloshe," the name of a similar creature from Zulu myth. The envoys, researching the tikoloshe, learned that legend stated that place a brick under one's bed would protect a sleeper from the creatures. One of the envoys was

Black Annis can be found on page 48 in these notes.

found dead in his bed the following morning. His head had been bashed in with a brick.

These envoys had *no* reason to expect that the creature they were facing would be in any way deterred by the remedy they were using. They simply heard the name that the creature had been given, looked it up, and trusted what they read. We must remember when fighting monsters that a monster does not know what it is called. It does not know the legends and stories that people tell about it. This is a somewhat insidious form of bias and lazy research, and it quite literally can kill.

In addition, we must remember that many cultures believe in or tell stories of beings that superficially resemble the monsters that we fight. It is important to keep them distinct, however, because if we believe that a culture tells stories of, or even reveres, what we perceive to be a threat, the logical outcome is that we begin to fear or distrust that culture.

I led a SAVE team on a mission in London in 1968. A number of Pakistani immigrants were killed in a very gruesome fashion — necks broken, limbs snapped, flesh gnawed. Someone on my team heard the word “barmanou” (a

sasquatch-like creature said to dwell in western Pakistan), and the name stuck. We did not find the creature, and were forced to give up the investigation when the trail went cold.

Three years later, the killings started again. I was unable to participate in the investigation, however, having been called away to the United States on another mission, but I monitored it as best I could. The envoys were once again unable to find the creature. When I returned and heard the full story, however, I was horrified. I learned that the envoys blamed the “Pakis” (my sincerest apologies for the use of this slur) for bringing the creature to England, and were rude and abrasive, even threatening, in the course of their investigations. Accordingly, they received very little cooperation and quickly lost track of the creature.

Note, again, *no one has ever seen this creature*. Data taken from victims’ bodies does look similar to attacks by sasquatch-like creatures in other parts of the world, yes, but this is hardly conclusive. The barmanou, if that’s what it really is, remains at large, and I truly believe that had the creature not come to be associated with one particular culture, SAVE might have killed it years ago.



BOOGEYMEN

Dr. Garrett's thoughts on the boogeyman are largely intact, though oddly distant and cold. Dr. Garrett was a dedicated mother; I had occasion to speak to one of her sons some years back, and he remembered his mother as "kind, but not sweet. She wasn't always affectionate, and never publicly. She protected her family, though. Once a lad from across the street pushed my little brother down, and Mum went and gave him a talking-to. I didn't hear what she said, but I never saw a boy so scared."

I mention this because the "boogeyman," and its horrible cousins like the pied piper, bloody-bones, and other monsters that prey on children, are some of the most terrifying beings that we in SAVE face. Dr. Garrett touches on the salient points of these creatures and how to fight them, but I think it's worth remembering that she does so as someone whom such a creature would certainly have targeted — a loving, strong parent whose work kept her away from her family much of the time. I suspect her tone here is clinical because it was simply not possible for her to write it any other way.

BOOGEYMAN

The word "boogeyman" comes from the Middle English, but every culture has stories about monstrous creatures that target children. It only makes sense; for a parent, the fear that something terrible might happen to their child never really goes away. The Unknown feeds on fear and pain, and so the simplest, most efficient way to cause those experiences is to target children.

The Unknown has no shortage of such creatures. Some of them lure children into danger, some turn them into minions, and some murder them. I have seen creatures of the Unknown use the bodies of children to torment parents, but sometimes they simply take the children away, leaving the parents to imagine the worst. The boogeyman is all of that fear, embodied in a single being.

The boogeyman's form varies. I have mentioned that relying on legendry for information about creatures of the Unknown is generally unwise, but in the case of the boogeyman and its many incarnations throughout the world, some recurring themes appear. The boogeyman has a predilection for dark places: corners, shadows, closets. It tends to wear long, black coats or capes, or otherwise appear draped in shadow. Such creatures often carry a bag or sack into which they stuff their young victims; the legend of the "Bag Man" or "Sack Man" is just as common as the "boogeyman." Many such creatures have some kind of distinctive sound, article of clothing, or behavior by which they can be identified. The Scottish "shellycoat" supposedly wears a cloak made of seashells, while parents in the Bahamas warn their children about the "small man" that might come by in a cart to take them away. Indeed, many, many cultures use these creatures as warnings for their children.

The warnings that parents issue their children about otherworldly beings coming to steal them might stem from some cultural memory about these creatures, but they also undoubtedly come from a desire to make children behave and to instill in them a sensible caution about strangers. Obviously the boogeyman does not appear every time children misbehave. Like many creatures of the Unknown, it chooses its targets and its moments to have maximum effect.

Dr. Garrett refers to the boogeyman in singular, but it's not just one creature. More properly, it would be "a boogeyman."

ENCOUNTERING THE UNKNOWN

The boogeyman often likes to torment its victims before actually appearing to steal them, and this can be to SAVE's benefit. The Society often comes across cases involving these creatures when a parent, driven to her wit's end by a child's terror of going to bed, shares with clergy, a doctor, or friends the child's drawings or disturbingly vivid descriptions of the monster in the closet. If this gets back to SAVE before the boogeyman decides to act, the child has a better chance of survival.

SAVE teams investigating potential boogeyman cases need to be aware that they will be dealing with a traumatized child, and traumatized children aren't always cooperative or compliant. Children run, they cry, they scream, and they often have a much better sense of when the Unknown is near than adults do.

Envoys might also enter such a case after a child has already been stolen. In this case, envoys should prepare themselves for the worst. While some creatures of the Unknown keep their victims alive for days or weeks in order to torment them or prepare them for conversion into servitors, just as many kill them right away. Envoys in such a situation should work as quickly and thoroughly as they can, attempt to rescue the victim if at all possible, but also focus on ending the threat for good.

SAVE envoys should also have an escape plan. Finding a murder victim's body always places envoys in an awkward position, especially if they are armed and trespassing at the time. Finding the body of a child all but guarantees days of questioning at least. I know of one envoy who, faced with an overzealous legal system and a grieving mother who wanted desperately to find closure in her daughter's death, accepted a sentence of life in prison rather than tell the truth or fight the charge. Doing so allowed the rest of his team to hunt down and destroy the creature that killed the child, at least.

Some parents are able to hear the truth about the Unknown in light of tragedy. I have spoken with grieving parents who find the notion that a supernatural, malevolent force kills children more palatable than the notion that such evil is purely human. Such parents often wind up providing support for SAVE or joining the Society outright, though I personally recommend that any envoy that joins SAVE in the light of such a terrible personal tragedy be given extensive grief counseling and training before being allowed to go on a mission.

This has never been tested, obviously, though anecdotally I agree that it seems to be the case.

That envoy died in prison in 2002.

Habitat

The boogeyman lurks where children live. It finds neighborhoods, blocks of flats, or villages with a good number of potential victims, and then it starts looking for a target. SAVE is unaware of any particular risk factors, other than accessibility. That is, the boogeyman targets children it can get to, and so prefers victims such as latchkey kids or others that spend a great deal of time alone. Children of parents who work night shifts or travel extensively, for instance, make tempting targets.

As for where the boogeyman “lives,” SAVE’s information on this subject is sparse. One theory states that the boogeyman vanishes into the Unknown during the day, entering closets or crawling under beds to make this transition. Another is that the boogeyman masquerades as a normal person, stalking its target during daylight hours and only assuming its true form at night. As always, envoys should be aware that any, none, or all of these theories might be accurate. One consistent report is that the boogeyman only appears in its monstrous form at night.

The boogeyman usually has a lair, some dark place where it takes its captives. This is often an abandoned or difficult-to-access place near the home of the child it abducts; an old well, a derelict house, or a natural cavern are all possibilities. Some reports indicate that the children the boogeyman steals simply vanish into the Unknown along with the creature, but these reports are unconfirmed.

COMBATING THE UNKNOWN

Data on how to kill the boogeyman are highly suspect. Some reports describe the creature as being vulnerable to holy symbols (I consider these reports unreliable, as they almost invariably state that the symbol that repels the boogeyman is a symbol of the same faith the reporter practices). Some reports state that the creature is vulnerable to conventional weapons, but heals quickly and shrugs off most injury.

Many legends about the boogeyman describe a method of driving it away, killing it, or at least some protective measure a child can take to avoid its notice. The simplest and most obvious is, clearly, “obey your parents,” but as I’ve mentioned, this is a canard. The boogeyman is happy to steal well-behaved children away. Many children are also convinced that the boogeyman cannot see or touch them if they are covered by a blanket, or if a light is left on in the child’s room. I am sad to report that these remedies are not effective.

Interestingly, one method of harming the boogeyman remains fairly consistent across different cultures and cases: It fears children as much as it hungers for them. One case in Québec involving a creature called *Bonhomme Sept-Heures* (the “seven o’clock man”) was resolved mostly successfully when the creature’s intended target, acting with instruction and training from the envoys, stabbed the creature and sent it shrieking back into the shadows. Another team, on a case in Hungary, reports that when the child yelled at the creature in a firm, clear voice, it covered its ears and shrank back, giving envoys time to attack and kill it.

It might be fair to consider each manifestation of the boogeyman a unique creature, similar to others but with its own agenda, weakness, and application of the Evil Way. As such, envoys encountering such a creature might look to local cultural belief and stories about this creature (subject to the usual warning on the topic; legends are rarely written from direct experience) for inspiration on how to beat the creature. When in doubt, remember that many creatures of the Unknown burn.

That's more like Dr. Garrett.

The Boeman of Amstelveen

As Dr. Garrett indicates, the boogeyman is present in almost every culture. The case that she initially included with this report, concerning a block of flats in London from which four children disappeared in as many months, was resolved in 1998, after a fashion (the block of flats caught fire and was evacuated, and none of the families of the lost children returned when it was reopened).

Finding an open case involving a potential boogeyman wasn't difficult; SAVE receives reports of dozens each year. The challenge was finding one that was open and ongoing, a case in which envoys could potentially find and destroy the creature in question. I found this case following a conversation with a Dutch envoy, and I think it merits investigation.

The case began with the disappearance of Angela Vos (8) in December of 2014. Angela's parents were at a neighbor's house visiting and left her home in bed. They came home to find their front door open and Angela gone. The case was the subject of national news, but no trace of Angela was ever found. At the time, Amsterdam SAVE HQ director Elke Peters sent two envoys to look into the disappearance, but due to the high media exposure they were unable to interview the family or obtain much information.

Then, in March of 2015, Tad Visser (9) disappeared. This time, Director Peters intervened herself, using contacts within local government to speak with the boy's father (his parents were separated, and his mother was living apart from the family). Peters learned that Tad had woken his father up just after midnight complaining of a "weird noise" under his bed. His father told him to go back to sleep; in the morning, Tad was gone. A SAVE team investigated the room and found that the space underneath Tad's bed could easily support an adult human being, but they found no trace of Tad or whatever might have taken him. The Vissers lived less than three kilometers from the Vos family.

Finally, in June of 2015, Lieke Van der Meer (9) was abducted from her home, also only a short distance from the other two sites. Lieke was a twin; her sister Maaïke was sleeping over at a friend's house that night (Lieke had been feeling unwell earlier in the day, which was why she didn't go). Lieke's parents put her to bed and stayed up late watching a movie. Her mother reports hearing a door slam in the middle of the night, but thought the Lieke had gotten up to go to the bathroom. They checked on her and saw that the bed was empty, but heard movement under the bed. Apparently it was common for the girls to crawl under the bed to read and talk after bedtime, and so Lieke's parents didn't think anything of it. Of course, in the morning, they realized that Lieke had vanished.

Director Peters had been following these cases closely, and when news of the girl's disappearance became public, she arranged for SAVE to investigate. She discovered that Maaïke was having dreams of her sister, and interviewed the girl. The following is a transcription of her dream (translated from Dutch):

...

In the dream I am in a basement. I see the staircase. It's made of stone. It's wet — everything around me is wet. It smells like old meat and wet dog. I hear someone walking down the stairs, and I try to hide, but I know I can't get away because the room is too small. I see him walking down the stairs. He's all in black and his face is gray, and he is the boeman. I see him walk toward me and he says, "Lieke, your parents don't want you anymore." I scream that I don't believe it, and he goes back up the stairs, but I still can't get out.

...

Maaïke had this dream once a week for more than a month. The last time she had it, she reported that when the boeman said, "Lieke, your parents don't want you anymore," she found herself tearfully agreeing, and the boeman advanced rather than leaving. Lieke Van der Meer was never seen again. Her parents have both joined SAVE, but refuse to go on the same mission at the same time. One of them always stays near Maaïke.

PICKING UP THE CASE

A Chill Master intending to flesh out this case should consider the following.

- **SAVE Amsterdam:** Elke Peters runs a tight ship. She hews to a traditionalist model of SAVE, and insists on her envoys following her direction. Foreign envoys are under scrutiny, and Peters has friends in local government who can make life very difficult for them if they don't follow her orders. She also insists on a local envoy being present for any case involving non-local members (in this case, probably one of the Van der Meers).
- **The Seasonal Cycle:** The boeman abducts one child per season, meaning that if the envoys miss their chance to kill it before it steals a child, they'll have another chance in three months. Of course, they have no way to know where it will strike.
- **Missing Children:** The disappearances of Angela Vos, Tad Visser, and Lieke Van der Meer made national news. The cases are still unsolved, meaning that the population of Amstelveen are under the impression that a serial kidnapper or killer stalks the area (they aren't wrong). This means that anyone asking questions about the children is likely to get some attention from the media or the police, if they aren't careful.

BEGINNING THE CASE

This case is open and fairly high-profile. If the envoys belong to a traditionalist SAVE HQ, or watch international news for cases that look to be Unknown-related, they might well come across it on their own. Likewise, envoys from the Amsterdam HQ might reach out to acquaintances in other countries or cities, feeling the Peters is dragging her feet on this case.



CHIMERA

Perhaps appropriately, I've cobbled together the chimera report from several related, but incomplete, sections in the Report on Monsters. The extensive section on the "hodag," for instance, is almost completely missing, and the information available through casual research seems to regard it as a hoax, so this section includes what is left.

While Dr. Garrett regarded the creatures I've grouped together here as separate monsters, I use the blanket term "chimera" to refer to terrestrial monsters that display animalistic features and behaviors, but that do not appear related to, or appear to be mixtures of, natural animals.

I think it wise, in this section, to remind SAVE envoys that creatures of the Unknown are not animals, even when they resemble them. Just as human-seeming creatures are capable of affecting distress, love, and compassion, animal-seeming creatures are capable of displaying the same behaviors we associated with natural fauna. This doesn't mean they are less intelligent than people, however, or that they won't charge through fire or other obstacles that a normal animal would shy away from in order to get to their prey.

Chupacabra

The chupacabra was first reported to the world at large in 1995, but SAVE has records of this creature going back to the 1960s. Dr. Garrett did not include any information on this creature specifically that I could identify, though, and so I did some research into it myself.

The chupacabra is a humanoid creature, probably as tall as an adult person, but with a curved spine that makes it look perpetually hunched over. It has slick skin, like a reptile or amphibian, and a row of spines on its back. Its teeth produce three distinct bite marks, and it feeds on the blood of living creatures, but SAVE has no eyewitness records of it feeding, so the particulars are unclear. We do know that the chupacabra is capable of short-range flight or perhaps very long leaps, and that it is strictly nocturnal.

Although the word “chupacabra” is Spanish (“goat-sucker”), SAVE first encountered the creature in Russia. Envoys there nicknamed it “bukavac” (the name of a monster from Slavic mythology) and reported that it was susceptible to conventional weapons.

HODAG

The “hodag,” or at least its name, is the product of a cultural phenomenon: the practice of telling tall tales about strange creatures in the North American woods. This practice grew up among loggers and lumberjacks at the turn of the century, and consisted of men telling each other stories to amuse themselves or play practical jokes on new recruits. What’s interesting, then, is that some of the creatures they described turned out to be horribly real, which led

a SAVE researcher to wonder how many others are? SAVE has proof of the existence of the hodag, after all, but what about the “hidebehind,” a humanoid brute that snatched away loggers to eat their intestines and moved so fast that it could dart behind a tree as soon as someone glanced at it? The name is silly, of course, but remove that and the creature sounds a little like the Unknown hominid I describe on p. 64. *page 77 in this book*

The hodag itself was discovered in 1892 by a

As I said, much of Dr. Garrett’s report on this creature is missing. The “discovery” of the creature in 1892 came from a known prankster named Eugene Shepherd, and in 1896 he claimed to have captured one alive. He was forced to admit this was a hoax when representatives from either the government or the Smithsonian Institute announced they were coming to a State Fair to examine the beast (my research has turned up evidence for both versions), and Shepherd destroyed the model creature he’d made and publicly acknowledged the hoax.

SAVE teams, however, have found creatures matching the hodag’s description in the deep forests of the United States and Canada. Shepherd said he caught the creature near Rhinelander in northern Wisconsin. I have not heard of the creature appearing in other countries, but then, the creature’s description is sufficiently general to apply to various other monsters. Is the “hodag,” whatever it really is, native to North American forests? I doubt it. As Dr. Garrett reminds us, it is a creature of the Unknown, not “native” to anywhere on Earth.

JOINT SNAKE

Another creature first reported in the United States, this creature can supposedly break itself apart and then reform. The legend is reminiscent of the Greek Hydra. I found a record of a SAVE mission in Alabama in 1930 that recorded “a serpent sixteen feet in length, white streaked with black, with skin like rough stone that shone in sunlight like glass.” When cut in half, it immediately joined together again. The report also claimed it broke into pieces at the “joints” (I don’t know what joints the report refers to

— the streaks, perhaps?) and attacked the envoys. My immediate hypothesis is that these envoys either made the encounter up or were attacked by something that caused them to hallucinate, but the “joint snake” legend endures.

NUE

Japanese legendry speaks of the *nue*, a creature with the body of a raccoon dog, the head of a monkey, the legs of a tiger, and the tail of a snake. These kinds of creatures, made of a mishmash of different animals, are common in mythology

the world over, but I mention the nue specifically because of a case SAVE investigated in 1943. During the shameful internment of Japanese-Americans during the Second World War, a great number of “disloyal” prisoners were sent to the Tule Lake Segregation Center in northern California. One night, prisoners reported hearing a strange bird cry from beyond the fence, which some of the older first-generation Japanese-Americans identified as the cry of the nue. The next morning, one of the barracks’ walls had been smashed in and sixteen people were dead, with wounds clearly inflicted by an animal. I have not

been able to identify the particulars of SAVE’s involvement, and the only official documentation I have found speaks of a “riot” amongst the prisoners. *I haven’t even been able to find that much.*

AHOOL *No idea what Dr. Garrett’s source was.*

The “ahool,” named for the howling cry it makes, is a gigantic bat-like creature of the Unknown from the island of Java in Indonesia (rather, this is the only place it has been reported, though similar creatures exist all over the world). While exploring the forests around Mount Salak, the people that were involved

I’m not sure what Dr. Garrett was referring to here; I haven’t been able to find any SAVE reports involving exploration of Mount Salak. I do, however, wish to note that Mount Salak is considered an “airplane graveyard.” The official explanations for the multiple plane crashes that have occurred on this mountain are turbulence, changing winds, and other odd weather patterns, but I do have to wonder if the ahool might be responsible.

Encountering the Unknown

Most chimera attack when they are hungry, and therefore SAVE hears about them when people go missing or half-eaten bodies turn up. In many countries, government services exist to deal with rogue or killer animals, and having contacts in these agencies can provide SAVE with advance notice.

I should note, too, that when people die due to animalistic monster attacks, the usual response from the local population is to find a natural animal to blame the death on, kill it, and move along with life. This is an ideal response, assuming that we don’t want humanity at large to learn of the Unknown’s existence.

Different chimera have different habits in hunting, and we must be wary of drawing conclusions from a limited set of data. The chupacabra typically attacks livestock, at least at first, perhaps in an attempt to draw people out into the dark. I have also heard theories that the chupacabra isn’t attacking livestock so much as attacking the very ability of human beings to keep livestock. That is, the monster is eroding one of the first and most basic cornerstones of human civilization: domestication of animals. This is perhaps a little esoteric for my taste, though I have no doubt that other envoys of a more scholarly bent might have more to say on the matter.

Habitat

Chimera live the world over, in every conceivable climate. As with all creatures of the Unknown, they must live near some population of human beings (even creatures that favor remote locations, like the ahool, manage to find ways to interact with people). SAVE envoys need to tailor their approach not only to the creature in question, but to its environment and the country in which it lives.

Dr. Garrett makes the point in her Report on Monsters that a creature that lives in deep water or halfway up a mountain or in the middle of a desert doesn’t need the Evil Way to kill its victims. All it needs is patience and one mistake.

Combating the Unknown

Most chimera are vulnerable to conventional weapons and can be killed like normal, living beings. Note, however, that I say “most.” Some chimera are only vulnerable to certain materials: wood from a specific tree, a particular kind of metal (silver and iron are the two most common, based on my research). Some flee from specific sounds, some are afraid of certain domesticated

animals. Unfortunately, trial and error are often the only reliable way to learn these vulnerabilities, and trial and error can be fatal.

Many envoys go into cases with a plan to find and destroy the creature of the Unknown they face. I usually encourage envoys to also consider an escape plan, a point at which the mission must be aborted. Failure to consider this is all the more unwise when the creature dwells in a hostile environment from which quick exit is impossible.

Llanos Rojos Ranch, Argentina

The Argentinian interior boasts cattle ranches with mind-bogglingly vast tracts of land, some of which sit untended, waiting for a buyer. The Llanos Rojos ranch ("red plains") is one such. At only 3300 acres, it's one of the smaller properties on offer, and it sits surrounded by occupied ranches in all directions. The ranchers who own the surrounding properties, however, do their best to dissuade potential buyers. One of them even goes so far as to threaten newcomers to the area. The ranchers that work the land around Llanos Rojos believe that something evil lurks somewhere within the unoccupied land, and I believe that they are correct.

Gustavo Lopez, a SAVE envoy whose family worked a cattle ranch not far (relatively speaking) from Llanos Rojos, contacted the SAVE Headquarters in Buenos Aires, which, rather than going through the Continental Headquarters in Brasilia, contacted London. The report bounced around to various personnel before coming to my notice, and I did a bit of digging into the situation. What I discovered in looking at property reports, police reports, and talking to Lopez (which was far and away the most useful bit of research I did) was that the families and companies that own the ranches surrounding Llanos Rojos lose cattle every month to a creature they refer to as "matavaca" ("cow-killer"). Lopez believes the creature is the same type of monster commonly called "chupacabra," perhaps a bit larger, given that it favors stronger prey.

Lopez wasn't aware of any human fatalities on the ranches, but he did point out that many of the ranch hands were paid off the books, and they tended to come and go as they pleased. Recruiting the help of an envoy from Madrid (my Spanish is conversational at best), I discovered a missing persons report: A man named Alejandro Rodriguez took work on a ranch bordering Llanos Rojos, but never returned to his family in Rosario. This is hardly conclusive, of course, but I believe the situation bears further investigation. Lopez, for his part, now lives in Córdoba, but is perfectly willing to accompany a team into the Argentine interior to get some answers.

PICKING UP THE CASE

A Chill Master intending to flesh out this case should consider the following.

- **Wide Open Spaces:** Llanos Rojos is small by the standards of the local ranches, but is still a huge amount of land to cover, just over five square miles. Most of the land is flat, but slight dips and rises combined with abnormal coloration in the local plant life make the plains appear blood red at sunrise and sunset, hence the name. Envoys should be ready to camp out on the plains during the investigation; the ranch has an attached house, but it is long since abandoned and unsafe.
- **Matavaca:** The matavaca is an abnormally large chupacabra (see page 25). It has STA 110, and the Sturdy and Tough Aspects. The CM should consider where on the property it makes its lair. It might lurk in the abandoned house, or it might have dug out a

hollow in a valley, filling it with cow carcasses and the corpses of any unfortunate people it found.

- **Ranchers:** The local ranchers might be warning off new buyers to protect them, but darker possibilities exist. They might have inadvertently summoned the monster somehow, perhaps with the help of the original owners, and figure they can keep the creature contained if they let it eat.

BEGINNING THE CASE

The envoys might be based in Buenos Aires or another Argentinian city and be recruited by Gustavo Lopez to look into this matter. If the CM wishes to have this case contain an undercurrent of SAVE politics, there's also the matter of the Society's European offices taking matters into their own hands before Continental Director Gonzalez does (see p. 138 of **CHILL** for more on this situation).



DOPPELGANGERS

Dr. Garrett's section on the doppelganger is entirely intact; in fact, it is the only section to be so. Were I a superstitious man, I might find it chilling that the only section of the Report on Monsters to remain complete is the one that caused such strife between two colleagues and friends in SAVE.

To explain: William Daniel Trevalaine, whom Dr. Garrett mentions several times throughout this work, completed his own report to SAVE, entitled *Apparitions*. While he never mentions her in this work, Dr. Trevalaine worked closely with Dr. Garrett while compiling the report, and indeed, she helped him to classify ghosts into categories just as she would later do with creatures of the Unknown in general. Dr. Trevalaine explained that he took sole credit for his report as a way of protecting Dr. Garrett (and others that helped him) from Unknown retribution, which he felt was a strong possibility. Dr. Garrett, for her part, had the greatest respect for Dr. Trevalaine professionally, but felt that he was "rather a frail, nervous man" in person.

One of their greatest areas of disagreement was that of the doppelganger, which Dr. Trevalaine felt was the ghost of a person wrongly executed for murder and which Dr. Garrett felt was a corporeal creature of the Unknown with no prior human life. This point of contention wore on both of them, but the nature of Unknown research is that even when two are talking about creatures that seem identical, there's no guarantee they're talking about the same creature. This all came to a head when they both investigated the same case: a man in New York who was on trial for a

murder that more than a dozen witnesses had seen him commit. Dr. Trevalaine and Dr. Garret wound up splitting the team and the investigation, and it was, in a word, unsuccessful (the victim, however, was eventually exonerated by DNA evidence after serving 35 years in prison). This debate outlived both of them, but the evidence now indicates that both types of doppelgangers exist. This section, of course, refers to doppelgangers as monsters, not ghosts.

DOPPLEGANGER

The doppelganger is a simple, if horrifying, creature. It mimics the form, voice, and actions of its chosen victim, torments the poor soul, and then commits a brutal and public crime while wearing their form. When not impersonating another person, the doppelganger is a humanoid shape, solid to the touch, but resembling a mirror in the rain. Light simple sluices off of it. It cannot abide being seen in this form, however, and if it is observed it seeks to hide and take on the appearance of its pursuer.

Weird that she clings to this, on further reflection. If it's a monster, what is its "biological hunger?"

The doppelganger is a well-known phenomenon in folklore, of course; stories speak of seeing one's double as proof that one is about to die or suffer some great misfortune. Folklore has it right this time. It should be noted that other creatures of the Unknown, notably various kinds of ghosts, also mimic the appearances of living people. The doppelganger, recognizable by its corporeal nature and its predictable escalation of events, is not a departed spirit, however, but a monster.

The doppelganger begins its predation by choosing a victim. Its selection criteria are unclear, though it seems to choose people who have much to lose: families, careers, and so forth. It does not, however, generally choose high-profile victims (celebrities, politicians, and so on) — their visibility makes mimicking them when they are alone too difficult.

The creature then impersonates the victim in a variety of situations, systematically wrecking their life. The doppelganger starts small, being rude at work, lashing out at friends and family. What's worse, it picks its moments carefully, choosing times to act when the victim is alone and indisposed. This precision in its planning is one of the most insidious and dangerous things about the doppelganger. It doesn't jump directly to violence, because its aim isn't simply to use a victim's form to commit mayhem. It wants to destroy the victim, and for that to happen, people must be able to point to a "downward slide" that the victim experienced.

One of the interesting things about the doppelganger is how much it engages with the Known world. Most creatures of the Unknown, monsters especially, don't seem to understand much about how human society functions. Doppelgangers, however, are savvy enough to handle money and make purchases, to buy illegal drugs, and even to manipulate the legal system at times.

The doppelganger's goal is to isolate the victim, cutting them off from family and employment. This ensures that the victim spends more time alone. As such, the doppelganger might commit crimes using the victim's form, but never anything that would get the doppelganger locked up for more than a day or two. If the victim is in prison or otherwise institutionalized, the doppelganger has no way to continue the charade.

Once the victim is truly alone — preferably homeless, cut off from all material resources, friends and family — the doppelganger assumes their form one last time and commits multiple murders in public. It then leads police back the victim's location and vanishes. Some victims survive long enough to be tried and executed for the doppelganger's crimes, but others are killed on the spot, particularly in countries with armed and zealous law enforcement officers.

ENCOUNTERING THE UNKNOWN

A doppelganger's "work in progress" is easy enough to identify if a SAVE envoy knows what to look for: reports of sudden behavioral changes, abruptly and explosively quitting a job, getting into fights, destruction of property, and so forth. Killing pets (theirs or others') is a favorite tactic for doppelgangers, because it carries a high chance of causing emotional distress to others but is often difficult to prosecute.

Habitat

Doppelgangers appear in large cities, rural towns, and everything in between. Smaller communities present a challenge because people tend to know one another more, but they also offer better opportunities for vigilante justice against

SAVE can use this to its advantage. I know an envoy and lawyer who deliberately pushed for a victim of a doppelganger to be denied bail, as it gave the team more time to track the creature down.

The information age has made identifying these creatures both faster and more difficult. The information is there, but there is so much of it.

Dr. Garrett downplays the possibility of accidentally killing the victim instead of the doppelganger, but I've heard of at least a half-dozen cases where it's happened.

the victim once the final act is committed. Again, their selection criterion is unclear, but seems to be as simple as "someone with much to lose."

One question that recurs: Where does the doppelganger go when it isn't impersonating its victim? Some evidence suggests that it stays close to the victim, lurking in their home and using the Inhabit discipline to stay out of sight. I also read one theory that states that the creature lurks nearby, murdering a neighbor that lives alone (and later pinning the crime on the victim, if possible) and taking their form.

COMBATING THE UNKNOWN

Doppelgangers are fully corporeal creatures, vulnerable to conventional weapons. They are, however, also capable of making use of the Evil Way in a manner that most other monsters are not. I have read cases of these creatures employing disciplines of the Evil Way such as Inhabit (allowing them to merge with inanimate objects in order to hide), Ignore (cutting a victim off from help and support), and even Chill.

Their worst tactic, though, might simply be to assume the form of their victim and beg. Envoys are often loath to gun down what seems to be an innocent person begging for their life (and rightly so!), but a moment's hesitation gives the doppelganger time to act or escape. Once you have identified the creature (and can be sure it really *isn't* the victim), kill it.

Killing the creature isn't the end of the problem, though. The doppelganger has almost certainly left a path of broken relationships, betrayed trust, and general misery. SAVE needs to be ready to help the victim put their life back together, which we can do in two main ways.

First, SAVE needs to explain the truth of what happened to the victim, and probably the victim's family. I am not normally in favor of disseminating information about the Unknown to the uninitiated, but in the case of the doppelganger, it is the only way for people to heal. This might require a demonstration of the Art, which I have found is the only way to make people believe anything about the Unknown, absent an active threat.

Second, the Society can try to help the victim put their life back together. This might include legal representation, helping the victim find a job or re-obtain parental rights, professional licensure, a home, or anything else the doppelganger might have taken from him. This endeavor can be time-consuming and expensive, but it is important. SAVE has gone so far as to provide new identities for victims of doppelgangers in the past, though of course this isn't always within the Society's ability. Another possibility is to recruit the victim directly; SAVE has need of full-time staff, and victims of doppelgangers are often unable to find work after their ordeal.

Vine Grove Mental Health Institute

Dr. Garrett's initial report included several closed cases involving doppelgangers, but as the reader can imagine, finding an open case that lasts any length of time is extremely difficult. The doppelganger moves on after destroying a victim, and with no real pattern to the attacks, all SAVE can do after the fact is try to advocate for the victim and help their family understand what happened, as Dr. Garrett describes.

As I was compiling this report, though, I did find an open case in Kentucky, USA, that I think might involve a doppelganger. I can't be sure, but the facts of the case seem to indicate something of an Unknown nature is happening, and the particulars do align with the *modus operandi* of a doppelganger (if a particularly ambitious one).

Vine Grove is a small town in Kentucky, population just over 5000. The mental institution is actually northeast of town, between Vine Grove and the nearby city of Radcliff. The institution is funded by a combination of state money, federal grant, and private donation. However, in 2008, the governor of the state cut funding for mental health care, and the institution has been struggling ever since.

Vine Grove serves as a permanent home for patients suffering from mental illnesses that render them unable to function on their own. This includes a large number of patients who are dangerous to themselves or others. This is, unfortunately, the type of situation the Unknown loves to exploit.

I exchanged several emails with Adam Typinski, a SAVE envoy living in Radcliff, KY. He became aware of Vine Grove when a fellow envoy, Julia Canner, was remanded there. Without going into too much detail, Canner was subjected to a particularly intense attack by a creature of the Unknown (a ghost of some sort), and was never able to fully recover. She had no family and no support system other than SAVE, but the HQ in Radcliff consists of only a few members, and they don't have the resources to care for her full time. After being arrested for the fourth time for disturbing the peace, specifically screaming in public about ghosts and "the blackness beyond," Canner was sent to Vine Grove.

Three months later, Typinski saw Canner walking the streets of Radcliff. He started to follow her, intending to talk with her, but as he watched, she approached a woman pushing a stroller and shoved the stroller into the street. Fortunately, the child was unharmed, but the mother was (obviously) horrified. Canner, according to Typinski, "Laughed her head off. Like, she didn't laugh uncontrollably like she was crazy, she laughed like this was the funniest thing ever. Then she slapped that poor woman right across the face and just laid into her, calling her names, racial slurs, just everything, and this is completely out of character for Julia."

Investigating further, Typinski discovered that Vine Grove claimed that Canner escaped earlier that day. He visited her later in the week, and she had no memory of the incident. Indeed, he reported that she looked different — her hair was notably longer, eyes were sunken, and her body language and bearing were not the same as what he witnessed in Radcliff.

