



TEMPLE OF THE SKIN MAN

Something is scratching at the oubliette underneath the Upended Lotus Temple. A plague has befallen the surrounding town. Can SAVE stop the Skin Man before it is too late?

Important Traits: Most of the Information checks in this case are made using Investigation, and so characters trained in this skill are best able to find the clues. In addition, Temple of the Skin Man involves climbing through caves, and so characters with decent Movement and Prowess ratings are best suited.

Suggested Characters: Norkio Frost, Alfred Johnson, Anaru Kamara, Emily Montgomery, Gabriela Silva, Siaro Talbek

Major Menace: The Skin Man. The corpse of a man severed into parts, filled with a darkness bred from war and the Unknown.

Minor Menace: The Parts. The severed, but mobile, body parts of the Skin Man.

Author and Artist: Elizabeth Chaipraditkul

Developer: Matthew McFarland

Editor: Howard David Ingham

SETUP

Just outside the city of Biên Hòa, in the province of Đồng Nai in Vietnam is the Upended Lotus Temple. Brother Kim Tan Ho ran the temple until his recent accidental death. Shortly after his death, a small earthquake caused the foundation of the temple to crack open. People in the surrounding village began falling ill within days of the quake. The monks of the Upended Lotus have called SAVE in to investigate and solve the situation, because a few decades ago they solved the same problem in the area.

The land around the temple is being poisoned by the Skin Man (formerly Lt. Daniel Waller). In March 1971, two years before the US pulled its troops out of Vietnam, Waller became separated from his platoon and lost in the jungle. Waller encountered a creature made of twisted bodies, a creature formed from the malice of war and internecine hatred. The creature gave Waller a choice: allow the darkness of the creature to live within his body, or die. Waller didn't know that the creature had become weak

from the dwindling violence in the area. It needed something, someone, to sustain itself. Fearing for his life, Waller agreed and let in the Unknown. The twisted, nameless force settled into Waller's body, concentrating its power in three tattoos — a heart on his chest, an anchor on his arm, and an eagle on his leg.

When the monks of the Upended Lotus Temple found Waller, he was a shadow of a man. They nursed him back to health and helped to calm the darkness within. Waller realized he could never return home if he wished to contain what was inside of him. In late 1982, Waller eventually died of natural causes and was buried underneath the temple, in accordance with his last wishes.

After Waller's burial, the Unknown taint in his body poisoned the land and the local people began to fall ill. The local monks called in a SAVE team from Thailand to defeat the creature. The survivors called it "the Skin Man."

The envoys dismembered the Skin Man and removed his tattoos, fashioning them into three leathery "cards." They were unable to destroy these cards, but believed that they had vanquished the Skin Man forever. But the creature lived on. Separated from each other, the dismembered pieces tunneled their way down through the dirt, creating a cavern under the temple, searching to reunite with the head.

Over the years, the eldest brothers of the temple have guarded and protected the land around Waller's body. With the death of Brother Kim Tan Ho and the earthquake, the Skin Man awoke and is poisoning the people once more. The current monks call SAVE to help.

SAVE

With no local SAVE office, locals have had to call in international agents to assist (note: Of course, if the players want to create a local HQ and their own characters, and use this case as a jumping-off point, that's great!) One of the envoys receives the original case file from 1983. This file includes a half-burnt page of the mission report, and three leather "cards" made from human skin. Each card bears a tattoo. The Envoy Activation Notice at the end of this case explains these artifacts in more detail for the players. This is the only information SAVE has on the Skin Man and the case. The documents are incomplete and damaged due to the fire at the Dublin archives where they were stored.

SAVE flies the envoys into Vietnam and has a van waiting for them at the airport. The SAVE HQ in Bangkok, Thailand provides the envoys with basic spelunking gear, a van driven by a local taxi company, and enough money to get them through a week or so. The envoys are made welcome at the temple and given a small house to sleep in on the grounds. SAVE expects the envoys to eliminate the threat to the temple and the surrounding village once and for all.

THE TIMELINE

March 5, 1971: Lt. Daniel Waller is separated from his platoon.

March 10, 1971: Waller encounters an unnamed creature of the Unknown in the jungles of Vietnam and, terrified for his life, lets it possess him. Its evil energies collect in his tattoos, but eventually saturate his entire body.

March 20, 1971: Waller is found by the monks of Upended Lotus Temple and nursed back to health. He remains at the temple and pledges his life to fighting the darkness within.

November 6, 1982: Waller dies from a heart attack in his sleep. In accordance to his wishes, the monks bury his body near the monastery. In the weeks that follow, fifteen people die and a fourth of the village fall ill.

December 9, 1983: A SAVE envoy from Chiang Mai, Thailand, named Aat Kitjarkarn, travels to the monastery and finds out that Waller's body is poisoning the land. With help from the monks they move Waller's body, cutting him to pieces, and burying him deeper underground (Aat died in 2011 from natural causes and has no known loved ones or relatives, should the envoys wish to check.)

March 1, 2016: Brother Kim Tan Ho dies in a car accident.

March 5, 2016: A small earthquake splits the floor of the Upended Lotus Temple causing a crack in its foundation. People begin to die around the temple once more. *Starting point for PCs.*

THE CASE

When the envoys arrive at the temple, Brother Phan greets them and shows them to a small house.

Phan is a polite, kind man. He radiates warmth when the envoys first meet him and tries in all ways to be genuine. Phan decided to become a monk following an incident in his late twenties. One night he went out drinking with friends, something he did almost every night, and he got into a car accident, mistakenly hitting a young man. Luckily, the man survived, but was crippled for life. Phan took his vows soon afterwards. Now in his late 50s, Phan has never once regretted his choice. Brother Phan can speak English and acts as a translator for the envoys if needed. At the moment he is the only monk here; the monks have cleared the temple due to the spate of illnesses.

Phan offers to show the envoys the temple right away, if they wish (he is concerned and wishes to fix the problem as soon as possible). They might also choose to interview or examine some of the villagers afflicted by the disease, or do some research into the history of the temple and its involvement with Lt. Waller. Once the characters learn a little more about the situation — perhaps even descending into the chasm and confronting the legs — they might wish to contact SAVE or otherwise research similar creatures.

THE TEMPLE

The Upended Lotus Temple is a large, circular, Buddhist temple with a metal roof. The roof is decorated with etchings that have long since worn away and rusted. The ruddy run-off from the roof has trickled down the sides of the temple, staining it a deep red color. A large tree grows from the center of the building, its branches reach high into the sky. The tree and the circular shape of the building give the temple its name.

Just inside the temple is a small corridor that encircles the entire building. The hallway is large enough for two people to walk side by side. From this corridor, doors lead into various worship and meditation rooms. One hallway intersects the circular building through its diameter, from east to west, leading directly into the central prayer hall.

The temple itself is unremarkable, except for in the central prayer hall. Each room the envoys enter is intricately decorated with gold and carvings. The smell of incense hangs in the air and tiny candles are lit on altars that dot the rooms. Entering each room gives a general sense of peace and the silence of the early hours of morning before. The moment the

doors are opened to the central prayer hall, the mood changes entirely:

It's grey inside the large central hall and cold, despite the walls being painted a deep red color. The huge tree, whose branches can be seen outside, is located at the center of the room, just skirting a large hole in the floor. The paintings on the walls have been defaced by large cracks running up from the foundations of the temple. No candles are lit here and a draft blows from the large crack in the floor.

The crack is more like a small chasm. An average-sized person could stand inside the crack with their arms outstretched, touching both sides, were it not for the fact that the crack seems to extend ever downwards into darkness.

Shining a bright light down into the hole reveals the floor below. It is around a 30-foot drop from where they are standing. If they choose to descend, go to **Down, Down, Down (Level 1)**.

Temple History/Daniel Waller: By speaking to Brother Phan, finding and speaking to the other monks (using Interview) or looking into the archives of the temple (Research, provided the envoy can read Vietnamese), the envoys can gain the following clues:

- **Vital:** The temple used to house an American soldier named Daniel Waller, but he died of natural causes more than 30 years ago. The illness appeared shortly after his death, and 15 people died. Brother Kim Tan Ho was in the process of training Brother Phan to replace him, and this duty would have included spiritual upkeep of the grounds and the true history of the temple and Waller, but he died before passing this along. A SAVE team came out to the temple and destroyed the evil in 1983.
- **Interest:** Waller had a “darkness” inside him when he came to the temple, but was self-aware enough to want to control it. Through meditation practices, strict diet, and limiting his contact with other people, he kept the darkness under control for years.
- **Esoteric:** The monks brought in a doctor to try and remove Waller's tattoos in 1974. The doctor fell ill and died a few hours after attempting it. The SAVE team led by Aat Kitjarkarn in 1983 tried to destroy the tattoos via fire, acid, and simply slicing them into pieces, but they proved indestructible.