Typinski, of course, being an envoy himself, began doing research, and learned that Vine Grove had experienced seven other similar "escapes" since 2009. In all seven cases, the result was the same: a patient would return to his or her home town and commit some petty act of violence, and then be returned to the institution. This would prompt visits from the patient's family, hearings, and all sorts of other uproar. Typinski spoke the families of four of the other "escapees," and in all cases, the patient had no memory of their supposed actions. Vine Grove staff, however, claims that these patients definitely were not in the institution during their supposed escapes.

Typinski has reached out to other nearby SAVE offices for help. As his small HQ does not have the necessary personnel or expertise to handle this case, I lost contact with him after that, with a standing offer to provide help if I could.

PICKING UP THE CASE

A Chill Master intending to flesh out this case should consider the following.

- **Trust No One:** The doppelganger knows the facility inside and out. It knows every single patient and employee, and can steal any of their forms. The PCs need to be sure they have their target before they act.
- **Getting In:** Vine Grove is a locked facility; no one gets in or out without credentials and clearance. Of course, it's also underfunded and understaffed, so the PCs can sneak in if they exploit the holes in the system (the Familiar Face discipline would be very useful).
- **Aftercare:** If they manage to destroy the doppelganger, can the PCs help any of the patients clear their names? Or, at least, deal with the trauma of having everyone believe they did something that they know for a fact they did not do? Is that better or worse than knowing a creature of the Unknown did it?

BEGINNING THE CASE

Adam Typinski is found shot dead. The killer, one of the other envoys in his HQ, is arrested shortly thereafter, but claims to have been out of town at the time (he has no one to vouch for him, however). Why did the doppelganger escalate to murder so quickly? What information did Typinski have on it — perhaps a way to identify or draw it out?



GARGOYLES

Much of the section innocently entitled “city predators,” in which Dr. Garrett discussed a variety of monsters that made their lairs in large cities, is now missing from her report, and I have been unable to find a copy. I’ve asked various SAVE headquarters across Europe and the United States for an intact copy, but so far no one has been able to provide one. The only section I’ve managed to find is the following discussion of gargoyles.

Anyone who has seen a Gothic cathedral, or indeed any other example of Gothic architecture, has probably seen a gargoyle. A friend of mine, employed as a professor of art history, informs me that a carved creature on a building is only properly called a “gargoyle” if it doubles as a rain spout, otherwise it’s a “grotesque” or a “chimera.” These carvings are sometimes reputed to be carvings meant to illustrate evil or to ward off

evil spirits, but for the most part, they’re ornate gutters.

The creatures of the Unknown that we’ve come to call gargoyles, though, are vicious, cunning predators. They resemble what a lay person might produce if you asked him to draw a gargoyle; they stand between four and six feet in height, have gray or dark green skin, sport wicked claws, and most of them have huge wings

sprouting from their shoulder blades. They prefer high altitudes, and I'm sure they predate cathedrals, so in all probability they lived in mountains before humanity started building huge structures for them. Did their appearance influence artists carving gargoyles? I suspect so, but as with many places in which human development intersects with the Unknown, it's impossible to know which came first.

ENCOUNTERING THE UNKNOWN

Gargoyles lurk on rooftops and swoop down to the streets at night to feed. Their predations go largely unnoticed, however, because they typically feed on stray animals or the homeless. They don't normally brave attacking groups of people or stray into well-lit areas. Unlike many natural predators, gargoyles don't have defined or repeated hunting grounds, except inasmuch as they hunt within flying distance of their dens. They find prey as they can, grab it, kill it, and pull it back to their lair to eat it.

In the instances in which SAVE has encountered gargoyles, it's normally been because someone caught a gargoyle hunting and snapped a picture or described the experience to an envoy. Gargoyles don't photograph well, though; they hunt by night and their skin color gives them natural camouflage. Sophisticated photography or videography equipment might be able to capture one in flight, and I've assisted envoys from Paris in writing up a proposal to set up cameras around some likely hunting spots in an attempt to film them. Learning about their habits and abilities would aid future teams in tracking and killing the creatures.

Habitat

Gargoyles live in cities that have tall, closely packed buildings. They make their lairs on the roofs of these buildings, preferring structures that have accessible, but sheltered areas so that they can stay out of the sun. A gargoyle's lair smells of decayed flesh and generally contains the remains

of their kills — half eaten skeletons, shredded clothing, and personal effects.

We theorize that gargoyles might also live in rural areas, in hilly or mountainous climates. To my knowledge, however, no SAVE team has ever encountered such creatures.

COMBATING THE UNKNOWN

Gargoyles, I'm happy to report, are corporeal creatures, and vulnerable to standard forms of attack. With that said, they are *highly* resilient creatures. Their skins are thick and resistant to bullets (impaling weapons are reported to work more effectively). When hunting and fighting gargoyles, keep a few facts in mind:

First, although it vexes the minds of envoys trained in physics and aerodynamics, gargoyles can indeed fly. They can take off from a standing position and launch themselves into the air with amazing speed and dexterity, and they can dive-bomb an unsuspecting target to devastating effect. Fighting them on a rooftop or on open ground is at once ill-advised and probably inevitable. If at all possible, position an envoy with a powerful spotlight or a sniper rifle some distance away to act as a spotter.

Second, these creatures are strong and lethal. The claws of a gargoyle can quite literally take a grown man's head off. If a gargoyle lands on an envoy, that envoy is probably dead. Likewise, gargoyles are capable of lifting envoys into the air and dropping them to their deaths, and they are intelligent enough to employ this tactic. On the subject of tactics, while gargoyles can be lone hunters, they just as often live in pairs or small groups. Attacking a group of gargoyles is ill-advised, even during the day.

That brings us to the final point: gargoyles are vulnerable to sunlight. Reports vary as to whether sunlight is actually poison to the gargoyle or whether it simply makes the creature weak and sluggish, but in any case, envoys are advised to engage these creatures during daylight hours only.

Garrett had no way to know this at the time, but gargoyles do not kill their prey on the ground, as I discuss in the case history included with this report.

Joina City Tower, Harare, Zimbabwe

Through circumstances too convoluted to recount, I wound up joining a SAVE team looking into an apparent suicide in 2004 in Harare, Zimbabwe. Although I rarely traveled further south than South Sudan, Dr. Suwamba and I were (and are) friends, and he felt that this mission required a non-local leader. I did not understand his reasons for this request, but I have never been opposed to answering the call when my friends need me. The team he provided all spoke English well enough for us to communicate, so I went into the mission reasonably hopeful that we could bring it to a successful resolution.

Harare is the capital of Zimbabwe, boasting a city population of more than 1.5 million people. It is one of the most developed cities in southern Africa in terms of infrastructure, and our mission took us to the Joina City Tower, a skyscraper that started construction in 1996. It wasn't completed until 2010. I was never clear on the official explanations for the delay in completing the building. I suspect it had something to do with finances, engineering, labor disputes, and so forth. I believe that all of these things probably played a role. I know, however, that the Unknown did as well.

The suicide we were meant to investigate was of a worker named Steven Jongwe. Jongwe was working on the scaffolding near the top of the building, on a crosswalk linking the external scaffolding to the outer edge of the tower. Witnesses say that he was installing some electrical wiring when he suddenly backed away from his work, turned, and ran. He fell off the edge of the building, his body plummeting some forty feet before striking the surface of the next level. He was killed instantly.

By the time we arrived in Harare, Jongwe's death had been ruled a suicide, his body had been buried, and his only family in the area, a cousin, had returned to the countryside to be with Jongwe's mother and siblings. We searched his apartment and interviewed his coworkers, but found no evidence that Jongwe had any reason to kill himself. Indeed, to all appearances, he had simply been frightened so badly that he'd run off the roof.

This, unfortunately, left the team without a good angle to pursue. I advised going to the building by day, perhaps bribing a manager or otherwise convincing the workers to let us investigate. I should have insisted. I was, after all, well familiar with the fact that most creatures of the Unknown are at least reticent, if not weakened, during daylight hours. The local envoys, however, told me that sneaking into the building would be much simpler at night once the workers had gone home. One of the envoys, in fact, had worked construction in a similar building and was familiar with the equipment and safety protocols the site was using. I am ashamed to admit that a serious contributing factor in my decision was that I am not comfortable with heights, and going after dark lessened the probability that I would have to look down.

We ascended to the area where Jongwe had been working. One of the envoys — Roger — had recently learned the basics of the Postcognition discipline, and despite my best efforts to convince him that physical reconnaissance was necessary before employing the Art, the second the lift doors opened he ran to the spot where Jongwe had fallen, crouched down, and tried to look into the past.

I have no idea what, if anything, he saw. It was dark, and we trained our flashlights on him and started walking carefully in his direction. The wind whipped at us, and I felt the building sway, and I looked down at my feet in an attempt to steady myself. I heard a grunt from his direction, and when I brought my flashlight back up, he was gone.

The other men started shouting to each other in Shona, which I do not understand. I tried to get them to stay calm, to fall back to the elevator, but they would not listen. One of them — I believe his name was Jacques or Jack — actually ran to where his friend had been standing and screamed after him. He didn't have to wait long for a response.

Roger's headless body came flying at him, knocking him backwards onto the building, thankfully away from the ledge. Jack saw what had become of Roger, turned, and retched. At that moment, the flashlights went out, as did the meager safety lights on the construction site. We had no illumination save for what came from the moon (a barely visible crescent) and from nearby buildings. Three of us remained, and I called to the other men to come near me.

And then, in the darkness, I heard my own voice, calling the men. The inflection, the volume, the words, the accent — they were all perfect reproductions of what I had just said. The other

men didn't know what to do. Two of them ran toward me, and I caught their arms and kept hold of their shoulders, and raised a Sphere. That had the effect of allowing our flashlights to work again, of course, but in retrospect I almost wish it hadn't.

I saw the gargoyle land on Jack. It didn't kill him outright. It landed on his back and knocked him to the ground, and then dug its claws into his shoulders and took to the sky. We kept our lights trained on as best we could, but it flew swiftly and dipped behind the building. Jack was kicking and screaming all the way.

The men wanted to go after him, to avenge their fallen comrade and try and rescue Jack. I know a hopeless cause when I see one, however. We fell back to the elevator and rode down, and I maintained the Sphere as long as I could, knowing that if the creature attacked the flimsy lift during our descent we would have no defense.

The next morning, we did what we should have done in the first place: bribed a building overseer to give us a tour. He showed us the scaffolding and the area where we had seen two men die the night before, and one of the envoys broke away with me while the other kept the overseer talking. We investigated the roof as thoroughly as we could manage, but we didn't find the gargoyle's nest. All we found was Jack's boot. As I mentioned, he had worked similar construction sites and wore steel-toed boots. The steel was dented, and the claw marks were clearly visible in the leather. We took the shoe with us and spent the next few nights investigating the rooftops of other buildings in the area. We never found the gargoyle of Harare, however.

PICKING UP THE CASE

A Chill Master intending to flesh out this case should consider the following.

- **How many gargoyles?** El-Hasham and his team only saw one gargoyle, but they were terrified, under attack, and in the dark. The Joina City Tower could easily have been host to several of the creatures.
- **Are other creatures involved?** Gargoyles are terrifying and hungry, but they don't eat frequently enough to delay the construction of a major skyscraper for 14 years, at least not without attracting attention sooner. Were the gargoyles summoned or attracted by another being?
- **Where are the creatures now?** The Joina City Tower's construction was completed in 2010. Did the gargoyles return there to nest, or did they flee to slightly smaller buildings with rooftops better able to conceal them?

BEGINNING THE CASE

One of the surviving envoys, Samuel Miduzi, reaches out to SAVE. He has been tracking what he suspects are gargoyle attacks for more than a decade, ever since his companions were killed. He has a complicated map of the buildings in the city, onto which he has plotted every missing person incident he can find. He believes he has identified a feeding pattern of the gargoyle.

Miduzi has become paranoid and is still suffering from the trauma of what he saw that night, but he's quite aware that hunting the creature alone would be suicide. He has become proficient in the Restorative Art, particularly Feat of Strength. He also believes quite firmly that only one gargoyle plagues the rooftops of Harare. He might not be correct about that point, or indeed about any of his findings, but if SAVE won't help him, he'll find others who will.



GHOULS

Dr. Garrett's report on ghouls is intact, and remains useful and valid. To my knowledge, SAVE has learned nothing about these creatures to challenge any of the assertions she makes here since the publication of the Report on Monsters. The case that she describes, likewise, remains a concern.

GHOULS

The ghoul is a terrifying and disgusting creature. It lurks in graveyards and anywhere else that it might be able to feast on dead human flesh. It lingers in the shadows, apparently weakened by sunlight, like so many creatures of the Unknown. The ghoul is a fearsome combatant, ready to tear its prey apart in seconds, and its life cycle is one of the strangest phenomena I have encountered in my studies of the Unknown.

And yet, I have to admit, when I have participated in missions that involve these creatures, I often feel a strange sense of relief. The ghoul is terrifying, but it is straightforward. It does not flummox machinery or meddle with human perception. It does not convert envoys into servants or send them dreams. The ghoul is dangerous, but it has the decency to die when shot. For that, I almost feel like I should thank it.

I often show this paragraph to envoys as a metric for when they need to take a break from SAVE.

What goes unsaid, here, of course is, "But if you are on a mission and an envoy happens to die of a ghoul bite, perhaps watch the body to see if it becomes a ghoul?" Dr. Garrett's reputation for ruthlessness isn't for nothing, it seems.

Ghouls begin their lives resembling non-descript human beings. They present as the race most common to their area; a ghoul in the Middle East looks Middle Eastern, while one in England would most likely appear Caucasian. They seem to appear from nowhere; Dr. William Daniel Trevalaine theorized that they might first be an incorporeal spirit, a kind of "larval" ghoul stage that gathers dead flesh somehow and forms a body, but if that is true I haven't seen any evidence for it. I have, however, seen "newborn" ghouls. They are indistinguishable from human beings, except for a few telltale signs.

The first, of course, is that as creatures of the Unknown, someone trained in sensing the Unknown can ferret them out. I have heard, however, that a nascent ghoul's Unknown "signature," as it were, is weak as compared to an adult version of the creature.*

Second, all ghouls have bright green eyes, regardless of their apparent race. When the ghoul grows angry or agitated, the eyes turn red and glow slightly.

Finally, ghouls cannot resist dead flesh. If presented with a chance to feast upon human carrion, they might not immediately fall upon the meal, but they won't be able to take their eyes off it, exhibit no discomfort at the smell, and will return to feed unobserved at the earliest opportunity.

While in their infancy, ghouls are capable of basic human speech. Their vocabulary and spontaneous generation of language is very limited, however. They are more capable of repeating phrases that they have heard other people say, such as "Who are you?" and "What are you doing here?" I do not know if they form clothes for themselves when they appear in the Known world, or if they have enough intelligence to realize that they can't blend into human society while naked, but in the encounters with ghouls I am aware of the creatures were always dressed.

As ghouls feed, they become uglier and more obviously inhuman, but also more powerful. A nascent ghoul apparently has no access to the Evil Way, but adult ghouls do use these powers (though, as I mentioned, on a much more limited basis than many other creatures). Our data are inconclusive as to how long it takes a ghoul to grow from infancy to adulthood, but SAVE's best guess is that it depends on how much and how quickly it eats.

Once a ghoul does become an adult, it stands nearly seven feet tall and sports hooked claws on its hands. It eschews clothes entirely (though I have seen ghouls wearing tattered shirts or coats on occasion), and either loses its capacity for human speech or just doesn't bother anymore. Adult ghouls live only to eat, and they eat human corpses. They are quite capable of digging a coffin out of the ground and don't seem bothered by embalming fluids. Unfortunately, ghouls are also happy to kill people and stuff their bodies into mausoleums or other out of the way places to rot a bit before eating them.

Ghouls are vulnerable to conventional weaponry. I myself have had the pleasure of ending several, and I can confirm that they aren't any more difficult to kill than human beings. The most dangerous things about ghouls are their propensity for serving other, more powerful creatures of the Unknown, and their ability to spread disease. *This raises a lot of uncomfortable questions.*

Ghouls frequently wind up as servitors for other beings; SAVE has confirmed reports of them following orders from vampires, hags, zombie masters, and mummies. This only makes sense. Ghouls are motivated by their appetites, and the creatures they serve create human corpses for them to eat. One SAVE team in the Caribbean reported that they faced both ghouls and walking corpses, all serving an undead warlock of some kind, but that occasionally one of the ghouls would take a bite out of their erstwhile undead comrades. SAVE teams that face servitor-ghouls need to focus on the master, of course, but also make sure that all the ghouls are dead so that the team doesn't leave another problem behind.

Envoys fighting ghouls must also be very careful of their bite. Ghoul bites carry a horrible disease. It festers and becomes full-blown within days, and kills within a fortnight. The disease is accompanied by fever, extreme pain, bleeding from the eyes and mouth, and (worst of all) an intense hunger for raw, rotting flesh. The obvious question is whether someone who dies of this disease becomes a ghoul, and the answer is that SAVE does not know. I have personally seen people die of the disease, but their bodies were cremated, not buried, so no "reanimation" was possible. This is not the kind of experiment SAVE is likely to perform deliberately.

** Dr. Garrett compiled this report more than a decade before the Seattle Symposium, and at the time of her report I don't believe the Sensing School was a recognized branch of the Art. It would be interesting to see if a "nascent" ghoul is more easily detectable to someone with specific training in this area.*

I'm not sure if Dr. Garrett is being deliberately coy here or if it just didn't occur to her that mass graves are by no means a thing of the past. In any case, the Rwandan genocide in 1994 and the Haitian earthquake in 2010 both produced reports to SAVE of ghouls (among other creatures of the Unknown).

ENCOUNTERING THE UNKNOWN

Ghouls are one of the few creatures of the Unknown that have distinct signs that clue SAVE in to their presence. People disappearing near or in graveyards, disturbed graves, corpses disappearing from funeral homes or morgues, and reports of strange diseases are all good indicators that ghouls are nearby.

Of course, if the ghouls in question are acting under the orders of a more powerful creature, the envoys aren't likely to know about them until they're attacked. Fortunately, if the team is prepared, this shouldn't be a problem.

Habitat

Ghouls prefer homes with places to hide during the day and a ready supply of dead human meat. This make graveyards the obvious choice, especially older graveyards with large mausoleums, but I have heard of entire "families" of ghouls making their homes along the Ganges River, as it isn't uncommon for people to throw corpses into the water.

Another typical setup for a ghouls infestation is following a natural disaster. Earthquakes, tsunamis, wildfires, and so forth tend to kill large numbers of people and create wreckage for ghouls to hide in. In the past, outbreaks of diseases that necessitated bodies being buried in mass graves or stacked and burned also attracted ghouls.

Ghouls tend to live in small groups. I've never encountered a nest bigger than seven individuals, though I've read reports from other SAVE teams indicating nests as big as 12. I suspect that ghouls probably don't get more populous than the local supply of dead people can support, but then we also don't have good data on how ghouls reproduce.

COMBATING THE UNKNOWN

As mentioned, ghouls are vulnerable to normal weapons. They appear to be weakened or uncomfortable in sunlight, but it doesn't seem to do any measurable damage to them. Bullets, blades, clubs, explosives, and fire have all proven effective against ghouls, though. The important things to remember when fighting ghouls are threefold.

First, remember they often run in packs. Second, remember that they often serve Unknown masters. Third, *do not* let them bite you. If bitten by a ghouls, sanitize the bite immediately, both with normal medical means and via use of the Protective Art, if possible. Then seek medical attention and notify SAVE.

AOKIGAHARA

Aokigahara, known as the "Sea of Trees" or the "Suicide Forest," has been the subject of multiple SAVE missions over the years. Some have been successful, some have not. I am choosing to present the information regarding this area with respect to ghouls because I know that ghouls infest the forest; I have seen them with my own eyes. I would warn SAVE teams thinking of undertaking a mission to Aokigahara, however: There is more danger in the Sea of Trees than ghouls. If you go, do not stay past sundown. Go, collect data, and get out.

Aokigahara is a forest at the base of Mount Fuji in Japan. It is extremely dense, so dense that when walking in the forest, very little sound can be heard. This is because the trees are so tightly packed together that no wind blows through the forest. The effect is quite eerie; I am used to English forests that ring with birdsong and other sounds. In the Sea of Trees, one feels completely cut off from the outside world.

The forest is a perfect breeding ground for ghouls. The ground is rocky, uneven, and sports numerous hollows and caves for them to hide in. Their food source is the bodies of the unfortunate people who come here to die. Dozens of people — maybe more — each year come to Aokigahara and hang themselves or take lethal amounts of drugs or medication. This is common knowledge, and the Japanese authorities are doing whatever they can to stem the tide of death in the forest, but due to the geography and topography, if someone wants to die alone in Aokigahara, they can. Signs posted at the entrance to the trails urge people to think of their families, but it doesn't seem to help much.

My team went to Aokigahara in 1980 at the personal request of Dr. Isokuru Fuchida, the Continental Coordinator of SAVE's Asian Headquarters in Tokyo. We went in with a team of seven envoys (four Japanese, one Chinese, one American, and myself), and I'm happy to report that all seven of us made it out alive. The official reason for the mission was simply to collect data and to assess any Unknown presence in the forest. While we were there, we encountered and battled a nest of ghouls. We were terrified that the multiple gunshots would bring the police, and we would all be arrested (or, worse, we'd get Japanese policemen killed), but apparently no one heard our fight. "The Sea of Trees protects its secrets," as one of the Japanese envoys said.

I found Dr. Garrett's use of "official" here interesting, so I did a little digging. Dr. Fuchida's mother committed suicide in Aokigahara. Of the seven envoys on the mission Garrett describes, three of them also later returned to the forest to die.

During the period in which Dr. Garrett collected data for this report, Aokigahara was the site of roughly 30 suicides a year. That number has increased since her report, to the point that Japanese authorities are no longer making the numbers public. I have no idea what, if anything, SAVE could do about this, other than shoot some ghouls.

The worst thing, of course, is the knowledge that the bodies that the police find on their patrols are just the ones that the ghouls didn't get to. As I've noted, ghouls typically live in nests consisting of 7-12 individuals, but the Sea of Trees is a unique place. Does it support multiple nests, or are all of the ghouls therein members of the same abnormally large community?

I have no way to guess how many of these foul creatures live in the forest. When I was there, my

team killed eight of them, and left their bodies to rot in caves (there was nothing else we could do; we couldn't burn them and risk a forest fire, and we certainly couldn't bring them out). As we left, as the sun began to set, we heard the forest come alive with movement for the first time. More of the hateful beasts were out there, and they knew they had more food coming.

PICKING UP THE CASE

A Chill Master intending to flesh out this case should consider the following.

- **The Secret of the Sea of Trees:** Something horrible and sinister obviously lurks in Aokigahara, enticing people to come there and commit suicide. What is it? Is it a powerful single creature of the Unknown, or is the land itself simply infused with supernatural energy and the ghouls are just parasites living off its effects? Or, worse, perhaps the Aokigahara in the world of **CHILL** (as in our own world) has no power to compel suicide, and the force driving unfortunate people there is purely cultural? The Chill Master should decide before fleshing out this case exactly what the truth is, and how much impact the PCs can really have on the Sea of Trees.
- **Japan:** Weapon laws in Japan are extremely strict. It's not impossible to get guns, of course, or to smuggle them into the country (as Dr. Garrett's team did), but doing so can carry serious penalties and jail time. Melee weapons are easier to obtain, but also carry greater risk when fighting ghouls.
- **Suicide Prevention:** In Aokigahara, characters might encounter people who have come to the forest to die. Can they prevent such a suicide? This might be an opportunity for characters with high ratings in Communication, Interview (perhaps with a Counseling specialization), the Calm discipline of the Art, or the Crisis Counselor Edge to shine.

BEGINNING THE CASE

A SAVE envoy from the PCs' headquarters commits suicide in Aokigahara. He was carrying a flash drive that contained much of the HQ's data about its past missions, including photographs and videos that might incriminate (or at least cast suspicion on) the envoys if it became public. The PCs need to venture into the Sea of Trees and try to find his body before the authorities, or something worse, does.



GREMLINS

Dr. Garrett's section on gremlins is largely intact. Her original case study — a collection of encounters between SAVE envoys and the horrible little creatures during World War II — is also intact, but as all of the envoys involved are long dead and the aircraft the study depicts no longer in use, I thought that a more modern encounter with gremlins might be preferable.

In my introduction to this report, I warn against conflating creatures from folklore with actual creatures of the Unknown just because they might bear some similarities or share a name. In the case of the gremlin, however, the creature's history with humanity is a matter of historical record.

During the Second World War, pilots blamed invisible creatures called "gremlins" for mechanical failure of their aircraft, industrial accidents in factories, and even pilot error. Historians note that having gremlins to blame may have actually

helped morale — if a gremlin did it, it's no one's fault, after all. Be that as it may, gremlins were, and are, a very real threat to aviation.

Gremlins are tiny humanoid creatures, about eight inches in height. Some reports depict them as goblin-like, with slimy skin, pointed ears, and fangs, but other eyewitnesses describe them as almost completely human in appearance (but for the size, obviously). They appear in packs (tribes, perhaps?) of five or more; the availability of complicated machinery seems to attract large numbers of the creatures.

All very true, but it's interesting to note that gremlins rarely bother with computers or advanced digital technology. They seem much more interested in basic machines — a stripped gear or a broken belt might be a gremlin's handiwork, but a computer virus never is.

As their legends suggest, gremlins revel in sabotaging machines, especially airplanes. They prefer to damage them in such a way that allows a pilot to take off, but then experience mechanical failure in midair. Pilots and mechanics of both sides during WWII told stories of these creatures (though I don't know that German military referred to them as "gremlins"; in fact, I rather doubt it), and so the men of the RAF viewed them as a dangerous nuisance, but not enemy saboteurs.

I have no doubt that many disasters attributed to gremlins were simple pilot error or mechanical failure, but gremlins are very real. While they showed a predilection for aircraft during the War, SAVE has records stretching back to the First World War that implicate the little monsters in destroying tanks, cars, and even machine guns. They persist into the modern day, and continue to cause injurious or fatal accident, preying upon humanity's reliance on machines.

What do gremlins eat? I've heard any number of theories on the subject, and nothing has ever been conclusively proven. One hypothesis is that they eat rubber and metal, that they actively consume the machines that they sabotage. Another is that they feast on the flesh of the victims of the accidents they cause, but that would imply that some of the gremlins ride along with the doomed operators. Another, by far the most esoteric, is that they live off the grief and misery caused by fatal accidents. That raises the question of how they know when someone dies in an accident; perhaps they mark vehicles in the same way other creatures of the Unknown mark victims?

Domestic Gremlins

Most gremlins keep to industrial settings, places in which machinery — and, more importantly, work on machinery — is common. SAVE has reports, however, of a smaller, similar creature that infests human homes. These "domestic gremlins" (variously called "imps," "boggarts," or various other names from folklore) seem to have become more common as appliances became affordable over time. Simply having a home full of machines isn't enough to attract them, though — obviously, since if that were the case most of the homes in the developed world would play host to them! Instead, the determining factor seems to be homes that are cluttered and unsafe.

A meticulous engineer who keeps his electronics carefully separated and ordered probably

isn't very enticing to a gremlin; the home doesn't have enough chaos for the creature to gain a foothold. Someone who tinkers in his spare time, though, leaving half-finished projects scattered about his home, has inadvertently created a playground for the diminutive horrors. In some cases, such gremlins will infest an apartment, and then branch out into neighboring domiciles to wreak havoc, leaving their home base relatively untouched.

ENCOUNTERING THE UNKNOWN

Finding gremlins is difficult. Mechanical failure can happen for any number of reasons, and manufacturers of commercial vehicles and other machines guard accident rates and causes carefully. Often the general public only finds out about a widespread, systemic issue with a particular model if the company issues a recall, which, of course, it only does if doing so is cost effective. Add to this the fact that gremlins seem to get bored easily — moving from station to station or factory to factory — and it might take years of carefully statistical analysis that only a few people are qualified to perform before SAVE can isolate a problem.

Of course, the other method of finding gremlins is to catch a glimpse of them. Once in a while SAVE hears reports of tiny, imp-like creatures sabotaging machinery, and from that point, it's just a question of making sure a team arrives in enough time to do anything about the beasts.

Habitat

Gremlins live in workshops and factories that give them access to dangerous machines. They prefer older structures; streamlined, clean, well-lit operations don't suit their taste. Gremlins might be invisible in their natural state, or they might simply have a talent for disappearing in the blink of an eye. In any case, though, they do leave physical evidence behind — footprints in grease, handprints on walls and machinery, and so forth. They are so small that these prints usually look like mouse tracks or smudges, but a trained envoy can confirm gremlin activity or even track them.

COMBATING THE UNKNOWN

Gremlins are corporeal creatures, and are vulnerable to physical attacks and natural weapons. Because of their size and nuisance, some envoys choose to treat them like rodents and set traps for them. *Do not do this.* Gremlins are clever enough to recognize any mechanical trap, and can turn

Note the distinction, though, between trolls, which are also sometimes called imps, and gremlins.

it into a device meant to maim or kill a human being with a few minutes of work.

Some SAVE case reports indicate that gremlins are vulnerable to extremes of temperature; if the

area gets too hot or too cold, they leave. This has yet to be confirmed, however.

Baron Aircraft, Seattle, Washington

The Baron Corporation has been manufacturing airplanes and airplane parts since just after the Second World War. The history of the company itself is fairly unremarkable, at least from the perspective of Unknown involvement. It wasn't until 2005 that SAVE became aware of the problem in the main Baron facility in Seattle, Washington. Unfortunately, the communications blackout in 2000 had made calling in resources and favors difficult, and though envoys were cognizant of an Unknown-related problem in the factory, gaining access was a problem. A small team of envoys went on a public tour of the factory in 2002; their after-action report is the only information I have available. It suggests, however, that the problem is still present, and I have no reason to think that SAVE has made any further attempt to address it.

SAVE Mission Report: <062-743 1MDI; 1T; +SU; ?GS:GT; ?GS:MO

Briefing: One deceased male at the Baron Aircraft factory. Official cause of death listed as cerebral hemorrhage caused by blunt force trauma to the head secondary to a fall from a catwalk. Coroner on the case reports tiny bite marks on decedent's back, neck, and arms, inconsistent with any insect commonly found in or near the factory. Bite marks resemble human mouths, but are approximately 3cm in length.

Results of initial investigation: Decedent (Abrad Ismat, 40, married, three children, line foreman) did not drink alcohol and had excellent performance reviews from the factory (source: wife, corroborated by co-workers). Decedent's home had no trace of bedbugs or other insects that might inflict the bites (source: direct investigation). No Unknown activity detected at decedent's home. No known history of Unknown activity at the factory (source: newspaper records and worker interviews). No abnormal history of fatalities at the factory (source: actuarial tables, open records, work interviews). Floor of catwalk where decedent slipped reported to be slick with grease, but no lubricants are in use in that part of the factory (source: co-workers).

Results of direct investigation of factory: Team attempted to gain access to factory during off hours, but this proved difficult; attempts to gain access still ongoing. Breaking in not feasible due to high levels of security. Team instead attended a public tour of the factory; such tours are given seven days a week. Slipping away from the tour group to view the site of Ismat's death was not possible; may attempt again with an envoy proficient in Communicative Art, if possible. Site of Ismat's death was visible at one point. Strong Unknown activity detected, but from the factory floor. Envoy who performed the detection (proficient in Sensing Art) stated that the sensation was more akin to multiple very small contacts than with the area itself being affected by the Unknown. Further, these contacts were highly mobile. No visible Unknown activity noted.

Hypothesis: Initial working theory was an invisible or incorporeal creature, perhaps departed spirit of factory worker, pilot, or someone else connected to the factory. Initial investigation does not support this. Current hypothesis is that the factory is infested with small creatures of the Unknown, possible akin to bogies or homunculi. Further data required before working hypothesis can be expanded.

Notes

As a side note, I have since learned that the three-member SAVE team that initially investigated this case consisted of a mathematics teacher, a bus driver, and a former police officer with no prior interest in the supernatural or background in folklore. The word "gremlin" never appears in their report, and they do not seem to have considered it. I do not know the current whereabouts of these envoys.

PICKING UP THE CASE

A Chill Master intending to flesh out this case should consider the following.

- **Getting In:** Manufacturing plants are rarely idle. Many run 24 hours a day, six (or seven!) days a week. Getting in isn't necessarily difficult, but getting in and having the freedom to move about and investigate is much more difficult. The envoys may need to resort to bribery or other such extreme measures in order to conduct their searches.
- **Hazards:** Of course, there's a reason for all that security. Factories are dangerous places. A misstep can result in an envoy tumbling from a staircase, being crushed by a falling jet engine, or being decapitated by an automated assembly arm, and that's without worrying about what the gremlins might do.
- **The Gremlins' Agenda:** What are the gremlins doing? How long have they been in the factory? Are they planning on causing a rash of factory accidents, or have they been building flaws into planes for years, waiting for the right time to trigger a horrific catastrophe?

BEGINNING THE CASE

Abrad Ismat's oldest daughter, Fatima, sends an email to a SAVE address (having found a card that one of the envoys left her mother years ago). Now in college, she is beginning her studies in aviation engineering, but her father is appearing to her in her dreams. She isn't sure what her father is trying to tell her, but she is coming to believe that his death wasn't random or accidental.

She has recently accepted an internship at Baron Aircraft, and might be able to help envoys gain access to the factory. If she goes in alone, however, the gremlins might decide to make her their next project.



HAGS, WITCHES, AND THE SHE-CREATURE

This portion of the report was almost impossible to find, and I confess I had given up.

Hayat Nejem pointed me to an envoy named Samantha Blackwood, who had received a copy from her (by then deceased) mentor in SAVE. I include it here with the caveat that some of the assertions it makes are uncomfortable, especially for men. That said, I think it's important we read and consider them.