The Crack in the Floor:

- Vital: The crack is consistent with an earthquake, but the effect seems to be highly localized, with a very short duration; the envoys can find no damage outside the temple.
- Interest: This area has no history of any such quakes before.
- Esoteric: Based on the damage and the formation of the crack, the quake’s epicenter is roughly 60 feet down.

Sensing the Unknown checks in the central prayer halls receive a +15 modifier.

SENSING THE UNKNOWN CHECK RESULTS

Botch	The character cannot sense the Unknown and loses 10 WPR.
Failure	The character is unable to sense the Unknown.
Low Success	The envoy senses the Unknown from the crack in the floor, and hears a soft scratching sound in the back of her mind, nails dragging over a chalkboard. This sound stays with the envoy the closer she gets to the dismembered body parts.
High Success	As above and the envoy senses that whatever is down there seems to be split into multiple pieces.
Colossal Success	As above and the envoy also has a feeling that the leather cards the team carries have the same origin as what they are sensing. A Colossal success causes the Parts to stir and, when they arrive at appropriate level, the envoys find them already trying to move towards whoever has the cards. Add a light token.

VISITING SOMEONE WHO IS ILL

The envoys may wish to examine one of the afflicted locals. If so, the monks bring them to the village. They can interview or examine as many sick villagers as they wish. Players should make an Interview or Investigation check, depending on whether they are speaking to the woman or looking over her:

- False lead: The envoys examine a villager suffering from a viral infection instead of the Unknown-based disease. Have the player of any envoy who comes into direct contact

with this patient make a General STA check. Failure means the envoy becomes ill 24 hours later. If the case is still going on, apply a Minor Injury to that envoy (the illness is ultimately harmless, fortunately).

- Vital: The disease presented with fatigue, pain, and a general “bad feeling.” It began the day after the earthquake struck (March 6th).
- Interest: Sufferers of the disease also report having vivid but surreal nightmares; most report that these nightmares involve being buried alive (Interview only). Sufferers are continually thirsty, but refuse to eat solid food.
- Esoteric: The patients are dying; the specific cause of death seems to be respiratory failure, but many of them show signs of advanced dehydration as well, no matter how much they drink. Patients become fascinated with visible tattoos (Interview only).

SAVE RESEARCH

- False Lead: Research turns up legends of a creature that possesses the body of dead soldiers and uses them to kill innocent people. This legend enjoyed a resurgence in the area towards the end of the Vietnam War. One legend says that a person can banish the creature by firmly instructing it to leave (similar in some ways to the Skin Man, but ultimately misleading).
- Vital: Creatures powerful enough to inhabit a human being for years at a time are very hard to destroy; banishing them generally involves utterly destroying the body, often with fire, or conducting very specific cleansing rituals, the practice of which takes years and multiple tries to get right.
- Interest: Many undead creatures are incapable of healing damage, but they are capable of absorbing a great deal of punishment, even dismemberment, before permanently dying. Possessing a human being requires some kind of vector — not just permission, but some kind of impurity of body or soul.
- Esoteric: Many cultures believe tattoos are impure or corruptive, though just as many place great spiritual significance on them. Powerful creatures of the Unknown infect the very land around them if they are trapped or rendered immobile.

Upended Lotus
Temple



DOWN, DOWN, DOWN (LEVEL 1)

In order for the envoys to climb down into the chasm, the players must make a Specific Movement check. Each time they climb down to another layer of the oubliette, the same roll is required.

CLIMB CHECK RESULTS

Botch	The envoy falls to the level below. The player may make a Resistance check (Injury Rank: Minor).
Failure	The envoy fails to climb down, but just manages to grab on to a ledge before falling.
Low Success	The envoy climbs down safely.
High Success	The envoy climbs down easily and can assist someone in getting down, giving them a +10 to another player's Movement check.
Colossal Success	Climbing down into the darkness is easy for this envoy. The player no longer needs to make checks for climbing between the layers.