HAGS, WITCHES, AND THE SHE-CREATURE

The word “witch” conjures notions of evil, cackling, green-skinned women in long, black dresses or robes. They stand or dance around a fire, stir bubbling cauldrons, and generally bedevil the lives of men. We call them “hags” or “crones,” though it’s interesting to note that while the etymology of the word “hag” is unclear, one of the given definitions is simply “old woman.”

Meanwhile, one of the earliest recorded creatures of the Unknown that SAVE encountered was something that Michael O’Boylan dubbed a “she-creature.” While he and his team (all men) found it in British Columbia, SAVE envoys (also all men) found many more such creatures the world over. When I began attempting to catalogue monsters, I remember thinking that the only commonality between many of these so-called “she-creatures” was that they took the form of conventionally attractive women. Their powers, methods, goals, and vulnerabilities, though, were very different. Moreover, SAVE’s version of the genesis of this creature (“The she-creature is the lingering soul or life force of a beautiful, often rich, but always spiteful and haughty woman...”) has *no* basis in fact. Indeed, many of the so-called “she-creatures” that SAVE envoys the world over have discovered seem, instead, to be various other ghosts, vampires, and revenants that happen to take the form of attractive women. One might be tempted to read something into this tendency, but I would counter that just as many creatures take the forms of children, vulnerable animals, clergy, or anything else that the Unknown can use to confound people’s minds and play on their prejudices and vulnerabilities. In short: The preponderance of she-creatures that SAVE “discovered” from 1912 to the 1960s, give or take a few years, says more about the envoys in question than it does the Unknown.

Examining the records of SAVE’s encounters with these monsters, however, we can identify some patterns. A creature exists that takes the form of a woman, infiltrates a community (to varying degrees), and preys upon the inhabitants. The form of that predation isn’t constant; the so-called Mean Old Neighbor Lady steals children and converts them into servants, while the she-creature described in O’Boylan’s report targets young, lonely men. Not all hags seek to convert their victims, of course; some eat them.

The topic becomes even muddier when we consider that “takes the form of a woman” isn’t

nearly a good enough baseline for inclusion in this report. Monsters, the reader will recall, are corporeal creatures with a biological hunger, and most important, *they were never human*. I tried for months to track down the reasoning behind O’Boylan’s assertion that the she-creature was the remnant of a living woman, but to no avail. Likewise, while the Mean Old Neighbor Lady usually has a name by which the local children refer to her, the house that she (it) lives in is almost always abandoned or still in the name of a long-dead victim. The Neighbor Lady and her unpleasant sisters aren’t human women who have died and returned to life or made dark pacts with the Unknown (thought of course such creatures do exist), they are monsters taking the form of something that our society fears and hates: women.

Hags possess an ability that I’m hesitant to call a discipline of the Evil Way, as it seems less like a supernatural power and more a simple fact of their existence. Hags carve out a place for themselves in our world. The most overt example of this is the Mean Old Neighbor Lady, which has a house in the suburbs or a cottage in the country, complete with well-tended garden or lawn. Other, less obvious hags tend to favor run-down shacks in the forest or ramshackle houses on abandoned blocks. In all cases, the hag takes up a position among real people, a predator amidst its prey, with all of the trappings of being human.

Who tends the lawn, though? Who owns the house on paper? Researching the legality and practical aspects of the situation is something that very few people think to do, and reports indicate that if city officials appear at the hag’s door, she either employs a power such as the Influence discipline (as described in *Devices of the Enemy*) or kills the officials and throws the bodies in her basement. Presumably, sustained scrutiny from the mundane authorities of the Known world would drive the hag from her home, but who can say? SAVE records indicate that the hag simply assumes a role in the neighborhood, and within months, adults remember telling stories about the old woman when *they* were children, even if that isn’t remotely possible.

The she-creature, meanwhile, remains more mysterious, largely because of the vast number of creatures in SAVE’s archives with that appellation. Taking O’Boylan’s experience in Canada as the depiction of a “true” she-creature, we can narrow the field to a monster similar to the hag in many respects. The she-creature chooses a target (a

young, unmarried man) and insinuates itself into his life, using the Evil Way to send him dreams of ex-lovers in danger. The she-creature helpfully agrees to assist him in finding this distressed damsel, leading him into the forest or wilderness (O'Boylan asserted that all such creatures are native to northwest Canada, but similar creatures have been discovered elsewhere). Once there, the creature slaughters any companions the victim may have brought with him, imprisons him in a cavern or pit, starves him for a few weeks, and transforms him into a servitor creature.

Michael O'Boylan's account of his experiences in Canada describe, in detail, how he, Mustafa Al-Sharaz, and Benjamin Lewis (whom O'Boylan typically refers to as "the American"), made contact with a young woman named Miranda Darren and her afflicted beau, Geoffrey Hill. Geoffrey, it seems, had become the target of the she-creature, which sent him dreams of a woman he had fancied in his younger days (O'Boylan does not name this mystery woman in his book). It then appeared to him, pretending to be this girl's sister, and led Hill out into the forest. Darren and the envoys followed him. They managed to find Hill after he had been imprisoned in a cave, and drove the she-creature away, though all of the participants sustained injuries in the process. O'Boylan notes in a postscript that Hill and Darren married shortly thereafter, and both of them continued to work with SAVE in differing capacities.

O'Boylan makes much of the she-creature's seductive wiles, but reading the description and comparing it to other, similar reports that followed, I can't help but think he is exaggerating the creature's humanity. Yes, it pretended to be human, claiming to be the sister of the girl that Hill had loved and lost, but O'Boylan wrote very little about this woman, preferring to chronicle the journey into the forest and descriptions of the creature and its powers. It may be that the girl that Hill thought he was chasing was nothing more than a passing fancy, exaggerated and blown up in importance by the she-creature's disciplines of the Evil Way.

What we can take away from all of this, I think, is that the hag, the witch, the she-creature, the Mean Old Neighbor Lady, unquestionably prey upon fears not only of twisted or deceitful women, but of women in general. As the majority of SAVE's membership remains male (even if those margins shift year by year), I would exhort

them to remember that the Unknown is at its most dangerous when it inflames fear and hatred that we can't even recognize.

ENCOUNTERING THE UNKNOWN

The she-creature makes itself known when it chooses a target (almost invariably male, though I would note that just because we've never seen it choose a female victim doesn't mean it doesn't happen). Hags, on the other hand, can lurk among people for years without anyone noticing. In either case, a missing persons report is often the first clue that something is wrong — either the creature lures a victim into its house or sends a servitor out to collect one.

Habitat

These creatures insinuate themselves into society to varying degrees. Hags almost always have a home, be it a house with a well-manicured lawn or a hovel with a garden full of nightshade. The she-creature doesn't seem to have so grounded an identity, but merely vanishes when not attempting to lure its target out into the middle of nowhere.

COMBATING THE UNKNOWN

Many stories about hags involve drowning them or otherwise immersing them in water, after which they melt. This seems simply enough, but envoys would be wise to consider that one of the hallmarks of the hag is that it is not alone. Some of these creatures employ transformed human beings, which SAVE calls *gamin*, as minions. These creatures are often vulnerable to conventional weapons but are strong, fast, and wield the Evil Way to deadly effect. Other servants of the hag resemble animals — immense black dogs, clever and vicious cats, and even ravens or owls might serve such a creature.

Hags often have banes, substances or objects that repel, sicken, or even wound them. Some stories depict the Mean Old Neighbor Lady as suffering injury when struck with an egg, others indicate that fresh mint or garlic disgusts a hag so much it cannot approach. The common thread appears to be a plant or object that affirms or symbolizes life, but each hag appears to have its own bane. Discovering this weakness requires careful investigation, and if water is a universal weapon against these monsters, it might not be worth a team's effort anyway.

Wise words from Dr. Garret. As a point of interest, SAVE archives reveal a curious trend. When a creature of the Unknown presents itself as identifiably female, the words "spiteful," "deceitful," and "tempt" (or variations thereof) occur far more frequently in the reports. Something to watch out for.

She-creatures, however, seem to suffer no such weakness. Though the creature suffers wounds from conventional weapons, no SAVE team is on record as successfully, conclusively destroying one. O'Boylan's she-creature changed into a reptilian, winged monster and flew off into the night after the envoys freed Hill, and subsequently successful encounters with she-creatures tend to end the same way. One report, however, does refer to the creature recoiling from a deep lake, turning and charging towards the envoys even after being wounded. It may be that water is, once again, the key to destroying this creature.

BLACK ANNIS

Black Annis is the name of a witch-like creature of English folklore. It specifically haunts the farmlands and hills of Leicestershire, snatching up children and lambs and hanging their skins from trees to tan, or so legend says. As SAVE envoys, it behooves us (as I have said) not to take legend as face value, and yet, in this particular case, legend tells more of the truth than I would like. I have seen Black Annis, and she is horrific.

The facts are these: In 1973, I assembled a team of SAVE envoys and journeyed to the English Midlands to investigate a missing child. The boy who went missing, Stephen Oates, was the child of a farmer. He'd gone out to find a missing lamb and had not returned. His dog was found cowering in a hollow under a fence, a horrible purple wound seared into its skin. The local vicar was an ally of SAVE and contacted the Society upon seeing the dog. We arrived in Leicestershire the next day.

We investigated the countryside for six days, and we found nothing except for multiple corpses of

lambs, never more than a few months old, always torn apart by something huge and savage. On the seventh morning, one of the envoys, a young woman named Penelope Quince, dreamed that the boy was still alive and hanging by his wrists from a tree. We described the tree and the surroundings to some of the locals, and they pointed us to a likely area, but noted that the land around it was inhospitable, rocky, and difficult to traverse.

They were quite right — between the interviews and the travel, the sun was setting as we arrived in an area that Quince recognized. She saw the tree, but no one hung from it. Next to the tree, though, was a stone cottage, and from inside we heard a woman singing quietly to herself and smelled cooking lamb. We charged the cottage, but as we approached, the door opened and there stood Black Annis. She was nearly eight feet tall, her skin was blue, and her hands ended in horrible, black talons. She grabbed an envoy — Nigel Peters was his name — and ripped his rib cage open. The rest of us recoiled or attacked as best we could, but Quince, showing more courage than I have ever seen in an envoy (which is saying something!), moved around the creature, slipped into the cottage, and found Oates. All Quince would say, when debriefed later, was that the creature had been “preparing” him. Oates himself was so badly traumatized that when he regained the ability to communicate, he either would not or could not speak of his experiences.

We fled, making use of the Protective Art to prevent the monster from following us. When we returned the next week with a larger team, the cottage was gone. All that remained was a hearthstone. Drawn on it was the indalo, in lamb's blood.

PICKING UP THE CASE

A Chill Master intending to flesh out this case should consider the following.

- **Folklore:** The story of “Black Annis” is a famous one and mixes with many local ghost stories and fables. False leads should be almost impossible to tell from legitimate clues.
- **Children:** Black Annis is usually depicted as a child-eating monster. The same caveats for creatures like the Bloodybones (p. 262 of *CHILL*) apply to her.
- **Local Support:** Black Annis has been preying on the people of Leicestershire for

centuries. Even discounting support from SAVE, the envoys can probably count on resources and information from families who have lost children to the hag.

BEGINNING THE CASE

Penelope Quince, now in her 60s, contacts SAVE. She has dreamed of children screaming, a massive bonfire, and the horrible smell of cooking meat. She is convinced that Black Annis is going to strike in a terrible and directed way, and that the creature intends to take revenge on SAVE. The envoys might have family in Leicestershire, or perhaps Quince's grandson is traveling through the countryside even now?



THE INVITED

These creatures are interesting. They are prevalent throughout many cultures around the world, and their basic trait — being invited into a victim's home — is also a staple of vampire legendry. And yet, SAVE has almost no data on them. Dr. Garrett's report was actually the first time I'd heard of "the invited" referenced as a class of creatures, but knowing about them now, the classification makes perfect sense. As I read the report, though, I realized that Dr. Garrett provides an explanation for SAVE's dearth of information.

The invited are, collectively, monsters that come when summoned or invited into a home, structure, situation, or (worst of all) human body. Some of these creatures are incorporeal, and therefore better suited to classification as ghosts or apparitions, but a goodly number of reports of these creatures depict them as fully physical.

The most dangerous thing about the invited is that *they spread like viruses*. Once a person, especially a child or teen, learns a method for summoning one, they are likely to present that method to friends in search of a thrill or scare. Of course, the invited don't answer every summons, presumably because the Unknown wishes to remain so. How these creatures choose

I think in modern parlance this would be called a "meme."

their targets isn't quite clear, and SAVE's archives are curiously empty of the discussion (more on that anon). My own theory is that they require a certain number of summons within a given time frame or in a relatively small area. That is, one group of teens at a party summoning such a creature once wouldn't be enough, but several teens attempting it once every few nights over the course of a month would.

An invited creature can take up residence in any number of spaces; it might be invited into a house, a social group, or a person's body. Creatures that possess people can't be considered monsters under our definition, so we'll concern ourselves with the ones that enter buildings or social groups. *See the section I've written on "evil spirits" for monsters that possess people.*

Home Invaders

Far and away the most famous of these monsters in the Western world is "Bloody Mary." The legend has multiple alleged origins, but one of the most common is of a woman who murdered her children and now searches for their bodies, their graves, absolution, or more victims. My research into SAVE accounts (what few there are) indicates that the Bloody Mary that answers summons is unquestionably not a ghost, but a monster responding to some esoteric set of circumstances that call her forth from the Unknown. Other home invaders operate under similar conditions; when someone performs the correct "ritual," the monster appears.

Some of these monsters appear dramatically, bursting out of mirrors or appearing behind the people that called them. They strangle, drown, or even dismember their victims and then vanish, leaving nothing behind but gore and questions. Others appear, but slip away into the house or building, hiding from and terrorizing their victims.

Social Monsters

My data on these invited are even less robust, but from what I have managed to discover, they join existing social groups upon invitation. They appear in corporeal form, taking the appearance of a nondescript person of roughly the same age as the rest of the group. They do not speak, but affect an air of shyness and polite interest. If rebuffed, they leave (though some evidence suggests they may use some unpleasant, but generally non-fatal Evil Way discipline on their victims first). If invited "in," however, they join the group, following along with them. If the group splits,

the creature chooses the largest group. It takes no hostile action until the initial group has split up entirely, at which point it chooses a victim and kills them.

When the group reconvenes, the creature joins them again and repeats the process. Depending on the dynamics of the group, the creature could follow the victims for weeks or even months before getting a chance to kill anyone, or could wipe out the group in a few hours.

ENCOUNTERING THE UNKNOWN

As I mentioned, SAVE has surprisingly little data on these creatures, and while I can't be sure why, research into theoretical application of the Evil Way and studying of *To Remain Dispassionate*,* I have a theory.

Dr. Geistmann suggests that much of the power the Unknown has is power we give it. That is, the Unknown can simply seize and kill us (monsters especially), but many creatures prefer some measure of, if not moral lapse, then cessation in attention from their victims. In folklore, vampires and ghosts frequently cannot enter a dwelling unless invited. Other creatures are far more dangerous when given permission, tacit or explicit, to act. The fastest way to bring an Unknown creature to an area, Dr. Geistmann notes, is to ask that one come.

Studying the invited, or rather, studying the shadows where the invited should be, we see cases that begin with an invitation, but end with SAVE teams discovering nothing but bodies. We find strangled women at home alone with hand mirrors next to them, groups of teenagers murdered in messy ways and no physical evidence to indicate what did it. The invited pays attention to us — to the Known world — when we ask it to, and then its influence evaporates like morning fog in the sun once everyone who knew about it is dead.

This is to say that SAVE very rarely becomes involved in these cases. By the time we arrive, the invitation has expired and the invited has moved on, returned to the Unknown, or is otherwise out of our reach.

The obvious question is whether SAVE envoys can extend these invitations and be ready to combat the creatures when they arrive. The information I have suggests that some invited creatures are, indeed, powerless to resist a properly conducted summons, but even so, when SAVE envoys attempt deliberate summoning they are often left disappointed.

** I have tried to locate a copy of *To Remain Dispassionate*, but have found only pieces. Again. Perhaps my next project.*

Or, worse, the creature arrives and the envoys' plans, gear, and even Art just doesn't work.

On the rare occasions that SAVE finds an invited creature already in play, it's usually a creature invited into a large building with a lot of people (a manor house with many family members or employees, for instance, or an apartment building) or one of the social-group creatures described previously. In such instances, the envoys need to move quickly to deduce the creature's pattern, break it, and dispel the monster before anyone else dies.

Habitat

Invited creatures don't have special habitats that they prefer. That, indeed, is the whole problem — we invite them into *our* spaces.

I do wish to mention, though, that it can be tempting to moralize to the victims of such a creature. If the invitation had never been extended, the creature never would have come, after all. Resist this temptation. People, young people especially, have long been fascinated with scary stories, and whispering “Bloody Mary” into a mirror should not, by rights, produce any greater effect than the optical illusion that staring into any reflective surface creates. Monsters are inhuman predators. They should not exist. Never, never blame the victim.

COMBATING THE UNKNOWN

Most monsters are susceptible to a few well-placed bullets or blades. Sadly, this is not true of the invited. Again, details are hazy, but what little information we have suggests that they are mostly impervious to physical attack, unless that attack comes in a particular form. For some such creatures, this involves special materials or metals, but more commonly, the attack needs to be accompanied by another ritual. Someone might need to invoke the creature by name (which requires learning that name), to attack its reflection in a mirror, to trick it into leaving the house and then kill it, or to immobilize it by encircling it in red thread. Our lack of reliable information works against us, here, and so all I can do is advise envoys looking into a such a case to be very, very careful.

This seems like common sense, but what Dr. Garrett doesn't say explicitly is: These creatures are high infiltration risk.

The Pacewicz Mansion

Dr. Garrett didn't include a case with this report initially. Rather, she included some field reports, but they were all cold cases, nothing worth following up. I didn't think I'd have anything to add, but literally a day before I was ready to release this report into SAVEpoint, I learned about the Pacewicz family.

The Pacewicz family is an extremely wealthy Polish family. The patriarch of the clan, Filip Pacewicz, made his fortune before the Second World War and managed to hide most of it from the Nazis. The family was all but exterminated during the War, but a few of them (Filip included) managed to survive, and rebuilt the family manor in Wroclaw. Over the next few decades, many members of the family lived there, left home, raised families, and expanded the Pacewicz' fortune. Every five years, though, they returned to the manor for a celebration.

In 2002, the family came together again, but this time, tragedy struck. Milena Pacewicz, only 13 and by all accounts a painfully shy girl, wandered away into the mansion and fell or jumped from one of the upper windows. At her wake (also held at the manor), her father, Jan Pacewicz, became embroiled in a heated argument with the priest who performed her funeral service. The priest, apparently, was under the impression that Milena had invited in an unclean spirit who had induced her to kill herself. Her father reportedly said, “If such a spirit exists, let it return. Let it return and see if it can claim another Pacewicz — we'll send it back to Hell!” (This isn't an exact quote, of course, and it would have been in Polish anyway.)

In 2007, the family reconvened, and Jan Pacewicz himself was the casualty. He slipped down the stone stairs into the basement and broke his neck in the middle of the night. His wife re-

ported that he was restless that night; he was dreaming of his daughter.

Five years later, in 2012, the Pacewicz family again had their reunion, and again one of them died. This time, it was Karol Pacewicz, Jan's younger brother. His death was much less ambiguous. The staff discovered him in a sitting room, dead in a high-backed chair, facing the fire. He had been stabbed through the throat with a fireplace poker.

In 2017, the family will come together again. I have spoken with the priest to whom Jan Pacewicz made his tearful boast, and Father Wozniak has agreed to contact SAVE once the date is set (while the family comes together every five years, the month and date vary). I believe that it is well worth SAVE's time to look into this matter and see if Milena Pacewicz did indeed invite a creature of the Unknown into the house.

PICKING UP THE CASE

A Chill Master intending to flesh out this case should consider the following.

- **The Pacewicz Family:** Father Wozniak clearly has some understanding of the Unknown, but the rest of the family probably doesn't. The characters need some kind of cover story, and "investigating recurring murder" probably won't endear them to the insular Pacewicz clan.
- **The Invited:** The creature lives in the house, sleeping between parties and terrorizing the staff; they assume that Milena's ghost still wanders the house. Since the creature was only invited to attend the party, it is not capable of using its Evil Way disciplines during the time between reunions, and so limits itself to subtle haunting-like antics. This is actually the best time to hunt the creature, but all available evidence suggests it only shows up during the reunion. The creature resembles Milena Pacewicz — a slim, pale teenaged girl with pale skin, soft features, and jet black eyes. The creature can be killed normally at any time before or after the reunion, but as long as one guest remains, it retains its full arsenal of Aspects and Evil Way disciplines. During the reunion, a flower from Milena's grave acts as its Bane.
- **The House:** The Pacewicz family manor was rebuilt in 1950, but was originally constructed long before that. It has servants' passages, hidden doors, and steep staircases. Characters can easily become lost in the house, even without Unknown influence.

BEGINNING THE CASE

Father Wozniak contacts SAVE and informs them that the reunion date has been set. He will agree to help the envoys gain ingress to the reunion and back up their story, provided that they each give confession and receive absolution before they go into the house.



LAKE MONSTERS

Here we come to what was, in the original *Report on Monsters*, probably the longest and most detailed section that Dr. Garrett assembled. Including data, eyewitness accounts, photos, and SAVE mission reports from around the world, her information on lake monsters was considered, in a word, definitive. Most of it, sadly, is gone, but what remains is interesting and informative. I provide some supplementary commentary as needed so that the reader can understand what Dr. Garrett was saying in context.

more missions than any other single creature type, with the exception of ghosts (which are ubiquitous). It's natural, of course, for us to look out over the water, be it lake or ocean, and wonder about what lies beneath the surface. Likewise, natural animals that could legitimately be called "sea monsters" are common knowledge. People fear giant squids, sharks, and other such sea life, and rightly so. It's natural, then, that this fear should

empower (and perhaps even create, according to some theories) creatures of the Unknown.

The reasons for this should be obvious: In the water, we are quite literally out of our element. We in SAVE routinely venture into dangerous territory, but nothing on the level of going out into the middle of an immense body of water and hoping that a creature of the Unknown doesn't decide to simply drown everyone. Investigating

and fighting aquatic monsters is dangerous to a degree that no other type of Unknown creature can present, and SAVE teams considering taking on such cases should ask themselves whether their effort would be better served in other endeavors.

Of course, SAVE (and people in general) have been fascinated by lake monsters from time immemorial. Lakeside communities almost invariably

come up with a supposed creature living in the waters near them. They give the creature a cute nickname, draw pictures of it, erect statues, sell toy versions, and name sports teams after it. Those creatures, the ones that people know and love, are nearly always nothing more than stories.

The real ones, the creatures of the Unknown, are the ones that people are afraid to name. Indeed, in *To Remain Dispassionate*, Dr. Geistmann

The next few pages of the Report on Monsters discusses a theory that creatures of the Unknown can be “subverted.” That is, if they are regarded without fear, but with amusement or even love, they might cease their predations and fade away into nothingness. I have been unable to find a complete copy of this digression, and while Dr. Geistmann’s work, to which Dr. Garrett refers, discusses the notion of the Unknown drawing not only strength but its very form from human fears, it also draws heavily on esoteric notions of human psychology, sociological constructs, and community development that are well beyond my ability to confidently explain.

I, personally, have no idea whether a creature of the Unknown could be killed or banished simply by people becoming unafraid of it. Geistmann’s theory seems applicable on a larger scale, anyway; if a large enough body of people become aware of a creature, but unconcerned with its existence, it loses its power and dies or disappears. This may well be true. It provides a handy explanation for why no SAVE team has managed to lay eyes on the Loch Ness Monster since Michael O’Boylan’s missions in 1922. Perhaps the monster simply grew too famous, too much of a joke, to be terrifying, and died.

In any case, this theory is interesting, but it most certainly does not work in the moment. A SAVE team confronted with a creature of the Unknown can try not to be afraid, but the creature is fully capable of killing them either way.

What does this have to do with lake monsters? Only that, as Dr. Garret says, most lakes of sufficient size near populated areas host local legends about strange creatures swimming in their depth, but they can’t all be real. As a rule of thumb, the more the locals joke about the creature, the less likely it is to be real and harmful.

Shawinigan Lake in Quebec, Canada, Erie (which borders both the USA and Canada), Howick Falls in South Africa, and Nahuel Huapi Lake in Argentina. Again, these are just a few of the bodies of water reputed to house lake monsters. Of note is that missing persons reports around these bodies of water are no more common than in those without monster legends (with the possible exception of Shawinigan Lake; I present a detailed description of the history of that area anon). This, again, leads to frustration when tracking down these creatures — they don’t make their presence known until they are

leave survivors.

Early SAVE archives theorized that lake monsters don’t actually consume human flesh, but feed instead on fear, death, and misery. This is an interesting suggestion, and certainly would account for mutilated bodies (if the creature feeds on pain instead of on flesh, it would benefit the creature to cause as much pain as possible while the victim dies). Why, then, are the bodies found, instead of dragged down to the lake floor and buried? What benefit does discarding a corpse have for a lake monster?

Dr. Garrett’s examination of the history of Shawinigan Lake is missing from this report, and I have not managed to find a copy. I know that a SAVE team out of Victoria, British Columbia, did undertake a mission to find the source of alleged Unknown activity in the lake, but I don’t know what the result was, and my only SAVE contact in Victoria died in 2002. I have no idea if the city still has an HQ.

One possibility is that the monster intends to warn people away from the lake, but that doesn't make much sense, given that a creature of the Unknown needs to feed on people. Another is that lake monsters just aren't very smart, and that letting damaged bodies wash up on shore isn't part of any particular strategy. They might just let them go when they're done with them. Confounding all of this is that lake monsters in legend run the gamut from animalistic, simple beasts to veritable demigods that control the weather, so gauging their intelligence, and therefore ability to strategize, is difficult.

Drawing on existing case history is likewise difficult, because investigations often leave SAVE teams with a lot of photographs of lakes at night and little in the way of proof. Many envoys can sense the Unknown somewhat reliably, to be sure, but attracting the Unknown is a different problem, and not a skill many of us are interested in honing. Indeed, having pored through hundreds of case histories, and excluding the ones involving suspected aquatic creatures that turned out to be hoaxes, led to inconclusive or no results, or involved other creatures of the Unknown, I am left with only four verifiable encounters between SAVE and lake monsters.

The earliest, of course, was Charles O'Boylan's 1845 trip to Scandinavia in which he, Thomas Belby, and Sir Ian Nolan encountered the *Vemijärvikäärme* in Finland. This creature, which

at all clearly) injured envoy Belby and seemed immune to bullet wounds. I hasten to add, of course, that O'Boylan's journals and one blurry daguerreotype are the only evidence we have of this encounter. The next, of course, was Michael O'Boylan's ill-fated expedition to prove the existence of the Loch Ness Monster. His description of this encounter in *Devices of the Enemy* is enough for me to count it, though of course it failed in its stated mission of proving the creature's existence.

In 1975, a SAVE team from Minneapolis investigated the death of a young woman on vacation at Kego Lake in central Minnesota. The team (perhaps unwisely) took a pontoon boat out on the lake at night, and somehow attracted the creature's attention. The mission report claims they accomplished this using a chunk of flesh taken from the victim's body. If this is true, I don't know nor do I wish to know how they obtained it. In any case, though, it seems to have worked. The creature, which the envoys described as having the body shape of a crocodile, but with a long, serpentine tail, lunged at them and nearly capsized their boat. They shot it repeatedly and supposedly killed it, though it sank back into the lake without any of the envoys getting a picture. One of them lost a leg, however, and bled to death before the others could get her back to shore.

The most recent mission to find a lake monster I'm aware of is from a group in Africa looking at

The rest of this section is missing, but the "most recent" mission she's referring to is described later on in this section. I'm not aware of any missions that actually encountered lake monsters after 1989, though I heard a rumor about one; a SAVE team in Nigeria went to investigate Lake Chad in 2010 after a series of disappearances had people spooked. I have no idea how it turned out, or even if the mission happened at all.

ENCOUNTERING THE UNKNOWN

Lake monsters usually come to SAVE's attention when someone goes missing in or near a lake, or a body washes up on shore with wounds that defy easy explanation. Missing persons, of course, invite the theory that the victim simply drowned and sank to the bottom, and so lake monsters are a more likely explanation in bodies of water too deep to dredge for a corpse.

Once a supposed lake monster shows up on SAVE's radar, the investigation often leads to nothing. Since catching sight of a creature requires it to break the surface of the lake while an envoy is watching with enough light to see

it clearly, such monsters generally only show up if they want to be seen. Sometimes envoys have managed to trap lake monsters in coves or inlets, or by luring them onto land in order to combat them there (discussed in more detail anon).

Habitat

Obviously, these monsters live in lakes and rivers. It's worth noting, though, that they aren't purely aquatic. Most of them have demonstrated the ability to venture onto land for short periods of time, at least. Some dwell in swamps, lurking in the muck like alligators. Lake monsters are apparently able to breathe underwater or to remain

Here Dr. Garrett goes into great detail about sightings and theories from around the world, and what evidence exists for a given body of water to house one. Most of that section is missing. I marvel at her thoroughness, however.

under the surface for extended periods of time (it shouldn't be surprising that creatures of the Unknown demonstrate biology somewhat different from natural animals).

COMBATING THE UNKNOWN

SAVE has a distinct lack of data on how to kill lake monsters. The Society assumes that they are corporeal creatures, vulnerable to convention weapons, but the organization's information on the subject is hardly conclusive. The Finnish Kemijärvikäärme shrugged off bullet wounds. The Lake Kego Monster, as the SAVE team dubbed it, seemed to die of its wounds, but no one ever dove into the lake with lights and SCUBA gear to make certain. It seems likely that these creatures might be corporeal, biological beings, and thus susceptible to standard methods of injury, but of such assumptions are corpses made.

Unfortunately, in the absence of conclusive information, all I can recommend to a SAVE team hunting a lake monster is to bring plenty of ammunition and have a spotter on land who can watch the team with binoculars and, if necessary, notify next of kin.

XIANGTOUSHAN NATIONAL NATURE RESERVE

In 1986, a team under the supervision of Yu Wei tracked down a lake monster inhabiting a body of water near the Xiangtoushan National Nature

Reserve in the Guangdong province in China. The team found the monster on the first day, and the mission report describes it dragging a goat (apparently brought along as bait) from the shores of the lake in broad daylight. The creature was serpentine, had brilliant blue scales, and fearsome teeth. Yu Wei's report reads, at first, as awestruck, but then he describes how one of his team stood on the edge of the water staring down into the depths, smiling beatifically, before jumping in and disappearing beneath the surface.

The creature, dubbed shan liàng de làn sè shé or, roughly, "brilliant blue serpent," apparently is able to hypnotize people and force them to jump into the water. I don't know if this trick doesn't work on goats, if the creature was just hungry and saw an opportunity, or (the most terrifying possibility) it somehow knew that by showing itself, it would entice people to look into the water. All I do know is that Yu Wei's mission report lists no attempt to attack or engage the creature. After his fellow envoy was killed, Yu Wei pulled the team back and aborted the mission. Since this occurrence was fairly recent, SAVE is coordinating with its Asian Continental Headquarters to determine if a follow-up mission is feasible, but I also happen to know that Director Fuchida is busy with events in Japan.

This is the fourth "successful" mission Dr. Garrett referred to earlier. To my knowledge it's still an open case, but Colonel Shen would know more than me.

PICKING UP THE CASE

A Chill Master intending to flesh out this case should consider the following.

- **National Park:** Xiangtoushan National Nature Reserve is a protected area. Bringing a great deal of gear into the area is bound to attract official attention; SAVE envoys should be sure they have their cover story straight and have obtained official clearance.
- **The Dead:** The shan liàng de làn sè shé doesn't eat its human victims, but merely stores them in the mud at the bottom of the lake and, when necessary, animates their bodies. At present, the one in the Xiangtoushan Reserve lake has a half-dozen potential corpses to raise.

- **Forest:** The lake is in the middle of the preserve, surrounded by dense forest. It is accessible by road, but a powerful rainstorm (which the shan liàng de làn sè shé is more than capable of creating) could strand the envoys far from help.

BEGINNING THE CASE

Colonel David Shen discovers the 1986 report from Yu Wei and, embarrassed that nothing was ever done to follow up, assigns one of the Lucky 20 Men (see p. 127 of **CHILL**) to track down Yu Wei and mount an expedition to find the shan liàng de làn sè shé. Depending on the makeup of the SAVE team, Yu Wei could have expatriated to a different country, be living in Hong Kong, or already be dead. In any case, the team is picking up a trail long cold...though presumably the creature hasn't gone anywhere.



MECHANICAL/DIGITAL ENTITIES

The “mechanical entity” was first identified in 1930. A SAVE team in Lansing, Michigan, investigated reports of a “ghost car” running down pedestrians in the middle of the night. They set the car on fire and forced it into a quarry, destroying both the car and the entity that possessed it.

For decades, prevailing wisdom in SAVE was that mechanical entities were ghosts, probably those of workers killed building the vehicles they possessed (they almost invariably possessed vehicles). As Dr. Garrett was assembling her Report on Monsters, she and other interested envoys investigated whether the mechanical entity was, in fact, more appropriate to classify as a monster than a ghost (it has a corporeal form, after a fashion, after all), but ultimately decided it did not meet her criteria. In the ensuing decades, mechanical entities have become almost unheard of — the last recorded case I’m aware of was in 2000, and involved a combine harvester. That doesn’t mean, however, that similar creatures don’t exist, and the information age has shown us a much more versatile and terrifying creature: the digital entity.

Both of these creatures operate in similar ways; they possess machines and use their erstwhile bodies to kill or bedevil people. They differ in a crucial way, though. Mechanical entities, once they have possessed a given machine, cannot leave it (at least not easily; some reports indicate that if the machine is somehow hooked into another device, it can jump from one to the other). The digital entity, though, possesses a machine that is perpetually hooked into many others. It travels through phone signals, wireless transmissions, and Internet broadcasts, trading raw physical power for mobility and the ability to crush human bodies for newfound skill at destroying their spirits.

I am not exaggerating when I say that digital entities may be the most dangerous foes that the Society faces. A digital entity in the right computer could jump from one SAVE-connected computer to another, wiping out our records and data, until the only ones that remain are in physical form (which are substantial, but scattered and vulnerable in their own way). Likewise, digital entities can attack envoys on a personal level, rendering them bankrupt and even homeless, given enough time. One of the most terrifying capabilities of the digital entity, though, is its ability to weaponize other human beings.

I could wax theoretical about the effect that anonymity, distance, and apparently lack of social consequence has on people using the Internet, but frankly, interested parties only have to spend an afternoon on the social media platform of their choice to see it at work. Many corners of the Internet are hotbeds of racism, misogyny, xenophobia (I made the mistake of using my real name on the Internet for a time, and learned a myriad of derogatory terms for someone of my faith), and general misanthropy. A digital entity wishing to make someone miserable doesn't have to put their accounts into arrears or send insulting emails to their boss. All it has to do is bring the victim to the attention of the wrong group of people.

Encountering the Unknown

The digital entity's mobility and subtle machinations also have the unfortunate effect of rendering it all but invisible to SAVE. When four people in as many months are crushed by a particular bulldozer, that sends up a red flag to the Society that something is wrong with that machine. If four teenagers in different parts of the world commit suicide within a few hours of each other? Tragically, that is just another day. SAVE usually gets wind of digital entity activity after a rash of victims are identified (since, as usual, the Unknown doesn't want to kill one person when it can kill ten). If several people suffer the same Internet-based calamity in a short spate of time, and at least some fatalities result, SAVE should probably investigate. Without the fatalities, the activity is likely due to mundane hackers or online harassers.

Digital entities also often include an overtly threatening or personal aspect to their predations. A "normal" Internet harassment campaign might include threats, online stalking (following the victim to different sites to continually engage them), and "doxing" (exposure of the victim's personal information). When a digital entity gets involved, the victim experiences all this and more — the entity might pull files from the victim's hard drive and post them publicly, use the victim's calendar to allow stalkers to find their physical location at any given time, or reword threatening emails to include references to the victim's situation in real time. The differences are, unfortunately, very subtle.

Entities have some blind spots, however. While they understand that people's hatred and misanthropy can be turned to their own ends, they don't seem to have any idea what to do with more positive human emotions. One of the interesting effects of anonymity is that in some cases, for some people, it encourages kindness — we are free to be kind and charitable and need make no judgment on the person we help if we know nothing about them. The digital entity has no idea how to manipulate the person who, upon hearing that a stranger on a message board faces eviction, wires them money to pay rent. It has no idea what to do with hundreds of people expressing sympathy or support to someone venting frustration or grief. In these situations, the digital entity sometimes tries to stir up antipathy, tries to turn public opinion against the people giving or receiving support, but it does so clumsily. These people report the same sorts of threats that other targets do, but coupled with visitations, problems with other electronic devices (which the entity is capable of manipulating using the Evil Way even if it doesn't inhabit them), and messages containing vivid descriptions of their deaths.

Habitat

The digital or mechanical entity exists inside a machine, obviously, but one of the mysteries that has confounded SAVE for years is: What are the limitations of this being? The mechanical entity, possessing a large machine, seemed incapable of leaving it. However, if any part of the possessed machine was then transferred to another machine, the entity went with it.

The digital entity seems bound to a particular device, as well. SAVE reports to date have described such entities as possessing laptop computers, tablets, smartphones, and even routers, but the entity always has one “central” device to which it is bound. The digital entity can leave its home device and travel through the Internet, something the mechanical entity was not able to do, but the question that eludes SAVE is this: Can the digital entity move to a different central device? If so, the creature is effectively immortal.

Combating the Unknown

For all its power, the digital entity does have some weaknesses. The most obvious is that destroying its host machine destroys the entity. Again, unless it is able to move its entire consciousness to another device wirelessly, but the data isn’t conclusive on this point. Digital entities are much less physically imposing than their older cousins, and destroying a laptop or a smartphone is, as many people can attest, as easy as dropping it on a hard surface.

Beyond their physical frailty, though, they entities have some other vulnerabilities. Protective disciplines of the Art have proven useful — an entity cannot escape a device affected by the Mental Shield discipline. Likewise, disciplines of the Kinetic School, such as Power Surge, can force an entity back into a particular device (or so reports indicate). Mundane technology that can jam wireless signals can also be used to limited the creature’s mobility.

Red Phone

WARNING: I include this case here because I think envoys should be aware of the threat it represents, not because I think that they should investigate it. The “Red Phone” case has been transferred to the Dublin office. If SAVE envoys reading this find a red smartphone or hear about any software or program entitled “Red Phone,” walk away and do not become involved.

Over the course a 48 hours in October 2013, sixteen SAVE envoys in a major European city died. I am deliberately refraining from mentioning the city or even the nation — again, this is a cautionary tale, not a call to action. They all died in slightly different ways. One walked into an elevator shaft. Several were in car accidents. One died from a prescription medicine mishap. Below is the testimony of a surviving envoy from the same HQ.

“I’m alive by pure chance. I know that.

“The [REDACTED] HQ has always been reliant on technology. We use our phones and computers and a bunch of different communication and coordination programs, and it’s worked pretty well so far. We’ve used them to time approaches to suspected haunting sites and sneak into places we shouldn’t be sneaking into — typical SAVE stuff. So A—, who’s kind of the unofficial technology expert for the HQ, she comes to us with this new program called Red Phone. Basically just syncs up information between a given network of people, but the interface is...weirdly smooth. It’s hard to explain. Everyone has their own preferences on how they want this kind of thing to work, but this one just seemed to hit all the right notes. B— even bought us all new phones that would support the program better.

“So we all installed this thing on our phones, and it all worked perfectly. We used it to coordinate a case in [REDACTED]; turned out to be a minor ghost, we banished it, patted ourselves on the back and moved on. And then we got wind of something bigger. G— dug into the archives and was thinking it might be a vampire, one that SAVE had some history with. Of course this was exciting, we got in contact with a couple of other HQs in the area, they loaned us some people, we showed them the program and got us synced up.

“We never even got around to investigating the vampire. It was the day before that people started dying, sixteen of us within three hours. The program did it. Accessed our calendars, our emails, and changed things. V— filled a prescription, and I don’t know what he actually got at the chemist, but it killed him. F— got a phone call a split second before the elevator doors opened, and she just fell right in. D— and S— were in a car together, but I’m not sure what happened there. And it was like that all over town. The program figured out where we’d be and

what we'd be doing and then just changed something.

"As for me, like I said, I'm alive because of blind luck. I forgot my phone. I was halfway across town when I realized it, so I got back on the train home. By the time I got there, everyone else was dead. I don't know what the program had planned for me, but I heard there was a power flicker on the train I'd have been on.

"I threw my phone in the sink, waited a couple of days for the shock to wear off, and then started looking into everyone's last few hours trying to piece it together, to figure out something, anything, that I could do. And I talked to B—'s secretary. She didn't know anything about B—'s involvement with SAVE, of course, but she was really distraught, so I got her talking. She told me that she'd found a 'red phone' in his office. I asked what she meant; she said it was a smart-phone with a red case. She said the day he died, he sent her an email saying to package it up and send it to [REDACTED].

"She showed me the email. B— didn't send it. I know his writing style, and that wasn't him. I recognized the address, though. It was [REDACTED]. I tried calling them, but I didn't get a response."

PICKING UP THE CASE

A Chill Master intending to flesh out this case should consider the following.

- **SAVE Infiltrated?** The digital entity controlling the Red Phone may be trying to initiate the same kind of mayhem that befell SAVE in the year 2000 (described in Chapter Two of **CHILL** and in more detail in **SAVE: THE ETERNAL SOCIETY**). Maybe the entity was even involved in that occurrence.
- **Near Misses:** Obviously killing off PCs left and right doesn't make for a satisfying story, but you can describe close calls with vehicles, machinery, and other potentially fatal accidents involving technology. You can also turn tokens light to have these accidents befall NPCs.
- **The Soul in the Software:** The digital entity's "home device" is the Red Phone, of course, but what is the nature of the software it uses? This might be a discipline similar to the Multiple Inhabit that a doll master uses (see p. 257 of **CHILL**) or it might be something entirely new.

BEGINNING THE CASE

An HQ neighboring the envoys' receives the phone in the mail. They make contact to mention a new event coordination/communication app they are using, and then a week later, the HQ goes dark. When the envoys investigate, they find the Red Phone on a desk, with a printed email telling them to take it with them and that the explanation is in a file in the phone's memory card.

Traits for the digital entity can be found on p. 265 of **CHILL**.



SPIRITS

This section, of course, did not appear in Dr. Garrett's report, since a key facet of her definition of monsters was that they be corporeal. However, over the years SAVE has encountered a great many creatures of the Unknown that have no corporeal bodies, but that are unquestionably inhuman and atavistic in outlook. The current definition of "monster," at least to my understanding, includes creatures that do not have physical bodies but that are not the remains or departed spirits of living creatures (which would be covered under ghosts). The sub-classification of monsters called "spirits" are defined as "incorporeal or usually incorporeal creatures of the Unknown that are not remnants of living beings, are atavistic in outlook, and are hostile to humanity. They may or may not have recognizable sources of sustenance."

I admit that I pushed for this classification because of my own experiences with incorporeal monsters, including the creature known as a "djinni." As I have mentioned, my religion explicitly acknowledges the existence of non-human creatures such as angels and djinn, but makes clear that, through Islam, they can come to know a state of peace and grace. Many envoys of faith struggle to reconcile that faith with knowledge of the Unknown, and I am no exception. I feel, though, that the world being full of strife, misery, and pain isn't a shock to anyone who has lived within it. We in SAVE (and others who know the truth of the Unknown; don't ever assume that SAVE is the only group that does!) are simply aware of challenges that most others aren't. Put another way, a soldier might witness the horrors of war, a social worker might see human trafficking, a relief worker might see devastation caused by natural disaster — do any

of these things necessarily diminish faith in a benevolent creator?

I am not a cleric or imam. I studied incantations and rituals when I needed to, I learned the SAVE classifications of “djinni” and “ifrit,” even though these things mean something very different to me than they would to a non-Muslim. In 1994, I applied that knowledge to destroy a creature that had already killed a SAVE team, and it was that action (which I attribute to the grace of Allah, may He be praised and exalted) that propelled me to a position of SAVE leadership in the Middle East.

Though mainstream SAVE thought contradicts this notion, I believe that benevolent and even holy spiritual creatures exist. My religion teaches that djinn and angels have free will and make the same moral choices that people do. Are these angels, then, creatures of the Unknown? I don’t know, and my experience has not left me hopeful.

All of this is to say: When I speak of “spirits,” envoys of faith sometimes rankle, assuming that I mean to be disrespectful of their beliefs. I do not. I merely wish to keep them alive, and to do that, I must be able to instruct them and use a common vocabulary. When I say “spirit,” then, understand that I am working from the definition I gave earlier.

SAVE has long acknowledged a variety of creatures that, while incorporeal, are not ghosts. Dr. Trevalaine speaks of the “hate,” a creature formed from the death of a violent or vicious person, but not the remnant of the person’s soul. We have extensive records of the creature known as the “digital entity” or “mechanical entity,” so extensive that I gave this creature its own section in this report. Beings like the so-called djinni or ifrit also appear in SAVE archives, as do other incorporeal creatures identified as ghosts, but for whom the evidence is unclear. One record, for instance, speaks of a creature called an “airi,” an incorporeal being that summoned up spectral hounds as minions and appeared as a humanoid apparition, but had no apparent connection to any human being that had ever lived. Some spirits, it seems, may mimic humanity in appearance, which naturally leads SAVE to believe that these creatures are ghosts.

The main difference, of course, is that banishing a ghost almost always involves coming to some understand of who that ghost was in life and what they left unfulfilled. That lesson isn’t always very sophisticated, but it is normally crucial. Spirits, however, never having been human, do not have this vulnerability.

Incorporeal monsters show a variety of appetites and predilections. Some prey upon humanity’s fears and petty hates, promising to grant wishes (like the so-called djinni) or otherwise serve those that encounter them. Others simply seek to harm, terrify, or kill people. I read one report of a “shadow” in a barn in Nebraska, USA. The shadow simply consumed any living thing that entered it, leaving behind whatever bits of metal the victim wore.

Some spirits resemble demons from various religious frameworks, and may even be capable of possessing human bodies. Others resemble elemental forces, dwelling in stone formations, bodies of water, or coming to “life” within a fire. The term “spirit” covers a multitude of creatures of the Unknown, and given that this classification is new — and not even fully recognized by SAVE — I suspect cataloging and understanding these creatures may take years.

Encountering the Unknown

Spirits are often mistaken for ghosts, and so cases involving spirits often start out the same way that hauntings do — strange noises, inexplicable feelings of dread, environmental effects, and so forth. Often they are traceable to the victim obtaining a particular object rather than coming to live in a “haunted” house. Likewise, since many spirits are capable of possessing or influencing people, strange shifts in behavior from a victim might be an indicator.

Habitat

Spirits can be found anywhere that people can. Some take on elemental forms, leading to stories of “water spirits” dragging people down into lakes or “fire spirits” spreading flames from place to place. They are often also identified as demons, meaning that envoys might search for ways in which victims open themselves up to possession. It’s important not to become too dependent on religious explanations for these creatures, however, as Dr. Garrett points out herself. The Unknown does not conform to the expectations of any one particular faith.

Combating the Unknown

Banishing or destroying a spirit often involves learning that particular spirit's weakness, which might be extremely abstruse and specific. In such cases, all I can recommend is careful research and talking to eyewitnesses, looking through SAVE archives, and reviewing relevant folklore with a healthy bit of skepticism. I also recommend that teams investigating such creatures involve an envoy trained in the Prescient Dream or Voice of the Dead disciplines of the Art.

Incantations, prayers, and exorcisms or abjuration rituals are also often effective, and for many years I was unsure as to why. Rather, I took for granted that such rituals would work when they applied through my own faith, but in reading reports from envoys in other parts of the world and of other faiths, I found that a Catholic banishing ritual is as likely to work as a Muslim one. Why?

The simple answer is that Allah (may He be praised and exalted) looks after us no matter how He is invoked, but I understand that this explanation may not suit all envoys, and I feel the question deserves further exploration. I am, as I mentioned, not a theologian, but I have had the pleasure of speaking with David Robinson, the Master of the Incorporeal School of the Art, and he put forth the following theory (copied from an email he sent me):

"What a lot of people don't realize about the Unknown is that it takes as much effort for it to appear in the Known world as it does for us to cross over; that is, to leave our bodies. It's not hard if you know how, but it's always an effort, and it's easy to disrupt. Disrupt the process and AT BEST we have to go back to our bodies, at worst we're severed and, well, screwed. Same with incorporeal creatures of the Unknown — disrupt the process by which they're in our world, they're banished or destroyed. Ghosts, it takes a little more work because they have one foot in our world already, by way of the person they used to be, but these incorporeal monsters you're talking about, they're trespassing here. It's easier to kick them out. Or, not EASY, but you've got more options. Rituals, prayers, exorcisms, those are methods of disruption, and a lot of times they work. I don't think that means God is really watching, necessarily, so much as the ritual itself disrupts the creature's presence in our world."

Robinson's theory also holds up when we consider that many incorporeal monsters have a physical focus or vessel that helps bind them to the Known world. Destroying the vessel often destroys or banishes the monster.

Chennai, India

I worked this case personally, working from notes in Dr. Garrett's Report on Monsters. Based on her report, I expected to find trolls or imps when I reached Chennai. I was wrong, and it cost the lives of two envoys.

Dr. Garrett's initial report about trolls in Madras, India (the name formerly used for Chennai), discussed a residential area plagued by what seemed to be trolls — pets disappeared, children told stories of *ciriya ankai* ("little men") in the shadows, and one of the local envoys even found an eyewitness who saw a man shoved off a balcony by what he described as a "creature only a few feet high, but muscular and broad, and with three arms." The report did not include descriptions of traps or multiple creatures acting in concert (which Dr. Garrett notes, to her credit), but the evidence was otherwise fairly strong. If any SAVE team investigated it pursuant to her report, though, I could find no record of it, and in 2012 I learned of the death of a SAVE envoy named R. Hakesh near that area of Chennai. I formed a team and led the mission to investigate his death myself.

I and five envoys arrived in Chennai and spoke with some of the people living in the area. The stories of the "little men" had persisted, and indeed, now a few of the people who had lived in the area as children had grown up and started their own families there. The stories had evolved as local folklore often does; the parents would tell their children to watch for the "little men" but not to disturb them, as they did not like to be bothered. No one we spoke to had actually seen the creatures, though, and the area did not have a problem with attacks on pets, or other troll-like symptoms.

Upon investigation the death of Hakesh, however, we found some disturbing facts. Hakesh had bled to death from multiple wounds to his torso, arms, and neck. The wounds resembled stabs, but after speaking to the police officer at the scene (who fortunately spoke fluent English; I do not speak Tamil), I learned that the wounds had an odd strike pattern, as though three assail-

ants had stabbed Hakesh at once. My compatriots, having read Dr. Garrett's report, took this to mean a group of trolls had attacked Hakesh and went searching at night for the "colony."

What we found was a small factory or storefront that had been destroyed during a flood some decades back and never reclaimed. The interior walls were painted with blood, though most of it had faded away with time and weather. One of the envoys with me made use of the Postcognition discipline of the Art and saw five people in the building, painting symbols on the wall from cuts on their forearms, but she was unable to pin down when that might have happened (presumably before 1985, which was when the first report on the "trolls" in the area was compiled). She reported hearing the word "Daruka," which we later learned is the name of a demon in Tamil mythology.

As we stood outside the building making plans for the next day — researching the history of the building, finding out who owned it, and so forth — one of the envoys saw light coming from inside the building. We reentered the building and saw a small, pearlescent cloud of light. One of the envoys with me, a younger man from Sudan, reached out to it, and before I could stop him it enveloped him. As I watched, he fell to the floor, convulsing, tearing at his shirt. His skin darkened to a blood red, and, most horribly of all, he sprouted a third arm from his right side. The other envoys hesitated, and the young man — now fully transformed into a monster — leapt at another of our group, landing on her and clawing at her with all three arms. She bled to death in seconds, grim confirmation of what had happened to Hakesh.

We managed to subdue the creature, but in the process, killed the envoy whose body it used. The glimmering cloud flowed out of his mouth and vanished, but I have no reason to think the creature has been banished. We retreated, and I fully intended to return with a larger and more appropriately trained team, but later that year I became completely entrenched in helping Hayat Nejem try to save the Society, and various other circumstances have prevented me from following up since.

PICKING UP THE CASE

A Chill Master intending to flesh out this case should consider the following.

- **Local Legends:** Residents of the area in Chennai where the creature dwells tell stories of the "little men." Many of these stories are contradictory or outright misleading; CMs should consider including False Leads with Failures as well as Botches on Interview checks with these residents.
- **The Summoning:** The summoning that called "Daruka" to the Known world might require repeating, which could put SAVE into conflict with a cult of demon worshippers. If the CM wishes to go this route, remember that killing or injuring human beings causes Trauma to envoys with the Reluctant to Harm Drawback (and might prompt a Resolve check for others).
- **The Demon:** Traits for evil spirits, including Daruka, can be found on page 86.

BEGINNING THE CASE

Another local SAVE envoy dies in much the same way as Hakesh. The characters are briefed as to what to expect, based on El-Hasham's previous encounter. Daruka is ready for them, however; it possesses and mutates a victim and lurks near the abandoned factory, planning to observe their observation, pick them off one at a time, and find a way to trick them into re-summoning it so that it can stay in the Known world.



TROLLS

Dr. Garret's report is mostly intact, here, and frankly I have very little to add.

Most cultures have stories about “the little people.” Some stories portray them as harmless pranksters, some as potentially dangerous. Some stories even paint them as helpful, willing to pitch in around the house if left a saucer of cream or a crust of bread. These beings were usually described as humanoid, though often with skin of an unusual color (either for the region or just a color not found at all in human beings), and they usually had some ability to disappear in the twinkling of an eye, to change shape, or to otherwise confound humans searching for them.

What many of these stories *don't* portray is their penchant for laying traps for people, knocking them down staircases or into pits, tangling

them in nets, strangling them with ropes, and then cutting them open and feasting on their entrails. They don't portray the horror these monsters inflict upon families, stalking beloved pets, terrorizing children, driving parents to the brink of exhaustion, and finally tricking them into blundering into a razor-thin wire. The stories call them many things — trolls, imps, “Good Folk,” house elves, and so on. For purposes of consistency, I will refer to them here as “trolls,” but the blanket definition that this term covers is “small, humanoid creatures of the Unknown, classified as monsters, that live in colonies and work together to kill or injure human beings.”

I never noticed this before, but the tone of this section seems...more passionate than the rest of the book. Interesting.

The important part of that definition is that these monsters *work together*. They are seldom seen alone and are quite capable of using complex strategies to kill or maim. Many of them are able to put on a false face, appearing cute, childlike, whimsical, foolish, and amusing just long enough for the human they're attempting to bait to drop her guard. After that, someone dies in agony.

Trolls vary greatly in appearance. Some, like the so-called "bogey," resemble apes more than people, while others are so humanlike that they even wear clothes. Some live in the wilderness, luring hikers and campers to their deaths, but most choose to infest cities and homes. I do not know what leads them to choose a particular house over another, and SAVE data on this subject have proven inconclusive. Prior occupancy by a creature of the Unknown seems to be a risk factor, but so does a general feeling of, if not neglect, emptiness. A house belonging to a working couple might play host to these creatures. The Unknown, after all, has no sense of equality or fiscal reality. It merely senses that someone's absence is palpable, and, like fetid water, seeks to fill the space.

Once a colony of trolls has chosen a living space, they set about building their colony. They require a great deal of unobserved room, and therefore prefer older houses with space between the walls, large attics, unfinished basements, and, preferably, an attached outbuilding or garage. The first stage of home invasion is theft — they steal clothing, objects, and building materials. The second stage is elimination of anything that might threaten them; any dogs or cats in the house aren't long for the world. The trolls lure them into the spaces between the walls or throw them from windows, always careful to make these horrible occurrences look accidental. This, of course, has the effect of causing stress to the occupants of the home; adults may retreat further into their work, spending less time with families, while children withdraw into hobbies or their own fantasies. This is the trolls' agenda: to drive the family apart, making them easier to fool and harm later.

Once they feel they are ready, the trolls attack people. They start with visitors: a babysitter, a houseguest, a door-to-door salesman. They drive such people away or kill them, but are still careful to mask the true cause of death. The family may be held liable for the "accident," or the death might be ruled an unavoidable misadventure, but it's all the same to the trolls, who only want

to cause misery. Only after the little horrors have effectively isolated the family, driven away support systems, killed off beloved friends, only then do they turn their attention to the home's human residents.

I have researched many such infestations and have found no pattern in how they choose their first victims. In some homes, they start with children. I have read stories of babes smothered or flung from cribs, or toddlers tricked into falling from balconies or drowning in tubs. I have consoled mothers of young teens who sneaked cigarettes and wound up causing gas explosions, and of older teens with no prior indication of suicidal tendencies ending their own lives in very suspicious manners. The evidence is there, and it is horrid, but even then, the trolls avoid direct notice. When they do show themselves, the results are even worse.

Trolls are capable of using a wide variety of disciplines of the Evil Way, but most of them seem to revolve around restricting movement — they make doors unable to open, freeze people in place or cause them to trip and fall, and summon up hordes of vermin to herd victims. Worse than their mystical ability, however, are their traps. Trolls set traps using whatever household items they can find; they seem to prefer broken glass, rope, and heavy appliances dropped from great heights.

Envoys might be tempted to equate trolls with gremlins, especially in light of their propensity to set traps. The two creatures are similar, granted, but their methods are very different. Gremlins are, first and last, interested in tinkering with machinery. Trolls seem to enjoy setting traps, but they are also willing and able to attack people directly. Most of them seem to have sharp fangs and claws, and a group of them can bear an adult man to the ground, tear open his stomach, and rip out his insides as his family watches.

Troll colonies form around a central area, a "hub" for the creatures. This is usually a large, empty space — attics, disused garages, and basements make for convenient hubs. The trolls sleep in the hub during the day (unless roused; many such beings fear sunlight, but that doesn't make them incapable of functioning during daylight hours) and have their run of the house at night. In houses with troll infestations, it's not uncommon to smell dead, putrefying flesh near the hub. Trolls are carnivores, after all, and they drag animals and (when possible) people back to their hubs to feed the colony.

This, again, seems remarkably evocative and specific as compared to most of Dr. Garrett's writing on monsters. Of note, too, is that she refers to trolls as "monsters" more than once, which is normally a word she avoids ("lake monster" notwithstanding).

It's definitely not my imagination. She's making strong declarative statements about trolls in a way that she doesn't for other creatures. I have to wonder if this relates to her husband's death?

ENCOUNTERING THE UNKNOWN

Troll infestations often come to SAVE's attention after the creatures have killed a visitor to the home, if at all. If anyone involved in the situation has any knowledge of SAVE or the Unknown, the family (which has surely been experiencing more than their share of "accidents" even before the death) probably seems in need of the Society's help. Such occurrences sometimes look like hauntings, though, especially if the trolls are very clever and careful. I know of one case in Pennsylvania in which the envoys were prepared to perform a séance — they believed that the family's patriarch had died in the house (which he had) and that his ghost was lingering in the house, searching for some trace of his long-dead wife. The trolls responded during the séance, knocking on doors and pipes and otherwise causing random mayhem, until one of the envoys, employing the Incorporeal Art, left his body, and caught sight of the creatures. The team managed to exterminate them, but lost one of their number in the process and very nearly set fire to the house.

Envoys called into a possible troll infestation should make sure to obtain blueprints or a detailed floor plan of the house, and to get as much information as possible on its construction. This is to find where the monsters might be hiding and the large, central room or open area that serves as their colony's hub. They should also get the family living in the house *out*, immediately, making sure to thoroughly check all suitcases,

baggage, and vehicles before they leave. SAVE also recommends subject each family member to the Mental Shield or Sphere of Protection discipline of the Art, just to prevent a troll from hitching a ride to bedevil the family.

Habitat

I have spent most of this section describing trolls that dwell in houses, but these monsters actually have a wide range of habitat (though their methods don't change much from place to place). Some plague villages or small towns, others take up residences in apartment buildings. I read one case report in which the creatures had made their hub in a disused apartment, and simply killed the superintendent when he came to check on "rats" in that space. Trolls might also live in open-air markets, shopping malls, or even carnivals. As long as they have a ready supply of meat, places to hide, and people to torture, these little monsters seem content.

COMBATING THE UNKNOWN

Trolls are vulnerable to conventional weaponry, and one case report indicates that they aren't quite so intelligent that they can't be killed by traps, which is a pleasing bit of poetic justice. However, some reports state that they can only truly die if their bodies are burnt or left in direct sunlight. Envoys combatting trolls should take the time to remain behind in the house or area for at least a few days after eradicating the colony, just to make sure the beasts are truly dead.

Falls Baptist Church

Dr. Garrett included a case in Chennai, India, that she suspected involved trolls. It was investigated, unsuccessfully, in 2012, and no trolls were present. I discuss this case with the entry for spirits (page 61), as I was personally involved and believe the situation to merit further investigation.

As for trolls, however, I found a witness statement taken not long after the Seattle Symposium in 1998 that I think has fallen through the cracks, as it were. I've done some basic initial investigation, but this really needs a local team to look into it.

The witness statement was collected by a SAVE envoy who worked at the Olympia, Washington HQ. She intended to pass it along to Christopher Matthew Wandel, the Master of the Protective Art at the Seattle Symposium, but for whatever reason never did so. The witness statement sat in a file folder for the next 15 years, until the structure of the Olympia HQ changed from the more traditional SAVE set-up to the one that Hayat Nejem pioneered. Many of their physical records (which, truth to tell, weren't terribly well organized) were digitized and sent to other SAVE installations for analysis, and as I was doing much of that work at the time, the witness statement crossed my "desk."

The statement came from a pastor from the city of Coeur d'Alene, Idaho. A transcript follows:

My name is John Trudeau. I am, or was, I guess, the pastor at Falls Baptist Church in Coeur d'Alene, Idaho. Do I need to state my address or—? OK.

Well, the strange things started happening about five months ago. Our church secretary, Anne, was the first one to notice it, really. I admit that I can be a little oblivious to details if I get wrapped up in my work. Anne mentioned things to me, how items would be out of place or she'd find weird little scratches on doors or the pews. I blamed her cat at first — she had this old, ugly, but very sweet black tomcat named Budgie that lived in the church. But Budgie really stuck to the offices, he never went into the church proper. It was actually when he disappeared that I really started to notice the things Anne was talking about.

Budgie? Oh, I left the church one evening, and Anne was finishing up some paperwork, and Budgie was curled up by her feet, as usual. I remember it was raining like crazy that night, and just as I was stepping out the door I saw Budgie perk up and run out of the room into the hallway leading to the church, like he'd seen something he wanted to chase. I'd never seen that cat chase anything before, so I just chuckled and left. That was the last time anyone ever saw him, and the next morning when I came in, Anne was beside herself. She found his collar, ripped in half.

Anne died a month later. It was terrible. The way the police figured it, she was sitting at her desk, leaned back to get a binder off the shelf behind her, and overbalanced in her chair. The chair fell, she slammed against the bookshelf, and the whole thing collapsed on top of her.

We held her service at the church. After everyone left, I heard laughter. God as my witness, I heard what sounded like a dozen high-pitched voices laughing. I don't know what I thought was happening, but I knelt down in prayer and made the sign of the cross on the floor, and I told whatever was laughing to leave in the name of the Savior... and the laughter stopped.

The witness statement ends there, which leads me to believe a page is missing. I did a bit of research into the situation, as I said. Anne Labelle died in late 1997, and John Trudeau attended the Symposium (how he heard about it, or SAVE, isn't mentioned in the file and I haven't been able to discern it) in 1998. Falls Baptist Church is shuttered; it was heavily damaged in a fire in 2001 and hasn't been repaired. John Trudeau is still listed as a resident of Coeur d'Alene, but I was not able to reach him. I have not found evidence of troll (or, indeed, Unknown) activity in the city past Anne Labelle's death, which makes me think that the trolls either died in the fire or are somehow being contained.

PICKING UP THE CASE

A Chill Master intending to flesh out this case should consider the following.

- **Coeur d'Alene:** Coeur d'Alene, Idaho, is a city of about 45,000 on the Idaho-Washington border. It is experiencing population growth due to several resorts being built in the area and a burgeoning tourism industry. This means that the city has a vested interest in remaining friendly to visitors, and anything weird or frightening attracts official attention quickly.
- **John Trudeau:** Pastor John has an amazing natural talent in the Protective Art; he is capable of using the Line of Defense discipline at Master Level. Every day at sundown, he visits the church and draws a cross on the door with a marker, saying a brief prayer and “sealing” the building to prevent what he thinks are demons from escaping. However, his health has been failing of late, and he fears for the area if the seals aren't put in place.

- **The Colony:** The colony of trolls lives in the church basement. They sleep during the day, and Father John's Line of Defense keeps them inside the building at night. Occasionally one manages to sneak out and bring back a stray dog or a few squirrels, but the colony as a whole is afraid to test the ward or to brave the daylight.

BEGINNING THE CASE

John Trudeau, now bedridden due to illness, instructs a former parishioner to get in touch with SAVE. The parishioner tracks down the PCs' team somehow and begs them to come and visit Father John before he dies. If the PCs do some research beforehand, they might find the envoy that took his witness statement at the Symposium, but it might be more interesting to just throw them in cold.



UNKNOWN CANIDS

Dr. Garrett's report is mostly intact. I have chosen to redact most of her digression into the differences between animal ghosts and Unknown canids, not because I think it isn't relevant, but because I think that the particulars are more granular and arcane than most envoys will find necessary. The most salient point on the subject is one she makes very early on: Make sure you know what kind of dog you're dealing with before you try to confront it.

Dogs are constant companions to humanity. Indeed, as I'm writing this report, my corgi stands vigilantly at the door (though I suspect he is watching for squirrels, not creatures of the Unknown). As any dog owner that has seen their animal fight or snap when frightened can attest, though, dogs are dangerous and frightening animals, and the transition between "companion" and "threat" is fleeting.

My homeland seems to generate most of the legends about "Unknown canids," as I've come

to call them. Black Shuck, Trash Hound, the Barghest, and many other dogs of legend seem to roam the English countryside, bedeviling, attacking, or just terrifying the populace. England is by no means the only place one can find these creatures, however. The Perro Negro of Latin America gives way to more specific legends, such as El Cadejo of El Salvador or the Nahual of Mexico. In Europe, we see the Devil taking the form of a black dog in Germany, and the monstrous "Old Red Eyes" of Belgium. In the United

Once again, the definition of "monster" has been revised in the years since this report was written. My own findings, though, indicate that some of these Unknown canids are the spirits of dead dogs, animal ghosts, and thus fall under that category rather than "monsters." As always, be wary of relying overmuch on categories.

States, we find highly specific accounts of a dog-like monster called the "Beast of Bray Road" in Wisconsin.

The common thread running through all of these stories is the depiction a huge, mysterious canine monster that stalks its prey. Sometimes the hunts end with the monster physically attacking the victim, other times it merely pursues the hapless victim back to their home. Indeed, in some cultures, the black dog brings good fortune. Safe to say, though, that these legends are simply wishful thinking. Creatures of the Unknown are never benign. Likewise, an Unknown canid that chases, but does not attack a victim was probably prevented from bringing the hunt to its logical conclusion; perhaps the victim crossed a threshold that the dog could not, or carried a spring of dogwood or another protective substance. SAVE records indicate that Unknown canids enjoy a long, drawn-out hunt, but relish the blood and screams that come with concluding it.