Climbing down to the first level underneath the temple, the envoys find the roots of the tree have grown deep. The dirt walls are laced with thousands of roots, large and small, weaving together. To the east of this area is a barrier made entirely of roots with a dark mass behind it. To the west, the cavern gets smaller and then drops off into darkness.

Heading towards the root wall to the east reveals that the roots here are black and ooze a tar-like substance. Through their spidery webs is a small room, but the envoys will need to move the roots to see it clearly. Doing so requires a General Prowess check (-20 modifier, as the roots are wet and resilient). The Feat of Strength discipline, of course, can help with this. If the envoys think to set the roots on fire, they find that they don't burn (they are too moist).

Behind the wall, a pair of severed, naked legs stands in the center of the small room. The legs are covered in dirt and the left leg has a large, bloodless wound running down its side. The toes of the legs are moving, scratching the ground, scraping themselves back and forth. The only flesh that clings to the skeletal toes is where they meet the sole, and it festers. A patch of skin is missing from the right leg (this is where the eagle tattoo formerly sat). Anywhere the Envoy with the eagle card moves in the room, the legs turn to face him. The legs make no other moves aside from that (and the scratching). The players should make a Resolve (Revulsion) check; Trauma Rank is Minor.

On the back wall of the room the black roots show a twisted tableau. They tell a story of war and death. Large roots snake up the wall, representing trees, and the thinner ones wind together, showing bodies fallen against one another. A black ooze pours from these faux bodies and pools on the ground. To the far left of the tableau, the contorted figure of a small man runs from the mass of bodies towards a huge, black mess of vines that dwarfs the carnage depicted earlier.

The following clues are available here:

- **False Lead:** The toes scratching against the ground, seemingly in a pattern, similar to Morse code. It doesn't actually mean anything, but if the envoys begin discussing it out loud, it changes.
- **Vital:** The wound on the left leg appears to be from a shotgun blast. The legs belonged to an adult man, but the age is impossible to guess.
- **Interest:** The legs appear to have been dead for months, but the envoys can find no sign of continuing decomposition or insects.
- **Esoteric:** The shotgun blast on the left leg still has shot in it (it was inflicted during the battle with the creature in 1983). It has not healed.

CONFRONTING THE UNKNOWN: THE LEGS

The eagle card wants to return to the legs. If the envoy with the card gets within five feet of the legs, the card sprouts tiny black vines and moves towards the legs, trying to return to its proper spot on the right leg. If the card is in the envoy's hand, she obviously notices this. If the card is in her pocket, bag, etc., players may make a General Perception check to notice the card crawling out. Catching the card and preventing it from attaching to the leg requires a successful S/O Reflexes check (the card's REF is 50). The envoys may try three times before the card attaches to the leg. If the envoy is successful and catches the card with bare hands, the CM may choose to turn a token light to attach the card to the envoy.

If the eagle card attaches to an envoy: It instantly melds with the envoy's skin and the eagle tattoo appears with sickly black veins, giving it a small halo. The player must make a Terror Resolve check (Trauma Rank: Serious). Give the player the second half of the card (Appendix: Cards 2). If the player wishes to remove the card, check out "Running the Temple of the Skin Man."

If the card attaches to the leg of the Skin Man:

Black veins spread through both legs, veins sprout through the top of the thighs and out of where the foot meets the toes. The legs begin to walk towards the body part on the next level below. They do not attack the envoys unless the envoys attack or attempt to stop them.

If the envoys decide to attack the legs with the card attached:

You can find its traits under Parts: Legs. The legs attack until they suffer a Lethal Injury or until they can continue their journey to the next body part.

If the envoys attack the legs without the card attached:

They fall to the ground. They do not attack, and only the toes move. If the envoys dismember the legs but leave the pieces here, the individual chunks reform once the envoys reach the Skin Man's head. Only by burning or dissolving the legs can the envoys truly destroy them.

THE HEART'S HOME (LEVEL 2)

Once the envoys are done on Level 1, they most likely make their way down to Level 2.