SAVE envoys investigating such creatures need to be extremely cautious. Most of the legends surrounding these creatures assume that they are ghosts or otherwise incorporeal. Remember, though, that for our purposes, an Unknown canid is a corporeal being. Some of them can come and go in a manner that suggests momentarily taking on the form of mist, or simply abandoning their corporeal bodies, but they are fundamentally flesh and blood beings.

ENCOUNTERING THE UNKNOWN

Unknown canids tend to have defined hunting grounds. They might stalk a particular section of road or expanse of forest. One case involved a creature lurking in a cornfield attached to a farm long since abandoned by its owners. The creatures appear when someone trespasses, hunting the intruder down, harrying them, and finally attacking. The particulars, however, vary from creature to creature.

For example, the Beast of Bray Road, based on the single eyewitness report, attacks in broad daylight and charges straight at its prey. The Black Shuck of northern England follows its target, appearing through the trees or on the path occasionally, and baying to let the victim know they are being followed. Reports from a SAVE team in Germany in the 1950s talk of a huge dog-like creature appearing in the city streets and pacing back and forth in front of a particular townhouse (the envoys were unable to determine what, if anything, led the creature there).

Envoys investigating such attacks usually find that the area has a history of them. The locals frequently have a strange affection for the creature in their midst, especially if it hasn't killed anyone in living memory. The creature becomes part of the local heritage, much as lake monsters do. This means that many of the locals might not take kindly to people trying to hunt down or kill the creature, but if envoys question survivors or eye-witnesses, they usually find them more compliant. The Unknown might be compelling or fascinating in the abstract, but given actual experience it is horrifying and traumatic.

Also, envoys should be aware that the description "dog-like, aggressive, stalking human prey" covers a great many creatures of the Unknown, not just canids. Werewolves, animal ghosts like the Barghest and the spectral hound, and even vampires might at first present like Unknown canids. Likewise, as I note in my report on the hag, other creatures sometimes use immense monstrous dogs as servants. Dogs are ubiquitous in human society, which unfortunately means that the Unknown has any number of uses for them and things that wear their forms. Before engaging such a creature, envoys should be very sure they know what they're confronting.

Habitat

Unknown canids tend towards populated areas, though they seem to show a preference for rural or suburban rather than the dense urban locales. The combination of wide open spaces or dense forest and the supposed safety of other people nearby creates the fear and anguish they so enjoy. A notable number of reports of these monsters depict them as hunting along stretches of road, but judging the veracity of this trend is difficult.

COMBATING THE UNKNOWN

Dispensing with a word of caution first: Once again, before engaging an Unknown canid, be very certain that's what you are actually facing. Being prepared to kill a monstrous (but corporeal) dog and meeting a shapeshifting vampire would likely spell disaster for a SAVE team.

With that said, our data indicate that most Unknown canids are corporeal and are therefore vulnerable to standard weapons. Some require total destruction of the body — burning, acid, etc. — before the creature is truly banished, and it's not unreasonable to think that others have similarly specific methods of permanent disposal. Looking to folklore, we find stories of canid

see page 53

I've collected those notes on the Hag on page 45

Dr. Garrett mentions the Beast of Bray Road here. Worth noting that at the time of this report, only a few isolated accounts had surfaced of this monster. It would later become a well-known incident in SAVE's history, as I recount at the end of this section.

creatures that can only die when decapitated, when run through with a stake of dogwood, when throw into the sea, or when killed with cold-wrought iron. The question that always leaps to mind is “how was this information obtained?” If the creature is still around, but folklore claims to have definitive information on destroying it, then either there was an identical creature at one point or the information is suspect.

Many Unknown canids have a weakness, some substance or ritual that wards them off or makes

them vulnerable. Discovering this weakness is often a matter of trial and error (which can be fatal) or consulting local folklore (which is problematic). The substance is often one that grows or occurs locally, or that is widely regarded as having curative, medicinal, or spiritual properties. Dogwood, salt, iron, purified water (“holy” water, or simply water that has been boiled), garlic, ginger, rowan wood, yew wood, and the hair of a loyal hunting dog have all been recorded as effective weapons against Unknown canids.

Dr. Garrett isn't wrong, but this thought actually applies to almost all creatures of the Unknown. And yet, patterns persist and folklore is often at least partially correct.

The Beast of Bray Road

The existing case in Dr. Garrett's report concerned a black dog haunting an English village. In compiling and digitizing this report, I learned that this village is largely depopulated as a result of an industrial accident; if the dog is still present, it has very little left to hunt. Instead, I present a case in which SAVE has already been involved, and that could definitely benefit from some further investigation: The Beast of Bray Road. Bray Road is approximately two miles long, and consists of farmland and private property outside of Elkhorn, Wisconsin. First sighted in 1936, the Beast made irregular appearances on that stretch of road and in various other rural areas throughout Wisconsin and Illinois over the next few decades. A former SAVE envoy, Michael Calhoun, mentioned a mission to investigate a sighting in the late 1970s, but at the time of the interview was unable to recall details or even a definite year due to the onset of Alzheimer's disease. The nearest large SAVE HQs are Chicago and Milwaukee. Chicago fell in 2014, and all of its records vanished. Milwaukee has since become the most important SAVE HQ in the area, but since it only came into that role recently, its records before 2005 or so are somewhat sparse. I have no idea whether any SAVE missions ever encountered the Beast of Bray Road. The only mission I'm aware of that looked into the Beast was the ill-fated 2002 mission.

Mission to Elkhorn

Envoys were dispatched to Elkhorn to look into the disappearance of a local man named Treat Loomis. Loomis had been out hunting and had failed to return home, and his brother, Jake, found his rifle near where he'd set up a stand. The rifle had been broken in half like a twig. I'm not sure how SAVE become aware of the case, but the envoys arrived on scene to find that the Beast of Bray Road had a kind of celebrity; a running joke was that the local deputies were issued silver bullets along with standard ammunition. This turned out to be partly true. It wasn't department policy for deputies to receive these bullets, but many of them carries a speed-loader with the special rounds (made by a local gun seller and occult enthusiast named Frederick Daniels) just in case.

The records from the missions are spotty. I don't have access to an actual mission report, only descriptions of the mission passed along via email to other SAVE chapters before Chicago fell. Apparently, the envoys on scene interviewed the locals, and while there managed to antagonize Daniels, the gun store owner, into coming forward with footage of the Beast from the 1970s. The film, consisting of less than a minute of footage of the Beast, seems to depict the cameraman being chased and killed. While Daniels had never chosen to come forward with the footage before is unclear, but evidently one of the SAVE envoys on the mission shamed him into showing the footage on the basis of innocent lives being at stake.

Daniels not only showed the SAVE envoys the footage, but released it on the Internet as well. Naturally, it spread like wildfire amongst cryptozoologists and amateur monster hunters. SAVE envoys, still on site in Elkhorn, had to make a decision about what to do, so they pulled some strings with film experts friendly to SAVE and discredited the film. This didn't stop dedicated people from venturing to Elkhorn, but since the footage was decades old, neither SAVE nor any

independent parties had a good place to start.

This was probably the right decision, but the problem was that SAVE managed to alienate Daniels, who not only had firsthand knowledge of where the footage came from (which he refused to share with SAVE), but obvious interest and knowledge of the area and its history. He should have been recruited, not abandoned.

Unfortunately, it isn't possible to rectify that mistake. Daniels died in 2010. His car broke down on Bray Road, and he called his cousin for help, but when she got to the car, Daniels was gone. Police found one of his shoes in a nearby field. It had been bitten clean in half.

PICKING UP THE CASE

A Chill Master intending to flesh out this case should consider the following.

- **Local Help:** The Beast itself hasn't been seen in Elkhorn in years, and the residents of Bray Road (mostly farmers or retirees) are largely tired of hearing about it. Plus, the residents whom SAVE interviewed in 2002 aren't generally too well-disposed toward the organization, thanks to the abrasive and insulting way the Society conducted itself before. Envoys have an uphill battle ahead of them.
- **Daniels:** It's entirely possible that Frederick Daniels lingers as a ghost, perhaps some kind of spectral remnant (see **CHILL**, p. 259) or a protector remnant (see **SAVE: THE ETERNAL SOCIETY**, p. 153).
- **The Footage:** The footage of the Beast of Bray Road is widely available on the Internet, giving envoys a ready source of information about the creature. The footage, however, is more than 40 years old, meaning the people depicted are likely dead or gone from the area (even assuming that the envoys could identify them). Still, the envoys could at least get a sense of the creature and how big it is before going to Elkhorn.

BEGINNING THE CASE

Frederick Daniels' cousin, Melissa "Misty" Greene, contacts SAVE after finding a business card in her cousin's store. She knows about the Society and what it does, and wants SAVE's help in finding and killing the Beast (and, if Daniels lingers as a ghost, putting his soul to rest). She first wants a promise, however, that SAVE will authenticate the Beast of Bray Road footage, and if the Beast is killed, make its body public so that people can see the creature that killed Daniels. If they refuse these demands, Greene won't help the envoys, and in fact makes their time in Elkhorn very difficult.



UNKNOWN FUNGI

The Unknown seeps into plant life just as easily as animals or human beings, though we in SAVE don't seem to encounter it as often. Dr. Garrett, however, believed that SAVE should treat these "creatures" with as much deference and caution as any other being of the Unknown, and reading this report, I agree with her.

The first recorded encounter that SAVE had with Unknown fungus was in 1932, in a small town in Oklahoma. The Dust Bowl ravaged the American southwest, and stories of Unknown depredation are still being discovered and catalogued; SAVE simply did not have the resources to track down and investigate many of the occurrences of the time. One story, however, made its way to the SAVE HQ in Oklahoma City — a farmer who had lost his last remaining cattle to what he called a "blight." Records

are spotty, but something about his account convinced the Regional Coordinator to send a team to investigate.

When the envoys arrived on his farm, they found everything dead — the cattle, the other animals, the farmer, his family, even the vermin — and covered in a fine, gray-green mold. As they investigated, the farmer got up, tackled one of the envoys, and exhaled a cloud of spores into his face. Three of the six envoys who went to that farm were lost, and the three that survived

did so by burning the farm and the surrounding fields to ash.

The next year, one of the envoys who survived that mission died of cancer. At her viewing, one of the other envoys reported, her body was covered in the same mold that they had seen on that farm. Her body was cremated. I do not know what became of the other two envoys.

I relate this story to underline a simple point: The most dangerous creatures of the Unknown are the ones that are hardest to fight. A werewolf is terrifying, certainly, but one can aim a gun at it, fire, and see it bleed. That in and of itself is empowering, and fights the terror even if the bullet doesn't truly harm the creature. Fighting a slime mold, though, isn't nearly the same kind of task. It requires precision, patience, and a type of precaution that takes a great deal of training.

My official recommendation as an envoy of SAVE and a mission coordinator is that envoys should *not* be deployed to areas suspected of harboring an infestation of Unknown fungus or plant life unless those envoys have received both training from SAVE in how to handle such beings *and* training from a medical body on biohazard procedures. Absent this training, envoys should focus on keeping people out of the infected area until such time as qualified personnel can arrive. Any exposed envoys should be quarantined, both physically and (through the use of the Art) psychically. I clashed with one of the Continental Coordinators once on this point;* I won't mention their name because I don't think it's important. The Coordinator felt that envoys are, generally, savvy enough to avoid infection. I related to the Coordinator just how many times I'd seen envoys enter a room with a foul odor and immediately inhale, searching for the source, or pick up dusty or moldy items barehanded. Simply put, biohazard training isn't a matter of common sense. Sadly, my recommendations were never put into SAVE policy.

Does the Unknown infect existing plants, fungus, and other such organisms, or are these "creatures" monsters in their own right? SAVE doesn't know, and I suspect the answer is, as is often true in such matters, "a bit of both." What SAVE has verified is that Unknown infections usually behave like molds and fungi; they require specific conditions in which to thrive, and if deprived of those conditions, they die off. Where a natural mold might require warm temperatures and some moisture to spread, however, an Unknown fungus requires an atmosphere of pain,

fear, and misery. As such, these kinds of infections appear in prisons, nursing homes, sanitariums, poverty-stricken neighborhoods, and other places where human misery is rampant. They are not common in the wilderness, nor are they common in modern hospitals (which are cleaned routinely) or shopping centers (which don't have a resident population and thus don't accumulate the necessary amounts of pain).

While such infections usually develop over time, a single, horrific event can also begin one. The 1970s saw an uptick in violent crime in the United States, for example, and specifically a rise in serial killer activity (what this means for Unknown activity is still under scrutiny). One incident that didn't make national news was the discovery of five bodies in an abandoned house in Michigan, in 1976. The bodies had all been stabbed multiple times and then stacked in the cellar; the killer (who was subsequently apprehended, tried, and executed) used the house as a kill site.

The bodies were removed, but the house remained, and SAVE became involved the next year when the incidence of dog bites in the town skyrocketed. It turned out that stray dogs were coming to that house to feast on the mice, who were, in turn, eating the mushrooms that grew in the cellar where the murder victims had been stored. SAVE investigated, burned the house, and brought back three dogs for autopsy. Their brains showed advance fungal growth. The fungus died when burnt or exposed to fungicidal agents, but also under a Mental Shield.

Infections such as these present a different danger than most monsters. While fighting Unknown fungus isn't a matter of shooting it or exorcising it so much as burning it or cleaning it, such manifestations of the Unknown have a penchant for infecting living things and turning them into minions. SAVE reports are replete with such creatures — search the archives for brain worms, grave mold, or "the creeps" — and all of them are marked "high risk of infiltration." An envoy that encounters such beings should expect to spend some time in quarantine following the mission, and probably be subjected to multiple applications of the Protective and Restorative Art.

ENCOUNTERING THE UNKNOWN

Contact with these sorts of creatures tends to happen because of collateral effects, rather than the infections themselves. As I mentioned, Unknown infections often take over living beings, changing

*It was Otto Dubcek; he was the European Continental Coordinator at the time.
He tells this story very differently, by the way.*

The reason that Dr. Garrett thinks infections that kill their hosts are rare is because she's thinking in terms of the so-called "developed" world. I don't have room or time to elaborate here.

their behavior or even appearance, and reports of this sort of thing are much easier for SAVE to see than the fungus, worms, or slime itself. The actual behavioral changes that these creatures make varies; some such infections make their victims violent and unpredictable, while others form a kind of hive-mind and render their victims calm and detached. Sadly, some such creatures actually kill their hosts and animate the bodies. These creatures are mercifully rare, but can leave whole communities devastated.

On the occasions that SAVE does find the infection itself, rather than the victims, it tends to be during a response to another problem. A serial killer, influenced by the Unknown or not, leaves behind a house like the one in Michigan that I mentioned, with a fungus or mold on the walls that matches the blood-spatter from the killings. A team tracks a monster back to its lair and discovers a slime dripping down the walls that recoils from sunlight. These kinds of accidental discoveries need to be handled cautiously, as the envoys typically have no idea what, if anything, the Unknown infection can do.

Habitat

As I mention earlier, Unknown infections thrive in places that have seen murder, death, carnage, and misery. One additional component seems to be that no (or insufficient) attempt at closure was made; the serial killer in Michigan that I mentioned earlier was caught, yes, but the house in which he killed his victims sat empty and untouched. The locales that hide these infections are able to do so because people ignore them, perhaps unable to cope with the trauma of what happened there, or perhaps because they have a vested interest in keeping these horrors unseen.

In either case, the Unknown thrives on guilt and avoidance almost as much as pain and murder.

This is important for envoys to remember, as it gives their research direction. SAVE envoys should search not only for high-profile murders, kidnappings, and the like, but institutional cover-ups.

COMBATING THE UNKNOWN

The simplest method for destroyed Unknown infections is to burn them. Note that I said "simplest," not "best."

Setting a building on fire is problematic. Very few envoys know how to set a controlled fire or demolish a house, and if the resulting blaze runs wild, the damage it causes can be worse than the infection itself. A better method is to use industrial cleaning solvents, fungicide, and other such mundane methods. This might seem a strange, even prosaic method of killing a creature of the Unknown, but I'd say the same thing about bullets and they work on many monsters.

Dealing with the infected victims of such a creature is a far more difficult proposition. As I mentioned, infections that kill outright are rare, so envoys are unlikely to have to deal with multiple corpses at the resolution of such a case. Infections can, however, cause memory loss (meaning victims will lose time, which is traumatic and leads to accusations of infidelity and drunkenness) and violence (meaning that victims may commit assault or even murder while under the influence, and have to answer for those crimes after they are freed).

If envoys are left with traumatized victims, or victims who have committed crimes while under the influence of the Unknown, I advise those envoys to follow the usual SAVE procedures.

"Usual SAVE procedures" aren't so widely known anymore, of course, but they basically boiled down to "try to get people legal and medical assistance if possible, debrief anyone who will talk to you, and get the Hell out before you get arrested."

Bloody Fingers

The case report that Dr. Garrett included in the original Report on Monsters, a discussion of a creature in Bangladesh that summoned up brain worms, is interesting but was resolved in 1988. I present here a case that is much more relevant.

"Bloody Fingers" is the name of a boogeyman-like creature first reported in South Dakota in 2009. Supposedly, Bloody Fingers was a tall Caucasian man, always wearing a grey suit, a red tie, and a pair of sneakers, and whose fingers on his right hand were perpetually bloody. Stories about this man circulated throughout the Dakotas, and then made their way into Minnesota, and then south into Missouri. SAVE first began tracking the case when three middle school boys in Kansas City, Missouri, actually reported seeing Bloody Fingers.

The boys claimed that they followed a classmate home from school because she was acting "strange" (the SAVE report speculates that one or more of the boys might have had a crush

on her; suffice to say that I am not familiar enough with the behavior of American youth to speculate), and that she met up with a man near her home. They walked together to a nearby underpass, on an access road not visible from the main street and shielded by tree cover. The boys report that the man and the girl held hands (right hands, so they were facing opposite directions), and then parted ways — the man walking down the street, and the girl walking home.

The girl, unfortunately, was struck by a car as she crossed the street and was killed instantly. The boys, still following her, gave their statements, and one of them reported that the man they'd seen earlier was "Bloody Fingers" — wearing a grey suit, red tie, bloody right hand, tennis shoes. The whole story was dismissed as exaggeration on the boys' part, but it did catch SAVE's attention.

Since then, stories about Bloody Fingers have surfaced in at least 12 states, Puerto Rico, Mexico, Canada, and Guatemala (in the Spanish-speaking countries, he is known as "Mano Sangriento;" if he has a French appellation in Canada, it's not been mentioned). The stories by themselves aren't cause for concern, but in 2014 a SAVE envoy named Jenna Farin noticed a disturbing pattern.

Stories about Bloody Fingers are common throughout the areas mentioned, but *sightings* of the creature are quite rare and follow a predictable pattern. Bloody Fingers meets someone and holds their hand for a few moments, and then they walk away separately. The victim always dies within 24 hours. The deaths aren't always suicide, but they are always something that the victim could have avoided (recall the unfortunate young girl who died crossing the street).

Autopsy reports of some of the victims reveal that the blood on their hands (not always the right hand, which turns out to be an important detail) comes from the fingernails. The bloody hand is always the victim's dominant hand. An interview with the mother of a victim in Florida included the following statement:

Ernesto spoke to me three days before he died. He called me because his cousin was flying in from Orlando, and he was picking her up at the airport. He was in the parking garage at the airport, and I heard him get out of his car, and he said "I might lose you in the elevator, but" and then he made a noise like he was disgusted, and then nothing. He hung up. He never got his cousin, he must have just turned around and left. And then three days later, they find his body on a bench at the park. He swallowed a cup of bleach.

A SAVE team checked the airport parking garage and found residue on the buttons of one of the elevators — analysis revealed it to be human blood, contaminated with an unidentified (and dead) fungus. The team also canvassed the park where Ernesto's body was found and turned up a man whose son claimed to have seen Bloody Fingers earlier that day.

We are unsure, thus far, what Bloody Fingers is and how it spreads. This is absolutely a case that SAVE needs to investigate, but the widespread area it affects makes this difficult.

PICKING UP THE CASE

A Chill Master intending to flesh out this case should consider the following.

- **Jurisdiction:** Investigation Bloody Fingers might take the envoys through different HQs that operate by different rules. If you want to run a case in which the envoys are mobile and encounter the different kinds of SAVE approaches, Bloody Fingers is a good case to take on.
- **Mistaken Identity:** Envoys chasing stories of Bloody Fingers should be prepared to encounter ghosts, undead creatures and even a boogeyman (page 20). Bloody Fingers is the stuff of campfire stories and urban legend, which are notoriously inaccurate.

- **Infection:** How prepared are the characters to deal with infection? They might be able to use the infection to lure Bloody Fingers to them, but if they slip up, they might end up losing an envoy.

Bloody Fingers is described on page 82.

BEGINNING THE CASE

Gregory Dzudik shoots and kills a man whom he claims "just walked into my house." Physical evidence supports Dzudik and the law is on his side, but the victim was apparently already injured — his right hand was bloodied. If the envoys hurry and retrace the victim's steps, they might be able to catch Bloody Fingers before he leaves town.



UNKNOWN HOMINIDS

Dr. Garret's report on the sasquatch and related creatures is entirely intact, and the case that she presented is still officially unsolved, so I present this report almost without comment. I do wish to note, however, that the word "sasquatch" is an Anglicization of a Native American word, which, as Dr. Garret notes in her introduction, usually makes her a bit uncomfortable. I suppose that the word "bigfoot" just seemed a little juvenile to her, though I don't know for certain.

SASQUATCH, YETI, AND OTHER UNKNOWN HOMINIDS

The legend of the sasquatch and similar beasts — the yeti, the skunk-ape, bigfoot, the Pakistani barmanou, and so on — may be among the most insidious and dangerous creatures of the Unknown simply because of what they represent. People search for these creatures thinking that they are links to the past of our species, a way for us as people to understand our origins.

Almost all human cultures tell stories about ape-like proto-people lurking in the woods, mountains, and other hard-to-reach terrain outside of our population centers. Some people capitalize on this belief to play pranks and create hoaxes; my own experience in London (as recounted on p. 147) came only a year after the "Patterson-Gimlin film," purporting to show evidence of a sasquatch near the Klamath River in northern California. To this day, this footage is

Garrett published this report in 1989. Now, in 2015, one can watch reality shows in which teams of "investigators" attempt to find Bigfoot. I admit my heart skips a beat whenever I hear about this sort of thing

still the subject of intense debate — is it a hoax? Were the two men who filmed it themselves fooled by a person in a skin, or did they perpetrate the hoax? Is the creature depicted genuine? What was the film speed of the camera? Where was the film developed? Can a human being walk in the manner depicted in the footage? And so on and on. People were, and remain, fascinated by the notion that this creature might be living in the forests, alongside us, similar to us, but hidden.

The truth of the matter, though, is that the actual sasquatch is no more human than any other monster. It lures people into its lair, kills them, and eats them, and it does so by exploiting the natural curiosity of humanity. Envoys of SAVE have verifiable records of such monsters going back to the 19th century, and in nearly every case, the tone of the initial investigation is tinged with hope — perhaps *this* creature isn't predatory, but gentle, herbivorous, part of a troop like a chimpanzee, or just an animal. The after-mission reports in such cases, however, make it clear that the sasquatch and all of its various regional versions are intelligent and evil creatures of the Unknown, but also that they crave more than meat from encounters with humanity. Some breeds of Unknown hominid — notably the Himalayan yeti — seek companionship.

This might seem an understandable enough desire, but the creature's idea of companionship involves kidnapping a human being and changing the unfortunate victim into a misshapen horror through the use of what Michael O'Boylan's work, *Devices of the Enemy*, called "Fleshcrawl." Details are scarce regarding what happens to the victim once the change is complete, since if the monster is successful, it follows that no human beings survived.

Unknown hominids resemble great apes, though they are usually much taller than gorillas. Reliable reports place the Himalayan yeti at nearly 12 feet tall, and the North American bigfoot at between 8 and 10 feet. Size varies depending on the region and who is telling the story. These creatures also display a wide variety of coloration, but normally they are covered in coarse fur that helps them camouflage into the surrounding wilderness (those that live in snowy climes are dirty white, for example, while a hominid that lives in a rocky, mountainous area might be brown or deep red). They sport oversized hands, sometimes with sharp, bony claws, and thick fangs strong enough to cut through a grown man's femur.

THE FUCHS THEORY

As I was compiling this report, I became aware of a differing theory of the true nature of Unknown hominids, put forward by Adolf Fuchs, a SAVE envoy affiliated with the Vienna Headquarters. Fuchs postulates that such creatures began life as human beings and perished somewhere far from human population centers in abject loneliness and misery, returning to life as animalistic creatures. Yetis, Fuchs proposes, are pathetic and lonely hermits who died wishing for companionship, while the sasquatch of the Pacific Northwest is a violent misanthrope that remains territorial and isolationist even as a quasi-un-dead atavism.

I include this theory merely for the sake of completeness; I personally do not believe it. I say this not because I think the theory has no merit — my esteemed colleague Dr. Trevalaine has catalogued many different revenants with motives that come down to "loneliness" — but because the data don't support it. Instead, I think Fuchs' theory comes from the desire to believe that humanity is responsible for the Unknown, that anything that hunts and kills humanity must necessarily stem from humanity, as though we as a species are destined to destroy ourselves. This is not atypical for people who see the worst horrors that people inflict upon other people, but it does lead to a kind of confirmation bias that blinds them to the truth about human beings. Namely, we are complicated creatures. The Unknown is not complicated; its motives are usually very basic, and so it is with the sasquatch.

With all of that said, it is true that some "breeds" of Unknown hominid attempt to create companions (or even, horribly, mates, as Fuchs also theorizes) from human beings. This is not necessarily indicative of a human origin, however. If further data on this matter surfaces, I will of course revise this report accordingly.

ENCOUNTERING THE UNKNOWN

Many reports of Unknown hominids are hoaxes or misidentification. This makes SAVE's job much more difficult, since any given report of such a creature is much more likely to be fiction than an immediate threat, but if the report is genuine, lives may hang in the balance. When assessing whether a report of a sasquatch requires a team of envoys to intervene, consider the following three points.

First, does the area have a history of reported sightings, but not a history of unsolved missing

To my knowledge, no such data has emerged, though Fuchs' theory is accepted as fact in some SAVE HAS

person cases? If so, then the sightings are probably the work of a dedicated prankster or simply local color expressing itself.

Second, does the area have a history of Unknown activity? If so, this sighting may be worth investigating.

Third, does the area have a record of missing pets, livestock, or people? I have found that talking to local veterinarians or (where applicable) farmers or ranchers can be very useful in tracking down such creatures. Likewise, speaking to experienced hikers and campers often yields results. Many of them have seen these creatures, though not all of them are willing to admit it or understand what they saw.

If people are missing and SAVE suspects an Unknown hominid, envoys need to prepare themselves for the worst. These creatures are predatory and ravenous, and they do not keep their prey alive. In such cases, "missing" usually means "dead," and the most a SAVE team can hope to find is remains. As such, teams searching for victims in such cases should have a way to convey proof and news of the deaths of those victims without prompting further searches.

Habitat

Sasquatches live in areas removed from civilization, but just close enough to be accessible. Yetis live up mountaintops, yes, but they stay in the foothills and the peaks that inexperienced climbers can access. The bigfoot of the Pacific Northwest dwell in forests, far enough off the trails and away from the campsites that they aren't spotted often, but close enough that they can lure curious outdoor enthusiasts away. As I've mentioned, creatures of the Unknown are not animals, and they don't obey the normal patterns of behavior for natural creatures. A predatory animal that fed on human beings would probably make its home closer to population centers, but sasquatches lurk in the natural world, playing on the fears of the wilderness that all of us harbor.

COMBATING THE UNKNOWN

Sasquatches and their various cousins are fully corporeal creatures, vulnerable to conventional weaponry. This fact sometimes lulls envoys into a false sense of security, especially those envoys with experience as hunters and trackers. Finding such a large creature and shooting it does not seem a challenge on par with hunting down a creature that can blend in with the masses of humanity.

This is a dangerous mistake to make. Sasquatches are very hard to kill, recuperate from wounds in mere hours, and are surprisingly astute tacticians. They know their surroundings intimately, and are much better able to navigate the mountains (or forests, or caves, or whatever the appropriate topography) of their homelands than their human opponents. They are deceptively fast and agile, and, as if their immense strength and stamina were not enough, they employ various powers of the Evil Way. Unknown hominids are extremely dangerous creatures, and teams that hunt them need to be well-trained, well-armed, and lucky. Any SAVE team that hunts for such a creature should include an envoy trained in the Mental Shield discipline, as well, to counteract the effects of the Fleshcrawl discipline, should it become necessary.

THE SYLVIA LETTERS

In the late 1950s, an American adventurer and hunter named Tom Slick funded several expeditions to find a yeti in the Himalayas. Slick, well known to SAVE though not himself an envoy, had also funded teams looking for the Loch Ness Monster, Bigfoot, and many other so-called cryptids. I became aware of Slick shortly after joining SAVE in 1960, and I remember marveling that someone who was so keen on tracking down the Unknown (even if he didn't quite know what he was doing) was still alive. Then, in 1962, his plane disintegrated over Montana on the way home from a hunting trip.

I've often wished I could have met Slick; while he was never an envoy, I'm sure he was aware of SAVE and simply held radically different views of the Unknown than the Society. His resources and tenacity would have been a great asset, and he took a great deal of knowledge to the grave with him. One of the things that came to light in the wake of his death was a series of notes, addressed to him and signed "Sylvia," which a Texas envoy purchased at his estate sale and sent on to Dublin. I have studied them carefully, and I believe they may have been written by Sylvia Breakstone, a mountaineer and photographer present on a 1958 expedition into the Himalayas. This expedition, also funded by Slick, vanished without a trace and was presumed to have been killed in an avalanche.

The letters, however, appeared in the backpack of a member of an expedition that ventured into the Himalayas in 1959, while they were still on the mountain. The letters were written in large,

As a point of interest, the plane he was in was built by Baron Aircraft.

Of course, the letters burned when the archives were destroyed in 1989, only months after Dr. Garrett completed this report.

nearly illegible block letters; graphology analysis revealed that they were written by someone with very large hands using a palmar grasp on a thick writing implement (probably a charred stick). The last few letters were written in blood; apparently the writer slashed her finger and scrawled her final few words.

The 1959 expedition returned mostly intact; one member of the team wandered off in search of a “strange light” and never returned. The mountaineer who returned with the letters did not discover them until the expedition was over. The letters were apparently stuffed into a duffel he used for refuse, and he never opened it during the expedition proper.

I have transcribed several of the “Sylvia Letters” below. The full documents are available at the SAVE archives in Dublin, but the ones I have chosen to transcribe paint a fairly complete picture of what happened: Sylvia Breakstone fell victim to a hominid creature (one that SAVE termed a “yeti”) while on her expedition, and it changed her into a monster. Clinging to the last

few human impulses she possessed, she attempted to summon help, then warn the other expedition away. Why she (and the yeti) did not choose to attack the 1959 expedition, I do not know.

Letter One

Dear sir, Please help me. I am Sylvia. I am a [illegible; the word might be “person” or “prisoner”] I am stuck here. I want to come home. Please come find me. I will protect you from it.

Letter Four

You must leave you must it has eaten your friend just as it eat all of mine you must go fast off the [illegible, probably “mountain”] before it eat you leave me I am not a [word struck out in a large smear]

Letter Five

I see you I smell you I taste you I see you I smell you I taste you run run go

Letter Ten

You leave this our home we eat but not eat you go

PICKING UP THE CASE

A Chill Master intending to flesh out this case should consider the following.

- **Terrain:** Hunting yetis in the Himalayas is very different in 2016 than in 1956; advances in technology and transportation mean that the area is more accessible than ever. With that said, envoys attempting to find monsters need to venture away from the tourist areas, and that carries dangers far more mundane than the Unknown. As Chill Master, you can focus on the environmental dangers as much as you want, but it’s probably best to assume that the characters know what they’re doing and save the Prowess checks (and token turns) for when things get tense.
- **Sylvia:** Sylvia Breakstone might well still live. The Fleshcrawl discipline (p. 239 of **CHILL**) lasts until the creature employing it is destroyed, meaning that if she is alive, she is a misshapen, yeti-like monster, but is not technically a creature of the Unknown. A dedicated group of envoys might be able to save her if they kill the yeti that changed her, but saving her life and returning her to human

society is only part of the struggle. She is almost certainly badly traumatized, and salvaging her mind might be even harder than saving her life.

- **The Yeti:** Expeditions to find yetis and other cryptids might still get funding or support, but if the stated mission is to kill the creature, that support evaporates. Remember that the creature of the Unknown that SAVE dubbed “yeti” and the mythological creature known as “yeti” are very different beasts; the mythological yeti is widely regarded as peaceful. SAVE envoys need to navigate these cultural differences very carefully.

BEGINNING THE CASE

A new “Sylvia Letter” is found in the backpack of a mountain climber just returned from the Himalayas, and SAVE discovers that it is written in human blood. The letter has only two recognizable words: “escape” and “Sylvia.” Why now, after all this time, is Sylvia trying to communicate with the outside world? Or is the yeti attempting to lure in a new companion?



CREATURES OF THE UNKNOWN

The creatures that SAVE designates “monsters” are often less cerebral challenges than the apparitions and undead that the organization often faces. Killing a monster is a matter of tracking it to its lair and learning a weakness, not learning its life story or interviewing its relatives. As such, some envoys relish the chance to fight monsters — at least, until they witness what they creatures do to their victims.

BLOODY FINGERS

We parked the car next to the playground. The rain had stopped, though the Vancouver sky was still grey and the air was damp with smell of mold. Cindy — that's Detective Cindy Chen — said that since the only common thread was that all three children played here, it had to start here.

Chen and I walked towards the playground's climbing tower, which was series of chain ladders leading up into a crow's nest. It was the highest point in the area. Chen glanced at my cane, "Don't worry, Mr. Tosh I got this." Before I could caution her, she climbed into the nest. Chen stopped suddenly. She held up her bloody hand. She grew dizzy and pale, and I could tell she was looking to me for reassurance. I could offer her none.