The tree's root structure continues down into the chasm, but as the envoys go deeper they can see that the roots look worse — rotted, spongy, and pestilent. As they drop down into the second level, they see that the roots form a large, 5 foot wide ball suspended from the ceiling. The ball is hollow and something fleshy is visible inside. Most of the roots are completely black.

Underneath the suspended ball is a second, circular tableau. At twelve o'clock it shows a man arriving at the monastery. At three o'clock the man lies on his back sleeping as black roots surround the monastery. At six o'clock the man is in a small room and black tendrils creep towards him, his body is flush against the wall and he covers his face. At nine o'clock three small figures bury the man, and black roots stretch from his body into the ground.

Getting the ball open is difficult; the roots are wet and resilient, and the ball is suspended from the ceiling at a difficult height (about 12 feet). The Hidden Hand discipline may help, or the characters might need to travel back up to the surface for tools. In any case, breaking the ball open requires a General Prowess check, and the CM should apply a negative modifier appropriate to how clever the PCs are in mitigating the logistical problems in breaking it open.

Of course, once they do break it open, the CM is perfectly within her rights to have the torso spring out and tackle a PC, particularly if the heart card is nearby (see below).

The following clues are available here at this stage.

- False lead: Shadows lurk behind the mass moving ever closer to the envoys. They are poised to attack. Make a Terror Resolve check (Trauma Rank: Distressed).
- Vital: The roots attaching the ball to the ceiling are sturdy, but still thin enough to make useful points of attack. Something is moving inside the ball, tapping out an irregular rhythm.
- Interest: The roots are moving, but very slowly. The root ball retracts away from attempts to touch it, but not fast enough to cause much impediment.
- Esoteric: Fingers are visible poking through the woven roots of the ball, reaching out for the envoy carrying the heart card (if any).

Once the envoys either open the ball or manage to get up high enough to peer into it, they can see the torso. The torso consists of the chest, lower neck, right arm, stomach, and pelvis of the Skin Man. The characters can see wounds on the body and a patch of skin missing from above the left pectoral muscle. Seeing the moving torso requires a Revulsion Check (Trauma Rank is Minor). The following clues are available once the characters can see the torso:

- False Lead: The torso points a finger at an envoy (not the one carrying the heart card) and then draws the index finger across its throat. It doesn't actually intend to kill that envoy specifically, but it's happy to make the characters paranoid.
- Vital: The wounds on the torso appear to be from small caliber pistols, and a few of them were made with bladed weapons (machetes, in fact). The machete wounds were hesitation strikes, made when the envoys dismembered the Skin Man in 1983. The torso belonged to an adult man, but the age is impossible to guess.
- Interest: The torso appears to have been dead for months, but the envoys can see no sign of continuing decomposition or insects.
- Esoteric: The wound on the torso's chest looks like a chunk of skin was ripped away. Judging from how messy the wound is, the torso was still moving when it happened.

If the legs from the first level made their way to the second level: The black tendrils sprouting from the thighs of the legs grow and rip open the

suspended ball. The tendrils then use themselves to attach the legs to the torso. The combined parts then stand still at the center of the tableau waiting to be united with the next card. The characters can, of course, interrupt this at any time.

CONFRONTING THE UNKNOWN: THE TORSO

The heart card activates and tries to get back to the body, as described under **Confronting the Unknown: The Legs**. Stopping it requires the same checks as with the previous card. Once the card has attached to the torso, black veins sprout from the pelvis, making black tentacles that it can walk on (unless it's joined with the legs, of course). How the torso reacts to the envoys and/or being freed is the same as the legs, except the CM should use the Parts: Torso traits.

ARM'S LENGTH (LEVEL 3)

Once the players are done on Level 2, they most likely make their way down to Level 3. If they choose to climb back up to the surface to obtain gear, to regroup, or for whatever other reason, they can, but depending on the state of things in the chasm that might just give the Skin Man more time to pull himself together.

On the third level of the oubliette, the roots are all entirely tainted — they are black with tiny spots of white fungus. Here, the tableau covers the entire floor. Figures made of black roots stand six feet tall, but have barley any width — like standing black lace pictures. The further back the envoys walk, the more of the story the black figures tell. First, a man fights against a large human figure with roots extending out of its body. Below the large figure is a dark black pool of inky liquid oozing from the roots. In the next picture the dark figure is defeated; it lays in pieces at the floor, black ooze pouring from its head.