—Peter Tosh, Special Envoy SAVE Report

EWS: 115

(Legendary)

REF: 50

STA: 95

Injury: Superficial, Minor –10, Serious –20, Major –30, Critical –50, Lethal

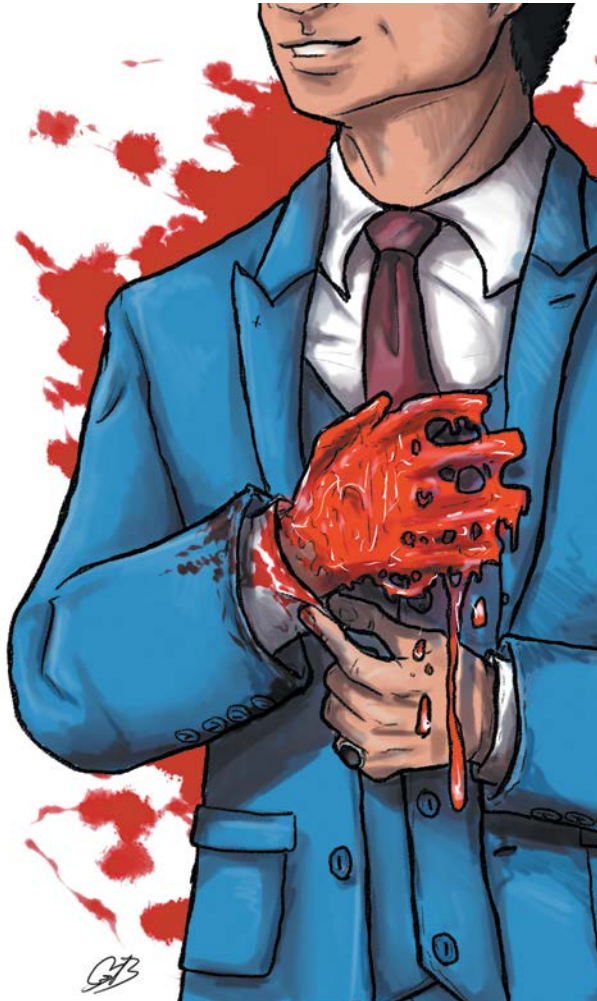
Disciplines: Alert, Eyes of Minion, Unique Hunter's Mark, Influence, Pestilence

Aspects: Bloodless, Deadly Attack (Minor Injury), Enervating Touch, Master, Unfeeling, Unliving

"Bloody Fingers," as described on page 75, is an urban legend. The creature as described by frightened teenagers resembles a boogeyman in some ways, but the truth behind Bloody Fingers is even more insidious. Bloody Fingers is a human being infected with a fungus of Unknown origin.

Bloody Fingers' true identity is unclear (though a Chill Master wishing to use this creature in a case might wish to define it and tie it into the case's resolution). He appears as a white man in his 30s, wearing a blue suit, red tie, and sneakers. The fingers on his right hand perpetually bleed.

The creature wanders the cities of the USA, never speaking to anyone, touching doorknobs, elevator buttons, and other surfaces that have a high chance of being touched in turn. It leaves a smear of blood behind, which carries the fungus. When a person touches the blood, they contract the fungus, and it begins spreading through their circulatory system. This also triggers Bloody Fingers' Alert discipline, and it travels to the infected character as quickly as it can. If it reaches the character before they can shake off the infection, it uses Influence on the victim,



holds the victim's dominant hand for a moment, and walks away.

Bloody Fingers (or rather, the fungal colony driving it) feeds on the blood of infected human beings. Once it has fed on a particular person, though, it cannot feed from that victim again, and orders the victim to die so as to avoid spreading the fungus (Bloody Fingers doesn't want competition for food). The victim either deliberately commits suicide or wanders into a deadly situation (traffic, off a cliff, out into the sea, etc.). The fungus within the victim becomes inert within a few moments of death and cannot be spread afterwards.

Bloody Fingers cannot speak and feels compelled to keep moving. If imprisoned, it paces endlessly, smearing blood on whatever surfaces are available. It can infect victims directly by touching them with its right hand, but since infection takes some time, it prefers to keep moving and leave behind blood smears.

If an NPC touches a blood smear, the CM can turn a token light to infect that character. If a PC touches

infected blood, the player can resist by making a specific Prowess check (modified by Injury penalties).

Once infected, a character can be cured in one of the following ways:

- Specialized medical care, requiring antifungal medication. A hospital can provide this, but curing the infection takes a few days.
- Use of the Heal discipline of the Art, opposed by the CM (roll Bloody Fingers' EWS; player must beat, not tie, the CM's result).

- One week of game time passes with no further contact from Bloody Fingers or a blood smear.

Bloody Fingers itself can be cut to pieces, though its severed parts keep moving on their own. The body must be burned or otherwise completely destroyed in order to prevent the spread of the fungus. If Bloody Fingers' current body is rendered unusable (legs severed, for instance) it transfers the fungal colony to a new host as soon as possible. It prefers not to fight, but if it must it is capable of using weapons or attacking with the Pestilence discipline (which it activates by spitting blood at a target).

PROWESS CHECK RESULTS

Botch	The character is immediately infected, and Bloody Fingers heads straight for their current location. The CM should immediately turn tokens light for Hunter's Mark, and Bloody Fingers can use Eyes of Minion on this character. If the character is not Injured, they suffer a Minor Injury.
Failure	The character is infected, and Bloody Fingers heads straight for their current location. Bloody Fingers can use Hunter's Mark as soon as it arrives at the infection site, and Bloody Fingers can use Eyes of Minion on this character.
Low Success	The character is infected, but the progression is slow; Bloody Fingers knows the infection site but cannot use Hunter's Mark until it actually sees the character. It can, however, use Eyes of Minion on the character.
High Success	The character is not infected immediately. The player must make a general Prowess check after 24 hours of game time. If the check fails, the character is infected as though the player had rolled a Low Success. If the check succeeds, the character shakes off the infection.
Colossal Success	The character is not infected and no further rolls are necessary. The player can immediately make a Sense the Unknown check with a +20 modifier; success on this check reveals clues about Bloody Fingers' current whereabouts.

BOOGEYMAN

I... I think it began with Riley's room. He always complained how cold it was, of noises beneath his bed or in his closet. He's nine! Of course we didn't believe him. I mean, sure we made sure the nightlight was on, had this little thing where we showed him all the nooks and crannies before bedtime. Deep down we kind of suspected his sister, Macy, of tormenting her little brother. Nothing serious, right? Just kids. Then Macy started complaining, too. Their parents were furious. She should know better, stop encouraging him, and that sort of thing. Hell, Macy is only thirteen years old, herself.

I saw it, though. For real, it was right there! It looked at me as Macy screamed. It grabbed her leg and smiled! Then she was gone. No, no I don't know where! It pulled Riley right out of my arms. I couldn't move, I swear! I swear, it! P... please, I... we... need help!

—Nik May, *SAVE* Witness Report

EWS: 100
(Deadly)

REF: 75

STA: 100

Injury: Superficial, Minor –10, Serious –20, Major –30, Critical –50, Lethal

Disciplines: Alert, Blackout, Change Temperature, Confuse, Curse, Inhabit, Sleep

Aspects: Bane (salt, religious symbols), Bloodless, Deadly Attack (claws, Serious Injury), Lair (Darken, Dreamsend, Quiet), Master, Regeneration, Special Weakness (bells, salt, toys, children's voices), Unfeeling

The boogeyman is a vile creature of the Unknown that steals children. Some of these creatures kill their victims and eat them (the bloodybones, described on p. 262 of **CHILL**, might be a “subspecies” of boogeyman), while others imprison them in a Lair and let them slowly waste away. Some turn their victims into servitors such as gamin.

Boogeyman vary in appearance, but most are humanoid with pale white or deep blue skin. They often have claws, and are thin and lanky but extremely strong. During the day, they use the Inhabit discipline of the Evil Way to hide in their victim's house, watching the family and preparing for the night's torment. At night, they lurk just out of direct sight, torturing their intended targets and wearing down their resistance. They also use disciplines such as Curse and Confuse on the child's parents in order to create stress and tension in the family; this makes it more



likely the creature can steal the child away without being noticed.

Some boogeyman haunt the same area for months or years at a time, while some appear to be mobile, leaving a city or neighborhood after abducting one child. Some seem to come when called, appearing to torment children if enough of them fear the boogeyman. The most likely explanation is that each boogeyman is a unique being, with its own slightly different set of rules and disciplines. The Chill Master should therefore tailor the boogeyman's methods and style according to the needs of her game.

Bane & Special Weakness (various): Most boogeyman have some kind of weakness. Some cannot abide the sound of bells, while others cannot approach a line of salt. Some boogeyman are powerless against any injury inflicted by a child (which means that the trick is convincing a terrified child to attack a monster). Some must flee from dogs, others burn at the touch of beloved stuffed animals. Finding a boogeyman's particular weakness is a matter of researching it, analyzing its methods, and finding the families of previous victims — a great challenge for any *SAVE* team.



CHUPACABRA

"Sure, they smell a bit and you have to watch your clothes, but I like goats. Beats mowing the lawn, right? But they can scream, my god, you wouldn't believe it. So I heard it the other night, and I run out there with my rifle figuring a coyote got one.

Something got one, but it wasn't no goddamn coyote. And that was just the first night."

—Tasha Giger, SAVE witness interview

EWS: 95
(Potent)

REF: 80

STA: 70

Injury: Superficial, Minor –10, Serious –20, Major –30, Critical –50, Lethal

Disciplines: Infest, Mute, Shriek, Spook

Aspects: Deadly Attack (bite, Serious Injury), Flight, Parasitic (blood drain), Supernatural Speed

The chupacabra ("goat-sucker") is a humanoid monster that feeds on the blood of mammals. It prefers livestock, and is known for attacking sheep and goats, but it is quite willing to kill dogs, horses, and people if it finds them.

The chupacabra typically stands between four and five feet tall. Its skin is green or black, and it sports a row of spines down its back. Its mouth appears to open much like a human being's, but instead of a hinged jaw, the creature's lips split into fourths to reveal three pronged fangs. This makes a distinctive bite mark on its prey, and is the method by which the creature feeds. The chupacabra also sports flaps of skin under its arms that it can use to fly short distances.

The chupacabra is fully corporeal and suffers normal STA loss and Injury from conventional weapons.

DOPPELGANGER

"I'm telling you, I didn't kill my friends, that thing that looks like Mary did. It must have taken Karen's appearance first, killed her, pretended to be her for a bit, then left the note and the body before moving on to Amy. Repeat till Mary. I knew it wasn't really her when it said something that she never would, something... it doesn't matter. Something only I knew. That's when I knew. Sh-she was dead."

—Becky Williams, SAVE witness interview

EWS: 110
(Deadly)

REF: 60

STA: 55

Injury: Superficial, Minor –10, Serious –20, Major –30, Critical –50, Lethal

Disciplines: Chill, Erase Memory, Exploit, Hunter's Mark, Ignore, Inhabit, Mimic, Steal Form

Aspects: Bloodless, Cloaked, Special Weakness, Specialization (Weapon +20), Unfeeling

In its rarely seen natural form, the doppelganger looks like a tall, humanoid figure made from semi-transparent glass. It prefers, however, to mimic a target. It chooses a victim using Hunter's Mark and sets out to destroy him, but it is capable of using the forms of people peripheral to the victim during this time (it might mimic its target's spouse to lure him to a particular place, for instance, or mimic his boss and provoke a public argument to set up a motive for murder).

Once a doppelganger has chosen a victim, it doesn't normally change targets until that victim is dead or incarcerated. If it faces determined opposition from foes that know its true nature, however, it might move on (though it might just as easily choose one of those foes as its next target).

Special Weakness: Every doppelganger has some tiny flaw in its disguise. Sometimes this is a fleck of red or gold in its eyes, sometimes it is missing a finger, sometimes its teeth are just a little too sharp. Observant envoys can spot this flaw if they know what to look for, although in the heat of combat the flaw tends to be easy to miss.



EVIL SPIRIT

"It's a board game. That's all it is. It's a trademarked Milton Br— OK, never mind. Point is, I know how it works. I figure I'll play along and, like, tell Caleb he's really gay, because I think he is, but I'm not sure and I really want— OK, fine. So we put our hands on the pointer thingie, and it starts moving, and I swear it's moving on its own, and I hear this laugh in my head that's just completely freaking sinister, and then it spells out MIKE WANTS TO KISS YOU. And Caleb just blushes and a bunch of people laugh, and I'm like shit, he made it say that but maybe that's good, and then... I just start talking. Everything I've ever thought about. Everything. I couldn't stop. And I hear that laughter all the time now. Yeah, even right now."

—Michael Gower, SAVE witness interview

EWS: 80-120

(Notable to
Legendary)

REF: 85

STA: 90

Injury: Superficial, Minor –10, Serious –20, Major –30, Critical –50, Lethal (if using Corporeal Manifestation)

Disciplines: *Vary but may include:* Age, Animate Dead, Apparition, Blackout, Change Temperature, Chill, Confession, Confuse, Corporeal Manifestation, Curse, Dreamsend, Erase Memory, Exploit, False Confession, Fleshcrawl, Halt, Ignore, Illusion, Infest, Influence, Inhabit, Master Element, Mute, Pestilence, Possession, Ride Senses, Seclusion, Sleep, Swarm, Terrorize, Torture, Unknown Light, Unseen Hand, Wound, Write

Aspects: Bane (various), Discipline Master, Incorporeal, Master (Legendary only), Minion (Notable or Potent only), Special Weakness (various), Spectral Attack

Most religions and beliefs systems describe some kind of evil being. In some, these beings are capable of doing good or benevolent things, while in others, they are purely malevolent and cruel. While no one belief system perfectly describes these beings, clearly they exist. The word “spirit” is as good as any.

Spirits are a varied lot. All are naturally incorporeal, but some are capable of assuming a physical form. That form can be anything from an animal to a human being to a misshapen monster. Likewise, spirits are capable of using a wide variety of disciplines of the Evil Way. When creating a spirit for use in a **CHILL** game, the Chill Master should select a number of disciplines appropriate to its power level and the nature of the case. As a general rule, a Notable spirit might



have 3-4 disciplines, a Potent one might have 4-6, a Deadly one might have 7-8, and a Legendary one might have as many as 10 (note, of course, that the more disciplines a creature has, the more tokens the CM needs to make use of them).

A spirit's approach and MO, likewise, vary depending on the spirit in question. Some spirits choose a human host to possess and force the unfortunate victim to commit acts of increasingly violence and depravity. Some Inhabit vessels or artifacts and use the Influence and Exploit disciplines to form cults around themselves. Some simply activate Corporeal Manifestation and rip people to pieces.

Bane & Special Weakness: All spirits can be repelled or even banished in some way. Many of them shun or fear displays of religious faith or iconography. The fact that no one particular religion reliably repels all such spirits leads many envoys to believe that “true faith” is the common ingredient, but this isn't necessarily true (though having the fortitude to stand up to

such a spirit certainly helps). In addition to religious symbols, chants, prayers, curative substances such as salt, and burning certain herbs can repel a spirit. Unfortunately, these weaknesses seem to vary just as much as any other facet of these terrifying creatures.

Weaker spirits tend to have more common or more plentiful Weaknesses or Banes, while more powerful spirits might only be banished through a lengthy ritual, performed exactly.

EXAMPLE SPIRITS

Below are three examples of evil spirits, including Daruka (see page 63).

Minor demon: EWS 80; Disciplines: Blackout, Change Temperature, Corporeal Manifestation, Pestilence, Terrorize; Aspects: Add Deadly Attack (claws, Serious Injury; Corporeal Manifestation only), Flight. Appears as a humanoid creature with black scales, claws, wings.

Lord of the Flies: EWS 100, Disciplines: Age, Animate Dead, Chill, Infest, Inhabit, Swarm, Unknown Light

Daruka: EWS 120; Disciplines: Apparition, Chill, Confuse, Curse, Fleshcrawl, Illusion, Influence, Possession, Unknown Light



GARGOYLE

We at the Justin Hill Shelter are offering a reward for any solid leads regarding the disappearance of several homeless teens in the park over the last month. The police write it off as gang activity chasing them away, especially with the street light vandalism and missing local pets. But it's a lot, and seemingly all at once. The exact date it started is tough to pin down, but we remember it was sometime after Saint Peter's rebuilt their bell tower. Please, if you know anything, help us find them!

—Phone pole flyer forwarded to
SAVE envoy Brady Koerner

EWS: 55 (Common)	REF: 75	STA: 110
Injury: Superficial, Minor –10, Serious –20, Major –30, Critical –50, Lethal		
Disciplines: Blackout, Mimic, Throw Voice		
Aspects: Bane (bright light), Deadly Attack (claws; Serious Injury), Flight, Resilient, Special Weakness (sunlight), Sturdy, Sustenance (animal or human flesh), Tough		

The gargoyle is a predator found in cities with tall buildings. Gargoyles live alone or, less commonly, in small packs (never more than five creatures). They show a predilection for cathedrals, as their towering, open spires provide cover from daylight but easy access to the sky.

Gargoyles are carnivorous, swooping down at night to pick off animals and lone people. They shy away from bright light, and use the Blackout discipline (or a simple thrown rock) to disable streetlights and other illumination sources in order to get close to a food source. Gargoyles are also able to mimic sounds and voices, though they do not understand human language and cannot generate original, spontaneous speech. They do not normally attack groups of people, but if food has been scarce, desperation may drive them to over action.

Gargoyles are corporeal creatures and take normal STA and Injury damage from weapons, though their natural armor makes them difficult opponents.

Special Weakness (sunlight): Gargoyles cannot use their disciplines during the day, and do not benefit from their Resilient or Tough aspects.

Sustenance: Gargoyles must eat several pounds of flesh per week (one large dog or the equivalent suffices). If a gargoyle is unable to eat for a week, it suffers a Minor Injury. This Injury escalates one level per week until the gargoyle is able to feed, at which point any Injuries it has sustained are healed.

GHoul

"I have told you everything I know. Yes, we took people's money. Yes, we claimed we cremated the bodies, but we just threw them down into a ravine. Yes, we did that. Got me on fraud. But never, never, did we eat people! That's just sick! And now the goddamn press is saying we're cannibals! I've confessed, you've gotta help me!"

—testimony of Franklin X. Jones in police custody, retrieved by a SAVE contact

EWS: 65
(Common)

REF: 60

STA: 70

Injury: Superficial, Minor –10, Serious –20, Major –30, Critical –50, Lethal

Disciplines: Quiet, Shriek

Aspects: Bane (bright light), Deadly Attack (claws; Serious Injury), Minion, Resilient, Special Weakness (sunlight), Sustenance (decaying human flesh), Venomous

Ghouls are horrible, ravenous creatures that feed on decaying human flesh. They begin their lives as nondescript human-looking creatures, indistinguishable at a glance from other people. Once they have fed on flesh for a week or two, they grow to their full height (about seven feet), their skin changes to a sickly grey color, their teeth and claws elongate, and they lose any ability to speak or use language.

Ghouls are sometimes, though not always, found in service to more powerful creatures of the Unknown. On their own, they want nothing more than to hide during the day and eat dead people. Of course, if they don't have a ready supply of dead, putrefied human flesh to eat, they happily make their own meals by killing people. Ghouls often live in families of 3 to 8 individuals, but only if they have access to enough food to support these numbers. If the food supply dwindles and the family can't find more, the ghouls will eat each other.

Ghouls are corporeal creatures and take normal STA and Injury damage from weapons, though their natural armor makes them difficult opponents.

Special Weakness (sunlight): Ghouls suffer a –15 penalty to all target numbers while exposed to sunlight.

Sustenance: Ghouls must eat several pounds of dead human flesh per month. If a ghoul is unable to eat for a month, it suffers a Minor Injury. This Injury escalates one level per week until the ghoul is able to feed, at which point any Injuries it has sustained are healed.



Venomous: The bite of a ghoul carries a horrific disease. At the end of the scene in which the envoy is bitten, the envoy's player rolls a General STA check. If the roll fails, the envoy is infected. The disease is not contagious, but it is persistent and escalating (see p. 225 of **CHILL**). The envoy loses 5 STA a day, and the player must make a General STA check each day of game time. If the roll succeeds, the disease does not progress. If the roll fails, the character suffers an Injury. The disease progresses this way until the player has succeeded on five STA checks in a row or the character suffers a Lethal Injury and dies. Restorative disciplines can help the player replenish STA and Injury levels, but they don't halt the disease. While infected, the envoy suffers fevers, intense pain, and bleeding from mouth and eyes (all of this means a –20 penalty to all target numbers, in addition to any Injury penalties).

GREMLIN

"The crashes in the news are just the ones you know about. The other ones, the ones with little private planes with only one or two passengers, the manufacturers pay those people off to stay quiet. And so many of those little planes crash. So many."

—William Singh, SAVE contact interview

EWS: 65
(Common)

REF: 80

STA: 40

Injury: Superficial, Minor –10, Serious –20, Lethal

Disciplines: Blackout, Gnarl, Haywire, Operate

Aspects: Expendable, Invisible, Native Environment (toxic chemicals), Special Weakness (bells, metallic sounds), Specialization (Mechanics +50), Supernatural Speed

Gremlins are vicious, sadistic creatures that live in factories, repair shops, and other places that afford them the opportunity to maim and kill with machinery. They prefer to rig vehicles to crash or otherwise fail at high speeds, but they've been known to cause household accidents involving electricity, wet floors, power tools, or whatever else they thing might be deadly fun. They seem to draw sustenance from the suffering and death of those who fall prey to their tinkering, even if they aren't physically present when the "accident" happens.

Gremlins are naturally invisible, but appear briefly when metal rings out against metal. They resemble tiny humans with pointed ears, dark red or green skin, and wickedly sharp teeth. Some have barbed tails, as well. Gremlins are immune to man-made chemicals and toxins, but they are otherwise corporeal and vulnerable to physical attacks.

Special Weakness (bells): When subjected to the sound of bells or a simple *clang* of metal on metal, gremlins become visible for one round.



HODAG

"Well, now, sure I've seen it. 'Bout the size of a 'coon, the hodag, and— oh, you're not a tourist, are you? Look, I'm not in any trouble, here, right? Yes, I saw it. I think I saw it. I saw something. It was about the size of your dog there, and it was perched up in a tree like a cat, watching me. I was still in my car, and it stared at me, and then I swear before God, its legs got longer and it started climbing down the tree, slithering almost. I hit the gas. Haven't been back to the woods since. Screw that."

—Gene Lauer, SAVE witness interview

EWS: 70

(Notable)

REF: 80

STA: 75

Injury: Superficial, Minor –10, Serious –20, Major –30, Critical –50, Lethal

Disciplines: Gnarl, Hunter's Mark, Sculpt, Swarm

Aspects: Deadly Attack (claws/bite, Serious Injury), Resilient, Specialization (Bite +10, Claw +10), Vigor

The hodag is a carnivorous monster that lives in deep forests. In its natural form, it resembles a miniature dragon about the size of a large dog, with smooth black skin and a wide, fanged maw. However, it uses its Sculpt discipline of the Evil Way to give itself a long, barbed tail; wings allowing it to glide from tree to tree, or extra limbs.

The hodag doesn't generally venture into heavily populated areas, but lurks near hiking trails, scenic vistas, and remote campsites waiting for prey. It eats any meat that it can find, but enjoys the sounds that human beings make as they are being dragged away to their doom through the trees.

The hodag is fully corporeal and suffers normal STA loss and Injury from conventional weapons.



INVITED

"Mister Corduroy, Mister Corduroy, come back around to get your toy."

—scrap of paper found at the Reston Group Home murder-suicide

EWS: 115
(Legendary) **REF:** 60 **STA:** 95

Injury: Superficial, Minor –10, Serious –20, Major –30, Critical –50, Lethal

Disciplines: Appear Dead (Other), Blunder, Chill, Confuse, Curse, Dreamsend, Exploit, Halt, Lure, Ride Senses, Shriek, Slam, Teleport, Wound

Aspects: Bane (various), Deadly Attack (strangle, Minor Injury), Invulnerable, Special Weakness (various)

Invited vary in form; most look human at a glance, but are monstrous in some way. One might resemble a corpse, while another has pure black eyes. Whatever their form, invited creatures all appear when summoned, though the method of summoning them can be highly specific and esoteric. They kill by strangulation, using weapons, or using the Evil Way, depending on their individual predilections.

EXAMPLES

Below are three examples of invited creatures:

The Pacewicz Family Phantom: This creature resembles a teenaged girl with pale skin and jet black eyes. She was summoned by an invitation from a depressed young girl named Milena Pacewicz to "join her at the family reunion," and then summoned again by the girl's father five years later. **Bane:** Flowers from Milena's grave. **Special Weakness:** Can only be harmed between reunions. (See page 51 for more on this creature.)

Bloody Mary: Probably the most famous invited, this creature may have taken the form from the legend or the legend may have formed around her. She appears as a middle-aged woman with bleeding eyes and wearing a white dress. She appears when a child with a dead sibling or a woman with a dead child looks into a mirror and calls her by name three times. **Bane:** Bloody Mary fears sunlight. **Special Weakness:** Exposure to sunlight, even for an instant, causes Bloody Mary to shriek in pain and use the Chill discipline to escape. She can be trapped in the Known world and made vulnerable to standard attacks if smeared with the blood of a young child or a nursing mother.



Tom Cordry: This invited appears to a group of children or teens. It takes the form of a young boy between the ages of 8 and 16; its apparent age, race, and clothing change to help it better fit in. If asked its name, it says "Tom Cordry," but never offers other personal information ("Tom Cordry" was a name it chose off a gravestone when it first appeared in the Known world). It lingers near the group until either told to leave (in which case it uses Curse on the person who rebuffed it and vanishes) or invited to join. If invited to join, it stays with the group, rarely speaking, until the group separates (though it does use the Exploit discipline to learn and gradually expose their secrets). It then follows one member of the group and kills them, slowly working its way around to the rest. **Bane:** If called by its full name (Tom Cordry), it is forced to recoil. **Special Weakness:** A weapon with "Tom Cordry" name written on it can damage the creature normally.

SHAN LIÀNG DE LÀN SÈ SHÉ, “BRILLIANT BLUE SERPENT”

“I went to China to teach English, but I wound up traveling around a lot. I met this girl; she was from Amsterdam, she was there to vacation, and she had a bunch of money. We hooked up and she took care of everything, which was great, except she liked to hike, and I kinda hate the outdoors. Whatever, it was worth it, right? So we go to this national park type thing, and we find this lake, and she says ‘skinny dipping’ and I say ‘yeah, of course.’ She gets into the water, I turned around to make sure my phone was with my clothes...and she just never came back up. I kept feeling like I should dive in, I almost did, but the police or the rangers or whatever showed up right then. I got in a lot of trouble and I got kicked out of the country, but I’m kinda glad.”

—Laura Dabney, SAVE witness interview

EWS: 100
(Deadly)

REF: 90

STA: 80

Injury: Superficial, Minor –10, Serious –20, Major –30, Critical –50, Lethal

Disciplines: Animate Dead, Change Weather, Halt, Lure, Unknown Light

Aspects: Deadly Attack (bite, Serious Injury), Lair (Dreamsend, Eerie Rain), Native Environment, Reincarnate, Resilient, Special Weakness (corpses), Supernatural Speed

The shan liàng de làn sè shé is a lake monster that dwells in China. The creature does not feed on flesh, but rather takes its sustenance from the air escaping the lungs of a drowning person.

The rough translation of the creature’s name is “brilliant blue serpent,” and the shan liàng de làn sè shé lives up to the name. It is nearly 30 feet long, serpentine in shape, and covered with deep blue scales. Its mouth is less like a snake’s and more like a dog’s, however, and does not have a tongue — its mouth is a mass of millions of needle-like teeth. It has tiny, useless arms and legs, and its tail splits into two flat rudder-like appendages at the end.

The serpent is bonded to its home lake, and cannot venture more than a quarter mile from the shore. The lake is the creature’s Lair, and can use its disciplines of Eerie Rain to call down a storm of chunks of flesh or fish scales over the water and shores. It can also send dreams of the lake to anyone that has looked into the waters; these dreams are pleasant, restful visions of the



lake or of riding upon the serpent’s back as it takes the victim harmlessly under the surface of the water.

When a person stares into the water, the serpent uses its Lure discipline to convince the victim to jump in. At that point, the serpent stares into the victim’s eyes (using Halt) and forces him to remain still as he drowns. The serpent then consumes the victim’s last breaths and buries him in the mud at the bottom of the lake. Victims thus buried decay slowly, and the shan liàng de làn sè shé can raise them as animated corpses (p. 271 of **CHILL**) if it needs to defend itself.

The serpent is vulnerable to conventional weapons and take STA loss and Injuries as usual, but if it takes a Lethal Injury it simply sinks to the bottom of the lake. If a human corpse remains buried in the mud, a tiny baby shan liàng de làn sè shé hatches from its skull, growing to full size within 24 hours. The only way to destroy the shan liàng de làn sè shé for good is to remove all corpses from the mud and then kill the creature. The serpent always leaves one corpse in reserve, even if it animates the rest.

Special Weakness (corpses): The shan liàng de làn sè shé cannot reincarnate without a corpse in its lake.

OTHER LAKE MONSTERS

Different lake monsters, of course, may have different discipline and Aspect spreads. One more akin to the Loch Ness Monster might be able to alter the weather (calling up fog or raising waves), while the Kemijärvikäärme described in Chapter Two of **CHILL** might have the Venomous Aspect. When creating lake monsters, remember that their greatest advantage is their environment; they don’t need a multitude of disciplines in order to make the PCs’ lives hard.

SHE-CREATURE

Camille Leon is on stage now finishing her number. I had never heard of her before a few months ago, and now she's headlining in the premier burlesque club in Chicago. Two men at our club have gone missing. I followed her after the show last night to see where she lives. She walked five miles before disappearing into the woods at Gompers Park. I was still in full drag so I was in no shape to try and track her. Just as I was about to leave I heard a scream from the wood, and then there was a rustle and something flew out of the trees. It was too dark to fully make it out but it almost looked like a huge snake with wings.

I'm skipping the curtain call tonight to go back to the woods before she gets there.

—from the journal of SAVE envoy
Christopher Monroe

EWS: 110
(Deadly)

REF: 55/70*

STA: 50/95*

Injury: Superficial, Minor –10, Serious –20, Major –30, Critical –50, Lethal

Disciplines: Change Weather, Dreamsend, Exploit, Halt, Illusion, Influence, Master Element, Mimic, Sculpt, Stifle, Unknown Light, Wound

Aspects: Bloodless, Deadly Attack (claws, Serious Injury)*, Discipline Master, Flight*, Master, Resilient, Shapeshifter, Special Weakness (water), Tough*, Unkillable

Traits marked with * only apply in the creature's reptilian form.

The she-creature's natural form is a reptilian, winged monster. It has an elongated snout, crocodile-like teeth, stringy black or green hair, wicked claws, and huge bat-like wings. When it shapeshifts, however, it takes the form of a beautiful young woman. This woman usually has dark hair, fair skin, and luminous blue eyes, but the she-creature can use its Illusion discipline to mimic a specific person or to create a wholly new persona.

The she-creature chooses a victim (usually but not necessarily male), and uses the Exploit discipline to find an unrequited love in his past. This relationship doesn't have to be deep or important; even a childhood crush is enough for the she-creature. It then presents itself either as that woman, or as a friend of hers, and spins a tale of woe and trouble, all the while using the Influence discipline to manipulate the victim's affections. It eventually tells the man that the woman is trapped or hiding in the wilderness (desert,



forest, mountains, or whatever topography is nearby) and says that only he can save her. When he charges off to find his beloved, the she-creature kills any companions he has brought with him and traps him using the land; she might trick him into a cave and use Master Element to cause an earthquake to seal him in, or lure him into a bog with just enough land to keep himself from sinking. It then waits for starvation and despair to break him, revealing its true form. Once he begs for death or pledges his service to the creature, it changes him into a monster, a dumb, quasi-reptilian brute. These servitors don't live long, however; they are too inept to feed themselves, and the she-creature doesn't care enough to keep them alive. Soon, the creature is hunting for its next victim.

Special Weakness (water): The she-creature is extremely powerful, but it isn't invulnerable. It suffers Injury from conventional weapons, but cannot suffer a Lethal Injury except from drowning. If it suffers a Major Injury, it takes to the sky or uses the Chill discipline to vanish into the Unknown. If it is immersed in water, however, it cannot use its disciplines or change form, and drowns if held underwater for five rounds (this requires S/O checks of the creature's STA vs. the envoy's Prowess or CQC). This requires a body of water big enough to contain it; a small pond at least.

TROLLS

"Mama told me never to go into the basement because there's too much breakable stuff in the boxes, but I heard a kitty. I thought it was the neighbor's cat. I started to go down there, and then I smelled something really bad, and then Mama came home and grabbed me and pulled me up, and told me she was going down there and if anything happened to call this number, and she hasn't come back up, and it's been hours. I'm scared. Should I call 911?"

—phone call received by SAVE New Haven HQ from the home of envoy Stacie O'Connell

EWS: 60
(Common)

REF: 75

STA: 55

Injury: Superficial, Major –30, Critical –50, Lethal

Disciplines: Choose three or more of: Blackout, Blunder, Change Form (cat or rat), Gnarl, Halt, Haywire, Mimic, Mute, Operate, Shatter, Slam, Swarm, Whisper

Aspects: Expendable, Fluidity*, Regeneration*, Reincarnate*, Special Weakness (sunlight), Specialization (Melee Weapon +20), Supernatural Speed*

*Optional; including these Aspects can make trolls a more challenging foe for SAVE teams.

Trolls are small, humanoid creatures that infest homes and other places that people frequent. They live in colonies of 4–20 individuals, and seem to reproduce asexually; no SAVE envoy has ever reported seeing a “baby” troll, but left alone, colonies do grow.