Finally, the last scene shows the oubliette. In front of it black vines suspend the severed left arm of the Skin Man from the roof. It is missing a patch of skin on its bicep. The arm tears small pieces from the roots around itself and adds them to the oubliette. Once it has added a root to the oubliette, the hand runs over the picture, its fingers gently caressing the black veins as if it is looking for something.

If another body part made its way to the third level: The black tendrils coming from the body part rip the arm from its suspension. The tendrils then use themselves to attach to the other body part. The combined parts then stand still waiting to be united with the next card. Witnessing this scene requires a Terror Check (Trauma Rank: Serious).

CONFRONTING THE UNKNOWN: THE ARM

The anchor card activates and tries to get back to the arm. Stopping the card requires the same checks as for the others. Once the card has attached to the arm, the arm rips itself from its suspension, standing on the roots it tore from the ceiling. How the arm reacts to the envoys and/or being freed is the same as the legs and the torso, except the CM should use the Parts: Arm traits.

CONFRONTING THE UNKNOWN: THE SKIN MAN

On the fourth and final level of the oubliette lies the severed head of Lt. Waller. The final level of the oubliette is small, only around 20 feet in diameter. Black ooze drips from the walls and pools at the center of the room, which has an indent that gets larger the more ooze pools there. Waller's head lies at the end of the room, its eyes open and lips smacking open and closed. Thick, black tendrils grow from the neck and dig their way into the ground.

A few things can happen at this point, depending on what the envoys have done on previous levels.

If the envoys have done nothing with the other body parts and not gotten close enough to them for the cards to activate:

The head's eyes snap open, and a laugh fills the chamber, the parts make their way towards the head. The left arm reaches the chamber in two turns, the torso in three, and the legs in four. If they are not detained or destroyed before they all reach the head, the parts pull themselves together as below.

If the envoys have united the body parts with the cards and not destroyed them: The body of the Skin Man walks over to its head, picks it up, and attaches it to its body with the black veins. It tries to negotiate with the envoys (see: The Skin Man's Gambit). If the envoys fight the Skin Man in this state, he will be at full power and can use all his disciplines and Aspects.

If the envoys have united the body parts with the cards and then destroyed the parts: The head animates and attacks them without trying to barter. The Skin Man has been weakened to such an extent it is now terrified and fighting for its life. The CM can use the Skin Man stats, but without any of the disciplines attached to the cards (Halt, Master Element, and Terrorize).

If the envoys have destroyed the body parts without the cards attached: A body of black roots forms under the head of the Skin Man. The cards fly from wherever they are and attach to this makeshift body (if any are attached to envoys, they tear themselves free, inflicting a Minor Injury). The Skin Man tries to negotiate with the players (see The Skin Man's Gambit). If the envoys fight the Skin Man in this state he already has a Minor Injury, but can use all his disciplines and Aspects.

If the envoys have done a mix of destroying and not destroying the body parts: The extant parts join with the head, with vines and roots filling in any missing pieces. It tries to negotiate with the envoys (see: The Skin Man's Gambit). If the envoys fight the Skin Man in this state, it can only use the disciplines of the cards that have not been destroyed.

THE SKIN MAN'S GAMBIT

The Skin Man's voice is raspy and harsh, the black liquid leaks from his mouth as he speaks. Its voice is deep and it speaks with an American accent, but with a hollow, empty tone. It relays any of his story the envoys missed if they ask it. The Skin Man is willing to let the envoys live if they leave immediately and SAVE never returns.

The Skin Man is perfectly willing to promise whatever the PCs ask of it, up to and including leaving the temple. This doesn't solve the problem, of course; the Skin Man is a creature of the Unknown, and it cannot coexist with humanity without feeding on people's lives. The Skin Man points that given a person of sufficient moral character and force of will, its base nature can at least be suppressed (as happened with Waller), so if an envoy would like to take up the job, it will relinquish its hold on the temple and possess one of the envoys. This, of course, ends the envoy's career as a PC and transforms her into a creature of the Unknown (if anyone contemplates taking the Skin Man up on this offer, make sure the player understands what is at stake). In order for the Skin Man to possess a person, that person must be "impure" in some way. The definition of "impure" for this purpose is extremely broad, though; Waller's tattoos made him impure enough. Brother Phan's guilt over the car accident provides a window for the Skin Man (should Brother Phan be with the envoys). If a player offers up her character for possession, ask what that character's "impurity" is; it can inform how you portray this new Skin Man at the end of the game.