Trolls vary in appearance, but are between 18 inches and three feet tall, and are usually hideously ugly. Some are broad and squat, with rounded noses and rotting yellow teeth, while others are lithe and thin, slithering up drapes and into heating vents. Trolls hide in the nooks and crannies of the places they infest, and begin their predations by keeping human occupants awake and distressed — killing pets, stealing valued items, breaking locks on doors, and generally making life hard. When they have sufficiently



terrorized their “hosts,” they start killing human beings, at first with seeming accidents, and eventually by trapping them inside a building with their disciplines and tearing them apart.

Trolls are not individually formidable, but they attack in groups and are capable of using weapons or setting traps to kill adult human beings. Some trolls, like their bogey cousins, suffer normal STA loss and Injury from conventional attacks but reincarnate in their “hub” (the large, central area of the place they infest, in which the colony sleeps) within eight hours. (Bogey is described on p. 263 of **CHILL**.)

Special Weakness (sunlight): Trolls lose 5 STA per round in direct sunlight. If STA reaches 0, they suffer one Injury level per round, starting with Major. If they reach Lethal, the trolls melt away into foul-smelling sludge.

UNKNOWN CANID

"It's not a hoax, goddammit. Look, I know, I've seen the footage and that's all BS, but I've seen it, too. I was driving down that road — I had a delivery to one of the houses — and something ran across the road and I had to slam on the brakes. It was a deer, and this stupid fricking thing is right on the side of the road staring at me, and then something just tackles it. I floored it. I quit my job after that. I'm never driving down Bray Road ever, ever again."

—Buck Werner, SAVE witness interview

EWS: 80
(Notable)

REF: 75

STA: 100

Injury: Superficial, Minor –10, Serious –20, Major –30, Critical –50, Lethal

Disciplines: Appear Dead (self), Change Weather (fog), Hunter's Mark, Shriek

Aspects: Bane, Deadly Attack (claws and/or teeth; Serious Injury), Reincarnate, Special Weakness, Supernatural Speed, Tough

An "Unknown canid" is a dog-like creature of the Unknown. Most of them live in rural or suburban areas, though it's not unheard of for them to venture into more populated areas to hunt their prey.

Unlike animal ghosts (see **CHILL**, p. 256), Unknown canids are not, and never were, natural creatures. They resemble immense dogs, usually jet black in color, some as big as calves or horses. Some species of Unknown canid have only one immense eye in the middle of their forehead, and some are capable of standing and walking on hind legs for a short time (which often leads to them being confused with werewolves).

Unknown canids hunt their prey slowly and methodically. They usually choose a lone target, out walking at night, but have been known to attack small groups (usually campers or hikers) or to allow themselves to be hit by cars in order to attack the drivers. They harry their prey for as long as possible, and then strike at the last minute, dragging the victim into the brush, under a bridge, or into some other secluded area to feast.

Unknown canids are corporeal creatures and take normal STA and Injury damage from weapons. Many have a Special Weakness or a Bane. Common substances for these Aspects include: holy water, dogwood flowers, wood from a particular tree (ash, rowan, yew), dog hair, bells.



CANID SPECIES VARIANTS

The traits above are for the black dog usually found in England. Some suggestions on how different species of Unknown canids might vary from the above, in terms of game traits:

Beast of Bray Road (Wisconsin/Illinois, USA):

Raise EWS to 100, lower REF to 65, raise STA to 115, remove Reincarnate Aspect, add Sturdy Aspect

Perro Negro (Central/South America):

Lower EWS to 60, lower STA to 90, add Blunder discipline, remove Change Weather discipline

UNKNOWN HOMINID

"I'm a scout master. I was out in the woods with my troop — fourteen kids, four other adults — and Eric, one of the other masters, he's sitting by the fire telling stories. And then right as things are tense, he hears something in the woods, or says he does, so gets up to go check. And I'm thinking, boy, he's laying it on a little thick, I want these kids to sleep tonight. That's when the screams start. It's a miracle we got through the rest of the night. Most of us."

—Desmond Harris, SAVE witness interview

EWS: 95
(Potent)

REF: 60

STA: 110

Injury: Superficial, Minor –10, Serious –20, Major –30, Critical –50, Lethal

Disciplines: Alert, Blunder, Fleshcrawl, Hunter's Mark, Shriek, Spook

Aspects: Deadly Attack (claws and/or teeth; Serious Injury), Native Environment, Resilient, Sturdy, Tough

"Unknown hominid" is a catch-all term for ape-like, carnivorous creatures of the Unknown. They are known by many different names: yeti, sasquatch, yowie, skunk-ape, barmanou, bigfoot, and so on. Different "species" of Unknown hominid display slightly different tendencies and abilities, but a few points hold true for all of them.

Unknown hominids live in the wilderness, away from human settlement but near human traffic. They wait for people to become lost or otherwise "trespass" on their territory, and then ambush, kill, and eat them. Some such creatures hang people by their feet from trees or in caves, still alive, until they die from exposure. Others might break a victim's legs and throw him into freezing water to die of hypothermia before eating him.

The most horrifying thing an Unknown hominid might do, however, is to use the Fleshcrawl discipline of the Evil Way on a victim, turning him into a companion for the creature. This discipline generally grants the victim the Resilient creature aspect, but might also grant Native Environment or Deadly Attack, depending on the hominid's preferences. At no point, however, does the victim gain an Evil Way score. The unfortunate person remains human, though severely traumatized, for as long as his sanity can hold out. If the hominid is destroyed, the process is immediately reversed and the victim lost his aspects, becoming fully human again.



Unknown hominids are corporeal creatures and take normal STA and Injury damage from weapons.

HOMINID SPECIES VARIANTS

The traits above are for the sasquatch of the Pacific Northwest. Some suggestions on how different species of Unknown hominids might vary from the above, in terms of game traits:

Yeti (Himalayas): Raise EWS to 110, lower STA to 90, add Master Element discipline

Skunk-Ape (Florida, USA): Lower EWS to 85, lower STA to 90, add Pestilence discipline

Barmanou (mountains of Pakistan): Lower STA to 95, add Throw Voice discipline



CHILL MASTER'S SECTION

This section is a peek behind the curtain, as it were, to discuss how to use the monsters in this book in a **CHILL** game. In the interest of saving space, we'll be referring to Chapter Five of the **CHILL THIRD EDITION** book occasionally, especially with regards to the various forms of horror stories that you might explore.

USING THIS BOOK

Much of **Monsters** is written in-voice, from Dr. Ruby Garrett and Mafuz El-Hasham. In the **CHILL** universe, they are respected and knowledgeable sources and experts in their respective fields, but they can still be wrong. As such, you may find points of contention between their words and presented material other **CHILL** books (particularly if you are also familiar with the **Second Edition**), but this is deliberate. SAVE envoys writing about the Unknown are,

by definition, unreliable narrators, and while they might be right about one particular monster or about a given circumstance, their knowledge is never going to be universal.

This kind of uncertainty is necessary for horror to work. If characters have all of the answers and all of the facts, that knowledge undercuts the danger they are in. If characters know nothing, that presents a different kind of challenge — they're going in completely blind, and what happens is anyone's guess. That's fun, too, but perhaps the most satisfying situation in horror from a roleplaying game standpoint is when the characters have *some* of the answers. If they know enough to make assumptions, they can get themselves into trouble, and that's a lot of fun for everyone.

When designing any **CHILL** case, it's useful to remember that while SAVE might define a creature as a ghost, a vampire, a monster, and so forth, the

creatures don't recognize those distinctions at all. We see this in **Monsters** in the debate about whether a doppelganger is a ghost or a monster, or even whether it is incorporeal or not. Which is it? The horrifying truth is that it can be both. People have a tendency to assume that their experiences are universal, and SAVE envoys are no different. As such, an envoy's first experience with a given creature is formative, and often means that the envoy assumes that similar creatures will behave in similar ways (this is why the history and takeaway systems are structured the way they are — if the player wants an envoy to continuing learning from her experiences, they need to buy more slots, replace old information with new, or stubbornly cling to those first experiences).

We mention this because “monster” is an arbitrary term. It gives SAVE (and us as game writers and players) a way to define the weird, animalistic creatures — the cryptids and demons and other things that don't have human origins. Defining something is exercising power over it, and so calling the Beast of Bray Road or a hag that steal children or a gigantic serpent living in a lake a “monster” is to label it an aberration, something undeserving of life. It's a reaffirmation of SAVE's (and humanity's) role as the protagonist of the story, the ones who deserve to win.

Of course, the monsters don't see it that way.

MONSTER STORIES

CHILL isn't a game about the monsters, really (you can find plenty of other roleplaying games that are, and many of them are fantastic). It's about the people fighting them and why they choose to put their lives on the line to do it. Since this particular book *is* about the monsters, though, let's take a minute to think about how you, as the Chill Master, should portray the monsters in your games. Much of this advice is probably applicable to other creatures of the Unknown, too.

WHERE DOES THE MONSTER LIVE?

Where is the monster without the SAVE envoys that hunt it, or without a victim to stalk? Monsters, as is pointed out in this book, aren't animals. Some of them behave like animals, but they are actually creatures of the Unknown and therefore don't follow the same biological rules. That's why the carnivorous creatures in this book don't stick to the woods and eat deer and other game. If they did that, they would be just like the predators of the real world: dangerous when cornered or hungry, but happy to be left well enough alone.

Creatures of the Unknown, though, don't *want* to be left alone. When you read the sections on monsters

like the hodag or the sasquatch (in *Chimera* and *Unknown Hominids*, respectively), you'll see that they lurk *just* far enough away from human populations to be largely unnoticed, but close enough that people still bump into them.

Does the monster have a lair or a nest? Does it have a home it can retreat to if wounded? The answer is “it depends on the monster.” The hodag might hollow out a hole below a large tree and drag its kills back, while a lake monster, of course, sleeps in the deepest waters of its home. More overtly supernatural creatures like the invited or the doppelganger, and incorporeal monsters, might just disappear into the Unknown when they aren't actively bedeviling humanity.

What this means for the Chill Master is: when you're constructing the timeline for a case involving a monster (see p. 206 of **CHILL**), think about where the monster is between attacks and sightings. The PCs will almost certainly try and track the creature, so you need to know where it is.

Genres: Gore stories often put the characters right in the monster's turf, and restrict *their* movements, meaning that the monster is the one chasing the characters. This is harder to pull off in **CHILL** and limits the investigative portion of the game, but it's not impossible, it just changes the pacing.

Devil stories take a similar tactic: Often, they involve a possessed victim, so the monster doesn't really go anywhere, it just lurks inside a victim's body until it's ready to lash out again.

This question is, of course, crucial in a monster hunt story, because the climactic finish probably happens in the monster's lair. The 2007 Australian horror film *Rogue* (dir. Greg McLean) has an amazing finale in a giant saltwater crocodile's nest, and is a good primer for how players can use the environment to their advantage even when utterly out of their element.

NO ONE COMES OUT OF THESE WOODS ALIVE

One of the challenges involved in running a horror game is showing the monster in all of its murderous glory without killing off the envoys. That isn't to say killing PCs is a bad idea (**CHILL** isn't designed to be a forgiving system, and characters can and do die easily), but an envoy's death should be interesting, heroic, and have some role in defeating the monster. The monster, though, needs to be able to show its stuff, and for that you need innocent victims.

Balancing people dying with the realism of the setting can be tricky, though. If the local authorities know that people are dying in a particular section of forest or block of flats, they'll move in, investigate, lock

the place down, and take a very dim view of amateur investigators getting in the way. Disappearances, especially of children, kick up even *more* of a fuss, and while SAVE encourages envoys to join search parties and other ongoing investigations, the envoys probably can't take control of the situation or even freely question witnesses. That can serve as an interesting challenge for the PCs, but it can also feel frustrating and limiting.

This all means that you can't hand-wave a monster's predation. You need to think about who it's killing, and where, and when. You need to know the victims' names and what they were doing out in the middle of nowhere, or on that stretch of road at night, or in that empty apartment. If you want the authorities not to be involved, then those authorities need a reason to look the other way. This can be as simple as "no body, no case" and apathetic, overworked, or corrupt cops, but the envoys will probably look into the matter, and you need to have something to tell them.

Genres: Gore films, of course, excel at grinding NPCs to mulch. The trick with this sort of story is to give the victims enough "screen time" to make some kind of impression on the envoys, so that they don't become cannon fodder or dark humor. You can make one or two well-described, impactful, gruesome death scenes do the heavy lifting for the story if you take the time to make the PCs care about them even a little.

Psychological horror, likewise, relies on knowing the victims and being invested in them. For this kind of story, though, it works just as well to have the PCs learn about the victims' lives post mortem, piecing together who they were and why they died. The envoys don't see the victims' demises (unless they use the Postcognition discipline of the Art, of course), but they can figure out how the victims suffered and become invested that way.

HOW DO WE KILL IT?

Dr. Garrett admonishes SAVE envoys to remember that while *many* monsters are vulnerable to bullets, not *all* of them are. As mentioned in **CHILL**, if a creature can only be killed by a particular weapon or in a specific circumstance, you need to include with the Vital Clues some way for the PCs to uncover that information *and* to procure whatever object they might need.

One of the other pitfalls that accompanies a specialized vulnerability for a monster is the possibility that the player will fail an attack roll at the worst possible moment (especially if the character is suffering Injury or Shock penalties). The player can offset this by turning tokens, of course, and that means that you need to be giving players a steady supply of light tokens to use. It also means that if a player only

has one shot to taken down a monster (maybe the monster is vulnerable to an arrow carved from a particular type of wood and the envoys only have enough to make one arrow), you need to do everything you can to make sure they succeed. This isn't to say that the forces of the Unknown don't win on occasion, but going through a lengthy investigation, getting wounded, watching NPCs (or PCs!) die, and then failing to kill the creature due to a badly-timed botch isn't just disheartening, it's not good storytelling.

If the creature is vulnerable to bullets, though, then you have a different problem: If the characters come up with a good strategy for surprising or surrounding the monster, they can fill it with lead before it gets a chance to bite them. That's unsatisfying for an entirely different reason: the monster feels weak, and the envoys come out unscathed (not very in-theme for **CHILL**). You can, and should, use the tokens to heighten tension in such situations. A gun might jam, or a policeman cruising nearby might hear gunshots. An envoy steps on a stick and breaks it, alerting the monster to their presence. Once the envoys have actually engaged the creature, of course, you can use the tokens to activate disciplines of the Evil Way.

USING THE MONSTERS

Below are brief thoughts on using each of the monsters in this book in **CHILL** cases. Obviously, these are just guidelines — you should use the creatures in this or any **CHILL** product in the way that will elicit the best horror stories for you and your players.

BOOGEYMEN

Ask any parent what they're most afraid of, and they'll tell you it's something terrible happening to their child. The boogeyman is that fear made flesh, a monster that wants nothing more than to punish parents for every errant wish that a child would just *be quiet* for a moment. Likewise, the boogeyman is a child's greatest fear — a mysterious, malevolent adult come to take them away for misbehaving.

As with the bloodybones (p. 262 of **CHILL**), you need to be careful using the boogeyman. Children coming to harm can cross a line between "fun scary" and "actually upsetting" very quickly. With that said, the boogeyman is perhaps a "softer" version of the monster, since it doesn't *necessarily* want to kill or kill right away. A child stolen by a boogeyman might still be alive in some dark cellar, waiting for the envoys to free him.

When using a boogeyman in a story, the characters might have occasion to interview a child witness. This might impose a penalty if the envoy is brusque or asks

too many questions too quickly. Also, very few parents would consent to having their children questioned by a stranger following a traumatic event unless that stranger were acting in some official capacity.

The boogeyman works well for devil stories, gothics, and psychological horror.

CHIMERA

Chimera are nicely simple creatures. They want to kill and eat, and that's really about it. They are vulnerable to bullets, and so a case involving a chimera probably involves tracking the creature down, dealing with witnesses (reliable and otherwise), coping with locals who don't want tourists scared away, and eventually following the monster into its lair.

Chimera can also provide a way to show the characters some history of the area or clues about other ongoing (or future) cases; when the envoys find the monster's lair, they can find the remains of previous victims. These might include evidence of other supernatural activity (if one of the victims was a "monster hunter" or a SAVE envoy from a lost HQ), weapons or gear designed to fight the Unknown, or just greater context for the rest of the case.

Chimera are obvious choices for a monster hunt, but depending on your group's tolerance for blood and guts they work well for gore, too.

DOPPELGANGERS

The best source of horror when using a doppelganger in a **CHILL** case comes from the confusion and doubt caused by mistaking the creature for the victim and vice versa. Unfortunately, this is one of those situations that is easy to use in a cinematic presentation, but more difficult in a roleplaying game where the characters in the story are also the audience. You, as the Chill Master, must be careful to play fair by the "audience" (the players) and not put them in the position of ignoring a detail that they would logically have noticed, but also trick them into *not* noticing. It's a delicate matter.

The way to approach this is to think from the doppelganger's perspective. Use other disciplines (especially Exploit) to "sell" the claims of being the victim rather than the creature. Establish ahead of time how each of the envoys experiences sensing the Unknown, and then describe sensing the Unknown checks purely in terms of those experiences. For example, an envoy that gets tremors in her hands when the Unknown is about might (when the player rolls a Low Success on the StU check) feel tremors in one hand — is the Unknown about? Where is it centered? Protective disciplines, of course, can quickly expose the creature for what it is, but if the envoys have access to these

disciplines, change up the doppelganger's tactics and have it focus on the victim and keeping her alone and away from help while it goes off and wreaks havoc on her behalf.

Doppelgangers are good monsters to use in pulp stories, but can also hit some of the same notes as devil stories (they don't possess people, but the effect is much the same).

GARGOYLES

The gargoyle, like the chimera, is a good creature to use with physical, combat-focused groups who want something they can shoot. Its environment is just as dangerous as its claws, though; an envoy that falls from a building should take Catastrophic damage, and so part of the investigation should involve rigging ropes and safety devices so that the envoys can hunt the gargoyle(s) without worrying about one misstep killing them. Gargoyle also present the same kind of "wandering into the beast's lair" possibilities that chimera do; consider the belfry of an Old World cathedral with a dozen skeletons lined up along the walls, their clothes and belongings in a heap at their feet, and the family of gargoyles occasionally rattling the bones in a primitive attempt at play.

Part of hunting gargoyles should involve bringing them out into the sunlight, so consider as you prepare the case how they might be accomplished. Opening skylight or ripping open an already damaged roof are possibilities, but expect players to get creative and give them the tools to do it.

Gargoyles are especially appropriate for monster hunts and, like, chimera, they work fine for gore stories. If you're telling a gothic story, having a gargoyle be the "hook" that leads the envoys into the larger case would be especially atmospheric.

GHOULS

At first glance, ghouls might appear to be combat-ready monsters for trigger-happy groups of envoys, and they certainly *can* fulfill that role in a **CHILL** game. They eat human corpses, meaning all the Chill Master has to do is find a compelling reason for a bunch of human bodies to be lying around (depending on your preferences, that could be a mass grave, a plague, a natural disaster, a badly tended graveyard, or a serial killer who's found a new way to dispose of his victims) and build backwards from there. The envoys arrive, they play a bit of cat-and-mouse with the ghouls, eventually trap and shoot them, job well done. Used this way, ghouls can make a superb introduction to **CHILL** — they're easy to understand, they're disgusting and horrific, and, as Dr. Garrett says, they die when shot.

They're more versatile than they appear, though. For one thing, ghouls make for superb servants of other creatures. They're just intelligent enough to run errands or carry out assassinations for their savvy cousins, and if the PCs come to the attention of a creature like a vampire or a lesser zombie master, it might send ghoul servants to spy on the envoys or attack them if they split up. Another thing to consider is the ghoul's bite. The envoys might kill off a nest of ghouls, but be left dealing with the disease they spread (this kind of horror plays differently than the investigative horror that **CHILL** usually involves, but combing the creeping fear of death by disease with fever dreams revealing Unknown truths and you could get a session out of it).

Also, a ghouls' life cycle has some interesting potential. Ghouls begin their lives indistinguishable from human beings, and then degrade into inhuman monsters. We've deliberately left the truth of where they come from vague, but one possibility (implied on page 38) is that someone who dies of the disease from a ghoul's bite will rise as a new ghoul. If you choose to adopt that as true, it brings in a new kind of horror: a person that the envoys knew (maybe even a fellow envoy!) who dies in horrible pain and then returns from death to feast on dead human flesh.

As is probably obvious, ghouls fit nicely into monster hunts, pulp horror, and gore stories.

GREMLINS

Gremlins, of course, have the potential to cause widespread harm if they sabotage a passenger plane or some other large-capacity conveyance. As Chill Master, you need to decide if investigating a case that invites such intense scrutiny from official channels is appropriate for your **CHILL** game. A plane crash, of course, would bring investigations, political fallout, memorials, and become part of the popular culture for months. Envoys might find themselves in the middle of all that if they aren't careful, which can have serious repercussions (and kick off new cases, especially for envoys with the Hunted Drawback).

If you'd rather keep cases smaller and more locally focused, have the gremlin cause a smaller accident — a one-passenger aircraft crashes, a ferry sinks, a pileup on the highway snarls traffic and claims lives. This kind of event still commands attention from human authority, but on a narrow enough level that the envoys have some room to move. Once they've tracked the event back to whatever factory or repair facility the gremlins infest, the envoys have their real work ahead of them.

Gremlins work in groups, and therefore envoys have to do their best to kill them all and hope that

none escape. As Chill Master, you can include and foreshadow some method of doing that — explosive gas canister in the basement, mention that the whole building is a firetrap, and so forth. The rest of the case, then, becomes a matter of confirming where the creatures are and what they've been doing and setting up the place for destruction.

During that time, the gremlins should be a constant presence. They run around in vents, they giggle from the corners, they mess with any machines they can get their hands on, and, of course, they set traps. Mapping out the location in some detail becomes essential, so that you know what dangers the envoys are stumbling into. In game system terms, falling victim to a trap can be as simple as a failed general PCN or Fieldcraft check (or some specialization, if the character has something appropriate). Of course, NPCs can trigger traps if you turn a token light, which has benefits for everyone.

Gremlins are good for monster hunts, pulp horror, and (if the traps are brutal enough) gore.

HAGS & THE SHE-CREATURE

The hag and the she-creature, as mentioned in their section on page 45, play into a number of disturbing tropes about women and supernatural depictions thereof. That isn't a reason not to use them, of course (one of the common themes of **CHILL** is that the Unknown takes what humanity hates and fears and uses it to harm us), but it's something to be aware of when portraying these creatures.

Although they're presented together, hags and she-creatures actually make for very different kinds of stories. Hags, such as the Mean Old Neighbor Lady, weave themselves into human society. Envoys investigating them might learn very quickly that they're evil, but then have to cope with a "sweet old lady" as far as the rest of the neighborhood is concerned (conversely, the rest of the neighborhood might see her as an unpleasant, mean person, but that's a far cry from "creature of the Unknown").

The she-creature, on the other hand, fixates on a young man and then attempts to bring him into the wilderness in order to turn him into a servitor. When using this creature in a case, you need to decide what part of the process the envoys interrupt. Do they get there when the target is being tormented by dreams, when he's being led out into the woods, or after he's already been trapped in a cave somewhere and is slowly turning into a monster? Any of these have interesting story possibility. Another option is to have the she-creature fixate on an envoy, but that requires an envoy with a backstory that supports it. Any

envoy who lost a spouse or lover to the Unknown is fair game.

Hags make for good antagonists in pulp stories or monster hunts, and if you want to play up their ersatz humanity, psychological horror. The she-creature is serviceable for a good monster hunt, but she's tailor-made for a gothic.

INVITED

The invited allows the Chill Master to fill several different horror niches. The movie slasher, draw by "sin" and only vulnerable to weapons wielded by a "virgin," is one manifestation of the invited. The ghost that comes when her name is whispered into a mirror is another. The common thread here is that the victims of the invited deliberately ask for the monster to come, and it does. Cinema is rife with good examples of this type of creature.

Using it in a **CHILL** case is somewhat tricky because unlike other creatures of the Unknown, it normally leaves the area once it's done with its victims. As Chill Master, you'll need to construct the "rules" surrounding the creature with an eye toward giving SAVE a way to find it (and a way to beat it, of course). Another thing to consider is that someone on scene, or a record in SAVE's archives, might detail those rules — but are they accurate? Human beings are prone to conflating correlation and causation, and because an invited monster fled from, say, a person standing in a rose garden once doesn't mean that it's necessarily repelled by roses. As always, though, make sure it's possible for the envoys to learn the truth, even if they have stumbling blocks in their way.

The invited, depending on how you present it, is suitable for gore, devil stories, or psychological horror.

LAKE MONSTERS

Lake monsters are difficult to use properly because they have a built-in escape route — they just retreat into the lake. As such, using a lake monster in a **CHILL** case should include giving the characters compelling reasons to go out on (or dive into) the water... but then, of course, the monster has a *huge* tactical advantage.

When using lake monsters, plan for the envoys to be around the body of water for a while. If it's a remote area, they should camp (thus giving them a chance to see the creature break the water by moonlight). If it's a populated area, then they should be nervously watching the water as vacationers zip around on jet-skis and in boats, waiting for the creature to snatch a hapless victim and drag them down. The seminal cinematic example of this type of monster is *Jaws* (yes, it's the ocean, not a lake, but it stays confined

to the waters around the island in the movie); we don't see the "monster" until the danger has been well and truly established.

The envoys need to have a way to destroy the creature that has a chance of working, so make sure that you structure the case so that they have whatever resources they'll need. Also, make sure they understand that falling into the water with the creature is probably a death sentence.

Lake monsters are good candidates for monster hunts and gore movies.

MECHANICAL/DIGITAL ENTITIES

Mechanical entities work well in secluded or remote locations. A possessed car is scary, but much less so if the characters can take a staircase to the second floor of an apartment building. Machines are limited by their physical capabilities, too; a bulldozer can smash through a house, but it's not going to follow the envoys into a lake.

Digital entities are much more frightening. Think about how the envoys communicate, what kinds of devices they use, and how often they search SAVE archives for information. Consider, then, how much damage a digital entity could do by shifting data around or changing locations or dates. A Colossal success on a Research roll (or success on a General FOC check, if the envoy is specifically looking for inconsistency) might call mistakes or changes to the character's attention, but otherwise, just present the information as it stands and give the characters a way to notice the deception as they collect more data. The digital entity, used in this way, is a good way to turn what seems like a straightforward case into something much more complicated.

Mechanical entities are easy enough to destroy, once the envoys figure out what's going on; they just need to smash and burn the machine. A big and sturdy enough machine poses a challenge, but one thing that players tend to excel at is breaking things. Digital entities are harder — the entity could conceivably be possessing a phone or router halfway around the world. As such, a digital entity that takes an interest in a particular group of envoys might bedevil them through several cases before they finally figure out what's going on and move to track the creature down. When using digital entities, consider how the envoys might be able to beat it and work backwards.

Mechanical entities are good fodder for monster hunts, pulps, and gore. Digital entities can be useful for more subtle, Rube Goldberg-esque expressions of the Evil Way, and thus appropriate for a kind of modern-day devil story.

SPIRITS

We've deliberately avoided labeling creatures as "demons" in this book (and in **CHILL** in general) because of religious concerns. That's not so much to avoid offense as to avoid the supposition that one particular religion's definition and view of demons is correct, and therefore that the religion itself is "true" in the context of the **CHILL** world. Spirits, then, are a useful catch-all for incorporeal monsters with a predilection toward possessing people and making them act out in violent and supernatural ways.

Less powerful spirits might appear when summoned, either by creatures of the Unknown looking for servitors, unwitting amateur occultists, or cults vying for supernatural power. These creatures might disappear when "killed," though whether or not they actually die is something for the envoys to debate. More powerful spirits bedevil the Known via possession, and thus the envoys might find themselves dealing not only the creature itself, but other people that the victim's family brings in to banish the creature.

When using spirits, you have a great deal of freedom to determine that creature's weaknesses. Make sure you have a way for the players to figure it out, whether that's poring through ancient lore, sifting through Internet gossip (nothing says spirits can't have creepypasta spring up around them), or reviewing SAVE files (a powerful spirit might have had run-ins with the Society already). A group of envoys armed with the right disciplines (Protective and Incorporeal, mostly) might even be able to take the spirit on without learning its Bane or Special Weakness, although they definitely have an uphill fight ahead of them.

Spirits are perfect for devil stories, obviously, but depending on their methods can also power pulps, monster hunts, psychological horror, or gore stories.

TROLLS

Trolls are versatile monsters. They can infest a house, an apartment building (as depicted in the opening comic to this book), or any other area with people to bedevil. Their main advantage is that they can work in tandem, and *Chill Masters* building cases around them should remember that — trolls might lead envoys into crossfire or otherwise use lack of communication and coordination against them.

Trolls are scary because of their numbers. One troll isn't much of a threat, but 10 trolls can easily kill an envoy without using disciplines of the Evil Way. When using trolls on a case, keep them in the shadows as long as possible, perhaps with occasional glimpses in a corner or giggles from a vent. When they do emerge, they should do so brazenly, having cut off

the envoys from support. In contrast to gremlins, trolls aren't subtle or sophisticated; they can disable a car, but they'll do it by ripping open the tires or setting it on fire.

Wiping out a troll infestation without doing irreparable damage to the surrounding structure is difficult, but then, sometimes burning the place down is the best option (in monster hunts and pulps especially).

UNKNOWN CANIDS

Unknown canids hit some of the same notes as werewolves, but without the possibility of infection or infiltration. Instead, these creatures rely on chasing down fleeing envoys and biting them, so stress their speed and ferocity. The sound of a dog panting followed by a snarl and the patter of paws on concrete or leaves is a visceral and terrifying set of images.

Be aware, though, that standard combat scenes for roleplaying games don't mesh well with the kind of terror that being attacked by a dog conjures up. If everyone has time to stand around and consider their actions, the fight becomes a matter of trading blows. The creature might run out of nowhere, grab an envoy, and drag them into the woods or behind a building. It might (if it has the proper disciplines of the Evil Way) call up a fog and then attack envoys under its cover. A single canid that is vulnerable to mundane weapons won't last long against a group of envoys, so have the creature fight intelligently.

Unknown canids are good fodder for pulps and monster hunts. They can also work well for some types of psychological horror, if the envoys are stranded somewhere and being hunted by a creature that never shows itself fully.

UNKNOWN FLORA & FUNGI

An Unknown fungus might seem an odd choice as the major menace for a case, but think in terms of the fungus' effects. It might reanimate dead bodies, in case you'd like to run a zombie horror game of **CHILL**. It might make people susceptible to Unknown influence (perhaps it's being cultivated by a lesser zombie master?). It might make them more aggressive, leading to fights breaking out and a general uptick in violence. It might lead to mass suicide.

The larger problem with Unknown fungus is how the envoys can avoid infection. You can track whether they become infected with a STA check (the writeup for *Bloody Fingers* on page 82 presents a possible system template to use), but in terms of story, it's often better to give them a scene or two to poke around before they know the nature of the threat, have the players make some STA rolls, and then watch the players squirm as they realize the characters might

have been exposed. Mental Shield might temporarily or permanently cure infection, as might Heal, but the characters probably won't *know* unless they find a way to test for it.

Destroying a fungal infection doesn't make for exciting game play, so once the envoys figure out what's happening, don't make them play out scrubbing down a house with anti-fungal agents. Of course, if the fungus creates zombies and they start closing in on the house while the envoys are cleaning it, that could be a very tense scene indeed!

Unknown fungi is superb for a gore story (less blood, more "hacking up black gunk"), but depending on what the fungus does, it might also allow for a case in which all of the inhabitants of a given village or block or building are servants of the Unknown (pulp, perhaps, or psychological horror).

UNKNOWN HOMINIDS

Unknown hominids are good creatures to use if you want to underline that creatures of the Unknown are not benevolent or "just trying to live in peace." Legends of bigfoot or sasquatch rarely paint these creatures in a negative light, but in **CHILL**, they are monsters and behave as such. A scene in which envoys find a sasquatch blissfully gnawing on what looks like a branch but turns out to be a human femur would

be evocative, as would a creature looking curiously at the envoys, mimicking their movements like an ape would, and then baring its fangs and attacking.

When using an Unknown hominid in a case, think about the landscape and what other challenges it might present. The sample case on page 79 talks a little about the prospect of dealing with climbing a mountain to investigate a case, and some of the same caveats hold true when investigating in the wilderness. The characters need to have the right training or an appropriate guide (perhaps an NPC who winds up getting eaten?) so that they don't die of exposure or in a rockslide, but the creature using the environment against them is perfectly in theme. In general, the threat of falling off a cliff is probably better than having it actually happen. Prowess checks to climb or hike are appropriate, but just be aware that if everyone has to make these checks often, sooner or later someone is going to fail and you need to be ready to adjudicate that result.

Unknown hominids are good creatures to use for monster hunts. They can also be good foils for the envoys in "person vs. environment" horror stories, which edge closer to psychological horror. And, of course, they're big, strong, carnivores, perfect for gore.

EDGES

SLEUTH (1 CP)

You may not be able to explain the connections you find all around, but it's elementary to you. You see the forest *and* the trees, and given enough information you're able to fill in blanks others would just gloss over.

System: Once each session, when the character becomes aware of three or more clues gained during Information checks or Information Sources, she automatically gains Insight without turning a token or using a takeaway. The character with Sleuth need not have discovered the clues herself, but she must be made aware of them before the Edge takes effect.

STOIC (1 CP)

People marvel at your lack of emotion and your impressive poker face. They also tend to call you "cold" or "stony," even "robotic." The truth, of course, is that you feel as deeply as anyone else, but you're able to process emotion and trauma later, after the argument or crisis ends.

System: The player can mark a personal takeaway to avoid rolling a Resolve check, but the character suffers the effects at the end of the scene. The CM can give the player a written note, or the player can simply write a reminder on her character sheet. At the end of the scene, the character suffers the effects of the Resolve check as if the player had rolled a Low Success. Any Trauma incurred in this way cannot be further reduced using tokens or takeaways.

UNBREAKABLE (2CP)

You fight until you're cut to pieces. You fight until you're burger. You fight until the Unknown crawls back into Hell. You fight until you *win*, or until you die.

System: The player can mark a personal takeaway to make a Resistance check using the character's maximum, rather than current, STA rating. The player still cannot use Resistance checks to lower the Injury rank of Catastrophic damage.

WISE (1 CP)

Anyone who continues to fight the horrors of the Unknown experiences trial by fire and sees firsthand the high cost of failure. You may not be the most knowledgeable, the best shot, or the bravest in your HQ, but you excel at learning from mistakes as well as successes, and carry that hard earned wisdom forward to each new case.

System: When the player marks a personal takeaway to increase the target number of a check, she adds +20 instead of +10.

DRAWBACKS

CULTURAL BIAS (1 OR 2 CP)

Your upbringing, belief system, or prior research makes you somewhat tunnel-visioned. Maybe you cling to the idea that all creatures of the Unknown are demons from Hell, or perhaps you can't help but see them in terms of your favorite media.

System: For 1 CP, the player cannot use arcane takeaways to gain Insight. For 2 CP, the player cannot turn tokens dark to gain Insight, either.

FLASHBACKS (1 CP)

Horrors from past cases cling to you, visiting your dreams at night and jumping at you anew during the day. You've learned to ride out the flashbacks, but the next scare or grim tableau will become an image to haunt you later instead of deepening your resolve.

System: The player cannot mark the character's personal takeaways to reduce the Trauma level from a Resolve check.

PRESUMPTIVE (1 CP)

Confronting the Unknown unprepared can mean failure for a case and danger for the envoys, but preparing to tackle the wrong creature or entity can be truly disastrous. You have no trouble finding clues, but you assume every new piece of information completes the puzzle. Your tendency to jump to conclusions could endanger you, and your fellow envoys.

System: Whenever the player fails an Information Check, the CM treats the result as a Botch (CM provides a Vital Clue and a False Lead). Do not turn a token dark, however.

STUBBORN (1 CP)

While others learn valuable lessons from past cases, you carry on same as you always do. Change and adaptation were never your strong suit, and whether you are obstinate or simply a creature of habit, you don't benefit from experience the same way other envoys seem to.

System: The player cannot mark the character's personal takeaways to increase the target number by 10 after rolling a check. The player can still turn tokens dark to do so, however.

SAMAR ALARAJ

CURRENT STAMINA

CURRENT WILLPOWER

ATTRIBUTES		SKILLS		SPECIALTIES		DAMAGE	
AGILITY	AGL 40	Movement	40			INJURY Superficial (-5 STA) <input type="checkbox"/> Minor (-10 penalty) <input type="checkbox"/> Serious (-20 penalty) <input type="checkbox"/> Major (-30 penalty) <input type="checkbox"/> Critical (-50 penalty) <input type="checkbox"/> Lethal	TRAUMA Distressed (-5 WPR) <input type="checkbox"/> Minor (-10 penalty) <input type="checkbox"/> Serious (-20 penalty) <input type="checkbox"/> Major (-30 penalty) <input type="checkbox"/> Traumatized (-50 penalty)
STRENGTH	STR 50	Prowess	50				
STAMINA	STA 45	Close Quarters Combat	23				
FOCUS	FOC 60	Research	60				
PERSONALITY	PSY 65	Communication	65				
WILLPOWER	WPR 63	Interview	63	> Counselor E 93		SHOCK <input type="checkbox"/> Check instead of taking an Injury; apply the Injury's penalty to DEX, PCN, REF, and associated skills.	
DEXTERITY	DEX 40	Fieldcraft	20				
PERCEPTION	PCN 60	Investigation	30				
REFLEXES	REF 50	Ranged Weapons	25				
SENSING THE UNKNOWN	STU 12						

THE ART

Protective
» Mental Shield E 75

EDGES AND DRAWBACKS

Crisis Counselor (2 CP), Peace of Mind (2 CP), Sleuth (1 CP)
Reluctant to Harm (2 CP)

DRIVE	<input type="checkbox"/>	To bring her father peace	<input type="checkbox"/>
HISTORY	<input type="checkbox"/>	Discovered gremlins in a factory (P)	<input type="checkbox"/>
	<input type="checkbox"/>		<input type="checkbox"/>

Samar Alaraj
Description: 35 years, 5'2", 165 lbs., black hair, brown eyes
History: Samar grew up outside of Detroit, Michigan. Her father worked for one of the many auto manufacturing plants there, and died on the job when Samar was 12. Samar and her brothers helped support their mother as best they could (her father's insurance only went so far), and Samar received a scholarship to Wayne State for social work. After graduation, she began working with an orphaned boy who had lost his father in an accident identical to the one that claimed her father's life, down to the exact time of death and location in the factory. Samar investigated further, and was horrified to discover gremlins lurking in the plant. Unwilling to tell her family for fear of sounding delusional, she confided in her imam, who was a SAVE contact. Samar has, since then, been attempting to nudge SAVE into looking into the factory, but the overworked Detroit HQ hasn't had the personnel or the resources.



LOVELY BELIZAIRE

CURRENT STAMINA

CURRENT WILLPOWER

ATTRIBUTES

AGILITY	AGL	55
STRENGTH	STR	60
STAMINA	STA	58
FOCUS	FOC	50
PERSONALITY	PSY	50
WILLPOWER	WPR	50
DEXTERITY	DEX	75
PERCEPTION	PCN	45
REFLEXES	REF	60
SENSING THE UNKNOWN	STU	9

SKILLS

Movement	55
Prowess	60
Close Quarters Combat	29
Research	25
Communication	50
Interview	25
Fieldcraft	75
Investigation	23
Ranged Weapons	30

SPECIALTIES

> Club B 44

> Repair E 105

> City B 38

DAMAGE

INJURY

- Superficial (-5 STA)
- ☐ Minor (-10 penalty)
- ☐ Serious (-20 penalty)
- ☐ Major (-30 penalty)
- ☐ Critical (-50 penalty)
- ☐ Lethal

TRAUMA

- Distressed (-5 WPR)
- ☐ Minor (-10 penalty)
- ☐ Serious (-20 penalty)
- ☐ Major (-30 penalty)
- ☐ Traumatized (-50 penalty)

SHOCK ☐

Check instead of taking an Injury; apply the Injury's penalty to DEX, PCN, REF, and associated skills.

THE ART

Kinetic

» Hidden Hand B 75

EDGES AND DRAWBACKS

Hopeful (1 CP), Unbreakable (2 CP)

Phobia (enclosed spaces, 1 CP), Stubborn (1 CP)

DRIVE

☐

We're all in this together

☐

HISTORY

☐

Disabled a possessed bulldozer (P)

☐
☐
☐

Lovely Belizaire

Description: 23 years, 5'6", 120 lbs., black hair, brown eyes
History: Lovely was born to a farming family in rural Haiti, and grew up without formal education. She had a knack for machines, however, and her father encouraged her, teaching her how to fix and keep up the farm implements and vehicles that they and their neighbors used. In 2010, when the earthquake struck Port-au-Prince, Lovely felt compelled to help the victims of the quake. She went to the city and offered her services, and fell in with a contingent from Doctors Without Borders. Lovely didn't know it, but one of the volunteers was also an envoy of SAVE. When a mechanical entity possessed a bulldozer being used to clear rubble, the envoy quickly explained the situation to Lovely so that she could use her expertise to disable it. With her family's blessing, she relocated to Port-au-Prince's SAVE HQ, feeling that she has more to offer the world than fixing farm equipment.



HILDEGARD GUDRUN BERGGREN

CURRENT STAMINA

CURRENT WILLPOWER

ATTRIBUTES			SKILLS		SPECIALTIES		DAMAGE	
AGILITY	AGL	35		Movement	35		INJURY Superficial (-5 STA) <input type="checkbox"/> Minor (-10 penalty) <input type="checkbox"/> Serious (-20 penalty) <input type="checkbox"/> Major (-30 penalty) <input type="checkbox"/> Critical (-50 penalty) <input type="checkbox"/> Lethal	TRAUMA Distressed (-5 WPR) <input type="checkbox"/> Minor (-10 penalty) <input type="checkbox"/> Serious (-20 penalty) <input type="checkbox"/> Major (-30 penalty) <input type="checkbox"/> Traumatized (-50 penalty)
STRENGTH	STR	30		Prowess	30			
STAMINA	STA	33	Close Quarters Combat	17				
FOCUS	FOC	65		Research	65	> Law M 115		
PERSONALITY	PSY	55		Communication	55			
WILLPOWER	WPR	60		Interview	60	> Interrogation E 90	SHOCK <input type="checkbox"/> Check instead of taking an Injury; apply the Injury's penalty to DEX, PCN, REF, and associated skills.	
DEXTERITY	DEX	40		Fieldcraft	20			
PERCEPTION	PCN	65		Investigation	33	> Murder B 48		
REFLEXES	REF	53		Ranged Weapons	27			
SENSING THE UNKNOWN	STU	13						

THE ART

Protective
» Sphere of Protection E 80

EDGES AND DRAWBACKS

Background (judge, 2 CP), Courageous (1 CP), Information Source (courts, 1 CP), Natural Leader (1 CP), Stoic (1 CP)
Worse for Wear (3 CP)

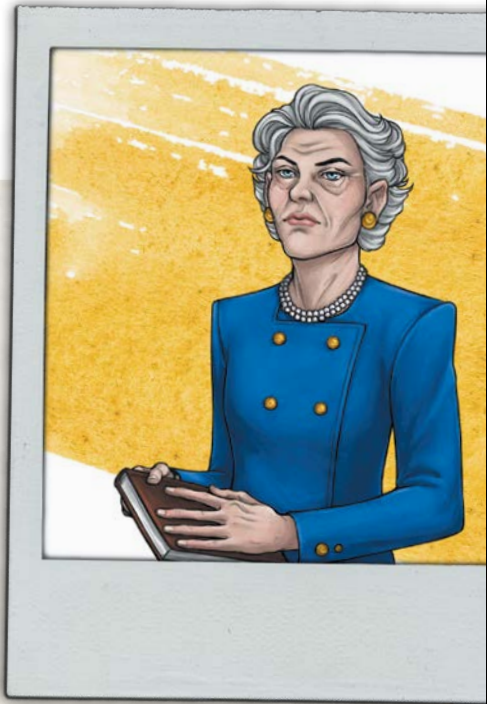
DRIVE	<input type="checkbox"/>	The unknown must answer for its crimes	<input type="checkbox"/>
HISTORY	<input type="checkbox"/>	Brother and family killed by invited (A)	<input type="checkbox"/>
	<input type="checkbox"/>		<input type="checkbox"/>

Hildegard Gudrun Berggren

Description: 71 years, 5'5", 132 lbs., white hair, blue eyes

History: Hildegard Gudrun Berggren spent her judicial career working as attorney, prosecutor, and judge, before eventually retiring after serving as one of sixteen judges on the Swedish Supreme Court. Despite always suspecting there was more to the world than her eyes could show her, it was not until her own family fell victim to the Unknown that she encountered SAVE and learned the truth. Her younger brother inadvertently summoned an invited to their family home, and over the course of the next few hours, it killed him, his wife, and his children. Hildegard was left without any legal recourse — the Unknown does not respect the courts, after all.

Since joining the organization a decade ago, she considers it her duty to mete out justice for all victims to the horrors hiding in the night. Normally, she avoids field duty, instead using her resources and influence to aid her fellow SAVE envoys, but when she does undertake a case, Hildegard always brings with her the very first law book she got from her mother. She is convinced that it protects her by allowing her to focus and guide decisions in dangerous situations.



CHARLES CREWAN

CURRENT STAMINA

CURRENT WILLPOWER

ATTRIBUTES			SKILLS		SPECIALTIES		DAMAGE	
AGILITY	AGL	50	Movement 50				INJURY	
STRENGTH	STR	40	Prowess 20				<input type="checkbox"/> Superficial (-5 STA)	
STAMINA	STA	45	Close Quarters Combat 23				<input type="checkbox"/> Minor (-10 penalty)	
FOCUS	FOC	60	Research 60		> Academics B 75, Internet B 75, Folklore E 90, Occultism M 110		<input type="checkbox"/> Serious (-20 penalty)	
PERSONALITY	PSY	50	Communication 50		> Oration B 75		<input type="checkbox"/> Major (-30 penalty)	
WILLPOWER	WPR	55	Interview 28				<input type="checkbox"/> Critical (-50 penalty)	
DEXTERITY	DEX	50	Fieldcraft 25				<input type="checkbox"/> Lethal	
PERCEPTION	PCN	60	Investigation 30				TRAUMA	
REFLEXES	REF	55	Ranged Weapons 28				<input type="checkbox"/> Distressed (-5 WPR)	
SENSING THE UNKNOWN	STU	30					<input type="checkbox"/> Minor (-10 penalty)	
							<input type="checkbox"/> Serious (-20 penalty)	
							<input type="checkbox"/> Major (-30 penalty)	
							<input type="checkbox"/> Traumatized (-50 penalty)	
							SHOCK <input type="checkbox"/>	
							Check instead of taking an Injury; apply the Injury's penalty to DEX, PCN, REF, and associated skills.	

THE ART

Sensing
Incorporeal

EDGES AND DRAWBACKS

Highly Attuned (1 CP), Information Source (Occult Library, 2 CP; Movie Studios, 1 CP), Sixth Sense (1 CP)
Frail (3 CP), Hunted (2 CP), Marked (1 CP)

DRIVE	<input type="checkbox"/>	To fathom the scientific pattern behind the Art and the Unknown	<input type="checkbox"/>
HISTORY	<input type="checkbox"/>	Controlled and nearly killed by a spirit (A)	<input type="checkbox"/>
	<input type="checkbox"/>		<input type="checkbox"/>

Charles Crewan

Description: 34 years, 5'2", 155 lbs., black hair, brown eyes

History: Charles was born in England. His father was British, his mother was Indian. He became interested in Occultism during adolescence, and studied Crowley, Mathers and Papus, and drew parallels between Western Occultism and India, his mother's homeland. For a very short time, he even used his expertise to set up séances (mostly to get money), and worked as a consultant for movie studios producing horror films. Over time, to his surprise, he found that he had some natural ability for the Incorporeal School of the Art, and inadvertently called up an evil spirit that tried to gain control over him. Fortunately, a SAVE envoy (attending the séance to assess him for recruitment) was present and able to save him. After this incident, Charles wanted to fight the Unknown, horrified by the notion that the entities he studied might be not only real, but hostile. As he does have a very deep knowledge of occultism and mysticism, SAVE was very pleased to have him. The Society is also very concerned about how he was able to summon up the spirit that possessed him, since he has not been able to replicate the effect since.



CORDELIA FAE, PH.D.

CURRENT STAMINA

CURRENT WILLPOWER

ATTRIBUTES		SKILLS		SPECIALTIES		DAMAGE
AGILITY	AGL 50	Movement	50			INJURY Superficial (-5 STA) <input type="checkbox"/> Minor (-10 penalty) <input type="checkbox"/> Serious (-20 penalty) <input type="checkbox"/> Major (-30 penalty) <input type="checkbox"/> Critical (-50 penalty) <input type="checkbox"/> Lethal
STRENGTH	STR 40	Prowess	40	> Long Distance E 70		TRAUMA Distressed (-5 WPR) <input type="checkbox"/> Minor (-10 penalty) <input type="checkbox"/> Serious (-20 penalty) <input type="checkbox"/> Major (-30 penalty) <input type="checkbox"/> Traumatized (-50 penalty)
STAMINA	STA 45	Close Quarters Combat	23	> Improvised Weapons E 53		
FOCUS	FOC 70	Research	70	> Academic E 100; Folklore B 85		SHOCK <input type="checkbox"/> Check instead of taking an Injury; apply the Injury's penalty to DEX, PCN, REF, and associated skills.
PERSONALITY	PSY 50	Communication	25			
WILLPOWER	WPR 60	Interview	30	> Academic E 60		
DEXTERITY	DEX 40	Fieldcraft	20			
PERCEPTION	PCN 60	Investigation	30			
REFLEXES	REF 50	Ranged Weapons	25			
SENSING THE UNKNOWN	STU 12					

THE ART

- Sensing
- » Postcognition B 60
 - » Premonition B 60

EDGES AND DRAWBACKS

- Background (Professor, 3 CP)
- Awkward (3 CP)

DRIVE	<input type="checkbox"/>	To avenge her family	<input type="checkbox"/>
HISTORY	<input type="checkbox"/>	A banshee haunts her (A)	<input type="checkbox"/>
	<input type="checkbox"/>		<input type="checkbox"/>

Cordelia Fae, Ph.D.
Description: 35 years, 5'4", 123 lbs., red hair, hazel eyes
History: Professor Cordelia Fae had it all: a loving family, a fellowship at Oxford University, and a thriving career researching the folkloric roots of contemporary Celtic literature. She lost it all on the night of her daughter's second birthday. Hiking the moors while on a research trip in Scotland, the young scholar and her family were attacked by a shrieking, spectral creature. Her spouse was killed and their child disappeared into the crepuscular mist. Cordelia wandered into a nearby village three days later, inconsolable and mumbling incoherently. For her own protection, she was committed to a sanitarium for six months before returning to the US. Cordelia has shrugged off her professional ambitions and withdrawn into a private life. She continues her research in hopes that it will lead back to the creature that stole away her family, but her recollection of that night remains hazy. She works with SAVE as a research consultant and, on school breaks and sabbaticals, one of its most diligent envoys.



REGGIE LAROUIX COLE

CURRENT STAMINA

CURRENT WILLPOWER

ATTRIBUTES

AGILITY	AGL	50
STRENGTH	STR	65
STAMINA	STA	58
FOCUS	FOC	70
PERSONALITY	PSY	50
WILLPOWER	WPR	60
DEXTERITY	DEX	45
PERCEPTION	PCN	50
REFLEXES	REF	48
SENSING THE UNKNOWN	STU	10

SKILLS

Movement	50
Prowess	65
Close Quarters Combat	29
Research	70
Communication	50
Interview	30
Fieldcraft	23
Investigation	25
Ranged Weapons	48

SPECIALTIES

> Medical E 100

> Pistol B 63

DAMAGE

INJURY

- ☐ Superficial (-5 STA)
- ☐ Minor (-10 penalty)
- ☐ Serious (-20 penalty)
- ☐ Major (-30 penalty)
- ☐ Critical (-50 penalty)
- ☐ Lethal

TRAUMA

- ☐ Distressed (-5 WPR)
- ☐ Minor (-10 penalty)
- ☐ Serious (-20 penalty)
- ☐ Major (-30 penalty)
- ☐ Traumatized (-50 penalty)

SHOCK ☐

Check instead of taking an Injury; apply the Injury's penalty to DEX, PCN, REF, and associated skills.

THE ART

Restorative
» Invigorate E 85

EDGES AND DRAWBACKS

Beginner's Luck (1 CP), Emergency Medic (2 CP)
Poor Reflexes (3 CP), Presumptive (1 CP)

DRIVE ☐

To heal the world's sickness



HISTORY ☐

Fought off werewolves with his father (P)



Reggie LaRoux Cole

Description: 35 years, 6'6", 240 lbs., black hair, brown eyes
History: Reggie was born of two worlds. His mother ran a small Voodoo shop that catered to tourists in his home town of New Orleans. His father traveled the world for his import business, searching for magical-looking trinkets to sell in the shop alongside the love and luck potions. His mother claimed to be the great grandniece of Marie Laveau, but Reggie always believed that she was more of a con woman than a Voodoo mistress. Any time locals came in looking for help with something truly odd, it was his father they came to see.

Because of his gentle, empathetic nature and an honest desire to help people, studying medicine was the only logical choice when Reggie went to college. Near the end of his residency, Reggie came home during one break to find two odd things: greater metro New Orleans was abuzz with stories of a roaming pack of wild dogs attacking people at night, and many of his father's business associates were staying at the family's house. The werewolves attacked the plantation house one night; his father and associates were able to fend them off, but not before they killed his mother. That night, over a bottle of bourbon, Reggie was introduced to and inducted into SAVE.



JEFF MACKINTOSH

CURRENT STAMINA

CURRENT WILLPOWER

ATTRIBUTES			SKILLS		SPECIALTIES		DAMAGE	
AGILITY	AGL	45		Movement	45		INJURY Superficial (-5 STA) <input type="checkbox"/> Minor (-10 penalty) <input type="checkbox"/> Serious (-20 penalty) <input type="checkbox"/> Major (-30 penalty) <input type="checkbox"/> Critical (-50 penalty) <input type="checkbox"/> Lethal	TRAUMA Distressed (-5 WPR) <input type="checkbox"/> Minor (-10 penalty) <input type="checkbox"/> Serious (-20 penalty) <input type="checkbox"/> Major (-30 penalty) <input type="checkbox"/> Traumatized (-50 penalty)
STRENGTH	STR	50		Prowess	50			
STAMINA	STA	48	Close Quarters Combat	24				
FOCUS	FOC	65		Research	33			
PERSONALITY	PSY	65		Communication	65			
WILLPOWER	WPR	65		Interview	33		SHOCK <input type="checkbox"/> Check instead of taking an Injury; apply the Injury's penalty to DEX, PCN, REF, and associated skills.	
DEXTERITY	DEX	50		Fieldcraft	25			
PERCEPTION	PCN	65	Investigation	65	> Photography E 95			
REFLEXES	REF	58	Ranged Weapons	58				
SENSING THE UNKNOWN	STU	13						

THE ART

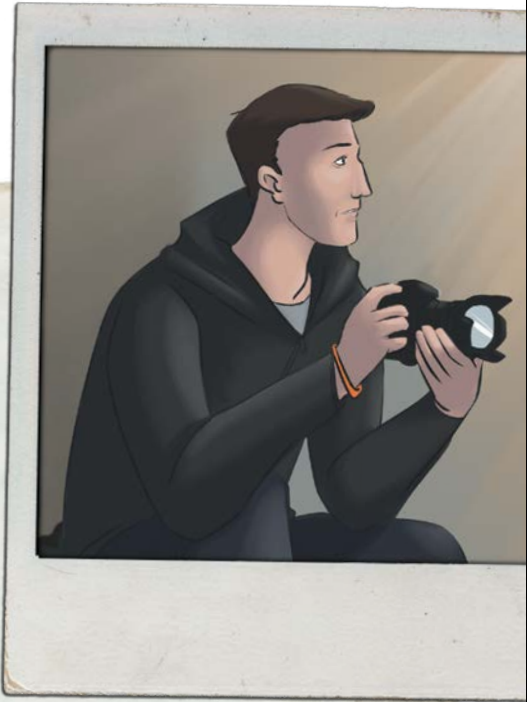
Communicative
» Familiar Face B 85

EDGES AND DRAWBACKS

Adrenaline Rush (1 CP)
Hunted (sasquatch, 2 CP)

DRIVE	<input type="checkbox"/>	To put things right	<input type="checkbox"/>
HISTORY	<input type="checkbox"/>	Photographed a sasquatch (P)	<input type="checkbox"/>
	<input type="checkbox"/>		<input type="checkbox"/>

Jeff Mackintosh
Description: 45 years, 5'9," 175 lbs, blue eyes, brown hair
History: Originally from Kingston, Ontario, Jeff lives and works in Montréal, doing graphic design for a marketing firm. His heart is in photography, however, and his nature photographs have won a local following. His keen eye and sharp sense of humor make him an asset to any group. A survivor of cancer, he is active in fund-raising for the Brain Tumor Foundation of Canada.
Jeff's first encounter with the Unknown happened when he was out on a hike doing a photo shoot. In the middle of a quiet forest, he saw a tall, hairy humanoid creature staring at him with angry, bloodshot eyes. He snapped photos for as long as he could, then got back to his truck and drove away. When SAVE investigated a rash of local hiker deaths, they found Jeff and his photos; he joined the Montreal HQ not long afterwards.



STEVE MEYER

CURRENT STAMINA

CURRENT WILLPOWER

ATTRIBUTES			SKILLS		SPECIALTIES		DAMAGE	
AGILITY	AGL	40		Movement	40	> Stealth B 55	INJURY Superficial (-5 STA) <input type="checkbox"/> Minor (-10 penalty) <input type="checkbox"/> Serious (-20 penalty) <input type="checkbox"/> Major (-30 penalty) <input type="checkbox"/> Critical (-50 penalty) <input type="checkbox"/> Lethal	
STRENGTH	STR	80		Prowess	80			
STAMINA	STA	60	Close Quarters Combat	60	> Street Brawling B 75			
FOCUS	FOC	55		Research	55			
PERSONALITY	PSY	35		Communication	18		TRAUMA Distressed (-5 WPR) <input type="checkbox"/> Minor (-10 penalty) <input type="checkbox"/> Serious (-20 penalty) <input type="checkbox"/> Major (-30 penalty) <input type="checkbox"/> Traumatized (-50 penalty)	
WILLPOWER	WPR	45		Interview	23	> Online E 53		
DEXTERITY	DEX	35		Fieldcraft	18	> Larceny E 48		
PERCEPTION	PCN	70		Investigation	70			
REFLEXES	REF	53		Ranged Weapons	27		SHOCK <input type="checkbox"/> Check instead of taking an Injury; apply the Injury's penalty to DEX, PCN, REF, and associated skills.	
SENSING THE UNKNOWN	STU	35						

THE ART

Sensing
» Premonition B 70

EDGES AND DRAWBACKS

Background (Tabloid Journalist, 2 CP); Hopeful (3 CP); Seasoned Envoy (1 CP)

Awkward (3CP); Hunted (3CP); Infamous (Tabloid Journalist; 3 CP)

DRIVE	<input type="checkbox"/>	People need to know!	<input type="checkbox"/>
HISTORY	<input type="checkbox"/>	Used his Art to uncover and investigate his first tabloid story (A)	<input type="checkbox"/>
	<input type="checkbox"/>	Punched a lot of gremlins (P)	<input type="checkbox"/>

Steve Meyer

Description: 23 years, 6' 3", 210 lbs., brown hair, hazel eyes

History: Steve grew up poor, which was difficult enough, but he also wrestled with terrifying premonitions of the Unknown. No one believed his stories, of course. His parents ignored his warnings, and his peers bullied and tormented him, which led to his interest in fitness and weight training. He also learned to write, putting everything he saw down on paper and investigating his visions. Steve wanted to warn people, to show them that there really were monsters in the closets. He even worked his way through college and came out with a degree in journalism. Steve tried to sell his well-researched stories to serious news agencies, but it was just like talking with his folks again. He was laughed out of their offices until he tried the tabloids. Now he's making a living and still investigating the Unknown, which is how he found SAVE. Of course, the Society isn't happy that Steve chooses to sell his stories to the tabloids, but Steve is convinced he's doing the right thing.



JIRO SAITO

CURRENT STAMINA

CURRENT WILLPOWER

ATTRIBUTES			SKILLS		SPECIALIZATIONS		DAMAGE
AGILITY	AGL	60		Movement	60		INJURY
STRENGTH	STR	50		Prowess	50	> Muscle Control B 65	Superficial (-5 STA)
STAMINA	STA	55	Close Quarters Combat	55			<input type="checkbox"/> Minor (-10 penalty)
FOCUS	FOC	60		Research	60	> Academic B 75	<input type="checkbox"/> Serious (-20 penalty)
PERSONALITY	PSY	40		Communication	45		<input type="checkbox"/> Major (-30 penalty)
WILLPOWER	WPR	50		Interview	25		<input type="checkbox"/> Critical (-50 penalty)
DEXTERITY	DEX	65		Fieldcraft	65	> Traps B 75	<input type="checkbox"/> Lethal
PERCEPTION	PCN	55		Investigation	60		TRAUMA
REFLEXES	REF	60		Ranged Weapons	30		Distressed (-5 WPR)
SENSING THE UNKNOWN	STU	11					<input type="checkbox"/> Minor (-10 penalty)
							<input type="checkbox"/> Serious (-20 penalty)
							<input type="checkbox"/> Major (-30 penalty)
							<input type="checkbox"/> Traumatized (-50 penalty)
							SHOCK <input type="checkbox"/>
							Check instead of taking an Injury; apply the Injury's penalty to DEX, PCN, REF, and associated skills.

THE ART		EDGES AND DRAWBACKS	
Sensing		Adrenaline Rush (2 CP), Attractive (2CP)	
» Prescient Dream E 70		Awkward (3 CP), Cursed (3 CP), Flashbacks (1 CP)	
DRIVE	<input type="checkbox"/> It was important to Ken		<input type="checkbox"/>
HISTORY	<input type="checkbox"/> Dreamed his brother's death (A)		<input type="checkbox"/>
	<input type="checkbox"/>		<input type="checkbox"/>

Jiro Saito
Description: 22 years, 5'7", 145 lbs., black hair, brown eyes
History: Jiro and his twin brother, Ken, moved from Tokyo to San Francisco as children when their father took a job teaching at the San Francisco Conservatory of Music. Ken was always practical, physical, and impulsive, while Jiro was cerebral, artistic, and considerate. Jiro, like his father, learned to play multiple instruments, and went off to college to study music. Ken, meanwhile, took after their mother, preferring to work with his hands. He dropped out of college and was considering his options when he died. Jiro was napping one afternoon and dreamed his brother's death, hundreds of miles away. He saw Ken being dragged into the dark by horrible little creatures. Jiro discovered, to his horror, that his dream had come true, and he soon met up with the SAVE team that had been with Ken when he died. Jiro isn't certain that he belongs in SAVE, but he is resolved to live up to his brother's memory.



WAYNE PHILIP ZHARMON III

CURRENT STAMINA

CURRENT WILLPOWER

ATTRIBUTES

AGILITY	AGL	20
STRENGTH	STR	20
STAMINA	STA	20
FOCUS	FOC	80
PERSONALITY	PSY	80
WILLPOWER	WPR	80
DEXTERITY	DEX	70
PERCEPTION	PCN	50
REFLEXES	REF	60
SENSING THE UNKNOWN	STU	10

SKILLS

Movement	10
Prowess	10
Close Quarters Combat	10
Research	80
Communication	60
Interview	40
Fieldcraft	70
Investigation	50
Ranged Weapons	60

SPECIALTIES

> Occult B 95

> Repair E 100

DAMAGE

INJURY

- ☐ Superficial (-5 STA)
- ☐ Minor (-10 penalty)
- ☐ Serious (-20 penalty)
- ☐ Major (-30 penalty)
- ☐ Critical (-50 penalty)
- ☐ Lethal

TRAUMA

- ☐ Distressed (-5 WPR)
- ☐ Minor (-10 penalty)
- ☐ Serious (-20 penalty)
- ☐ Major (-30 penalty)
- ☐ Traumatized (-50 penalty)

SHOCK ☐

Check instead of taking an Injury; apply the Injury's penalty to DEX, PCN, REF, and associated skills.

THE ART

Kinetic

- » Power Surge B 70
- » Skeleton Key M 100

EDGES AND DRAWBACKS

Background (Engineer, 3CP), Lucky (2CP), Seasoned Envoy (1CP)

Clumsy (3CP), Frail (3CP), Impairment (Carpal Tunnel: DEX, 2CP), Mental Disorder (Survivor's Guilt, 5CP), Poor Sense (eyesight, correctible, 1CP)

DRIVE

☐

The Deceiver must die

☐

HISTORY

☐

Family died in an "accident" (P)

☐
☐

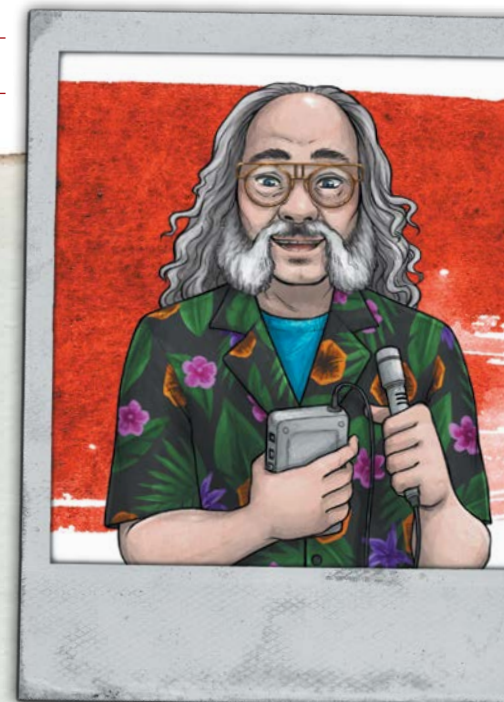
Captured a ghost with Tesla coils (A)

☐

Wayne Philip Zharmon III

Description: 52 years, 5'10", 185 lbs., gray hair, blue eyes
History: Dr. Zharmon has always been fascinated with fringe science and quantum theory that bordered on the paranormal. His many patents earned him wealth and notoriety in his fields of expertise, but he also enjoyed a reputation as a loving family man. An attack by unknown (possibly Unknown) parties cost his family their lives and cast suspicion on Zharmon. He was never actually charged with a crime, but the scandal cost the scientist his standing in the scientific community.

Zharmon had been a SAVE contact for years, but after the deaths of his family, he joined the Society full time. He voraciously continued his research of the powerful creature of the Unknown called "the Deceiver," convinced that it was behind the death of his family. Eccentric and flamboyant, Dr. Zharmon has become uncompromisingly protective of his fellow envoys, especially those with families. Denying his survivor's guilt, Zharmon's obsession became a quest to find and destroy the Deceiver.



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MONSTERS

Monsters can be killed. They are horrifying, deadly, and often implacable, but they die. That is the grim hope upon which SAVE is built.

—Dr. Ruby Garrett, Report on Monsters

Monsters is an antagonist book for **Chill® Third Edition**, detailing creatures of the Unknown that don't fit neatly into other categories. In this book, you'll find 15 new creatures of the Unknown, as well as in-depth discussions of how these creatures fit into the world of **Chill®**. Also included are new pregenerated characters and new Edges and Drawbacks for use in your **Chill®** games.



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