The Skin Man downplays any injury to its body and shrugs off any suggestion that it can be physically hurt. That is because it understands exactly how vulnerable it really is—it can be destroyed by dismembering and burning the body it inhabits, and it can't move to a new body without permission.

The players may try an S/O check (Interview or relevant specialization vs. EWS). If the Skin Man wins, the envoy believes the lies that the Skin Man is telling. If the results tie, the envoy feels that the Skin Man is hiding something, and does not necessarily believe the creature's statements (leave it up to the player, just make it clear that the player isn't convinced). If the envoy wins, she realizes that the Skin Man is lying and is actually nervous, especially when talk of the body's wounds or the previous SAVE team comes up.

Using Telepathic Empathy allows the envoy to skip the S/O check and gain information as though she rolled a higher result, but also forces a Terror Resolve check (Trauma Rank: Serious). Voice of the Dead works to summon Waller; Waller immediately screams at the envoys to burn the Skin Man (which prompts the Skin Man to attack the envoy using the discipline). Mental Shield could also be used on the Skin Man for Waller to break through momentarily. Envoys should be creative with their use of the Art and the CM should allow good ideas.

FIGHTING THE SKIN MAN

If the Skin Man ends up fighting the envoys, it attacks with all its might and fights to the death. If the cards have attached to any of the envoys, the Skin Man attacks them first, trying to rip the tattoo off their bodies. If the Skin Man's attack to remove the card is successful, it inflicts a Minor Injury. If the Skin Man manages to grab a tattoo, it merges with the creature's body and he has access to the associated discipline.

AFTERMATH

To kill the Skin Man, the envoys must completely destroy the body. With the Skin Man destroyed (or gone, if they unwisely let it leave) the land is no longer poisoned and things return back to normal at the Upended Lotus Temple. All those who were sick return to normal health within a few days.

If an envoy still has one of the cards stuck to him at the end of the adventure, he suffers from the Marked Drawback until he has the card surgically removed. Alternatively, he might choose to keep the tattoo. Once the Skin Man is dead, the tattoo does not bestow any special powers, but the envoy suffers a -10 modifier to any WPR check to resist disciplines of the Evil Way. Also, the envoy experiences recurring dreams of war, death, and the jungle.

THE SKIN MAN

EWS: 100 (potent) **REF:** 80 **STA:** 90

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

Disciplines: Master Element (only if joined with torso), Halt (only if joined with legs), Terrorize (only if joined with left arm), Whisper, Wound

Aspects: Bloodless, Resilient, Specialization (Hand to Hand Combat +15), Supernatural Speed, Unfeeling, Unliving

Special Weakness: The Skin Man can only be truly banished if its body is burned to ash, dissolved in acid, or otherwise completely destroyed.

PARTS: LEGS

EWS: 66 (notable) **REF:** 60 **STA:** 80

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

Disciplines: Halt

Aspects: Bloodless, Burrow, Expendable, Unfeeling, Unliving

PARTS: TORSO

EWS: 66 (notable) **REF:** 60 **STA:** 80

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

Disciplines: Master Element: Earthquakes

Aspects: Bloodless, Burrow, Expendable, Unfeeling, Unliving

PARTS: LEFT ARM

EWS: 66 (notable) **REF:** 60 **STA:** 80

Injury: Superficial, Minor -10, Lethal

Disciplines: Terrorize

Aspects: Bloodless, Burrow, Expendable, Unfeeling, Unliving

RUNNING TEMPLE OF THE SKIN MAN

Temple of the Skin Man is set up a little differently from most **CHILL** cases; the investigation phase before confronting the Unknown is relatively brief (since the envoys pretty much know where the Unknown is), but that confrontation phase takes time and physical effort.

The cards given to the envoys by **SAVE** (Appendix: 2) play a big role in the drama of this case. Each card is made out of Waller's skin and has a tattoo on it that gives the wearer a discipline of the Evil Way if it attaches itself to skin.

During the case, there are points where an envoy can get a card stuck to his body (explained in the main text at each point where the cards can "attack"). Using the Art will not protect an envoy from the cards. Trying to cut the tattoo off will not work; if damaged or attacked, the envoy takes the damage and the tattoo moves to a different part on the body.

The cards are indestructible. **SAVE** attempted to burn them after the last time it fought the Skin Man, but they cannot be burned or otherwise damaged unless they are physically attached to the Skin Man. The cards have some intelligence, which increases as they grow closer to the Skin Man.

It's entirely possible that the envoys will do something clever like leave the cards in their rooms (or in a locked box) while they venture into the oubliette. In that case, turn a token light and have the cards follow them, or hitch a ride in an envoy's rucksack, or whatever seems appropriate. The cards are obviously significant to the case, so expect to have to do this.



More...

ENVOY ACTIVATION NOTICE

tags: **Inbox**

SAVE



E **SAVE Bangkok**

(March 04, 2015, 10:54)

to: <Recipient List Blocked>

Dear envoys,

Several days ago, an earthquake at the Upended Lotus Temple outside the city of Biên Hòa, Vietnam exposed a cavern approximately sixty feet deep. Immediately thereafter, people in the village near the temple fell ill of a wasting disease. A member of the Temple, Brother Phan, contacted SAVE for help.

SAVE has been involved with this temple once before. In 1983, a team lead by envoy Aat Kitjakarn (from the Chiang Mai HQ) faced an undead creature they called the "Skin Man." The team dismembered it and buried it, and removed three scraps of skin with tattoos from its body (these scraps were impervious to harm).

Unfortunately, these skin "cards" and the mission report were both kept at the SAVE World Headquarters in Dublin, which, as you know, burned in 1989. The only remaining piece of the mission report and the cards (which survived the blaze completely intact) have been delivered to your team. Sadly, the envoys involved in that case are not available for interview — all of them have died either in the line of duty or of natural causes in the decades since this case.

Based on the available information, the cards probably key to destroying the Skin Man. The fragment of the mission report also refers to an American named "Daniel Waller." Waller was a lieutenant in the US Army, and was reported MIA in Vietnam in 1971.

Your mission is to interview Brother Phan and, if necessary, other monks at the temple, investigate the chasm under the temple, determine if the disease relates to the Unknown, and, if applicable, destroy the creature causing it.

Please send any reports to SAVE's Bangkok branch.



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APPENDIX 1: ORIGINAL CASE REPORT

Location: Biên Hòa, Vietnam
Date: December 5, 1989
Envoy: Wattana Suttikul

Pre-Case Report

We've been called to Vietnam to the Upended Lotus Temple. A good friend of mine, has asked personally that I help. I've heard from there is no way SAVE can say no, but we are in a bind. In cases here I have had to call in foreign help. Trai has a friend, a foreigner, an American, who just died at the monastery and the surrounding village have begun to die.

The American came to the temple towards the end of the year. He was plagued by the Unknown. Having gotten himself lost in the forest, he was killed by a monster of pure darkness and twisted vines. Apparently, Trai let him live in exchange for the man letting it into the temple. Trai helped the man to control the Unknown within himself. Now dead, Trai has told me that he fears the Unknown has begun to kill people.

Post-Case Update

The American, called Daniel Waller, was buried next to the temple. I thought, the Unknown within him 'activated' somehow upon his death. It began to steal life from the surrounding villagers to feed itself. It could sustain itself on Waller while alive.

We have dealt with 'the Skin Man', that is what Phi is calling it. In order to get the thing down we had to dismember him, remove the infection. We buried the pieces of his body back under the temple. Per the monks wishes. Waller had become part of the monster. The monks and the monks asked that we respect his final wish.

We believe that the temple is strong enough to contain the Unknown within Waller as long as his body stays in the temple. It is a problem.

Enclosure

APPENDIX 2: CARDS



Eagle
You can use Discipline: Halt, with an EWS score of 75. However, instead of turning tokens light to activate it, you must turn tokens dark.

Heart
You can use Discipline: Master Element: Earthquakes, with an EWS score of 75. However, instead of turning tokens light to activate it, you must turn tokens dark.

Anchor
You can use Discipline: Terrorize, with an EWS score of 75. However, instead of turning tokens light to activate it, you must turn tokens dark.