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PRODUCT

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MONSTERS MACABRE adds many new things to haunt the night in your **CRYPTWORLD** game! Comprehensive guidelines are provided to help CMs create their own new horrors. New rules provide the option of playing monster PCs, for those players up to the challenge!



Add additional terrors to your **CRYPTWORLD** game! This book contains:

- 71 new *things*
- Guidelines for creating your own *things*
- 10 new unsettling powers
- Rules for monster PCs
- Optional rules for variable weapon damage
- Tables for generating random monster hunting organizations
- A complete adventure

Pacesetter™



MONSTERS MACABRE



With Contributions by:

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James Mishler, Jody Moran-Mishler, Daniel Proctor, Tim Snider, Bret James Stewart



**Pacesetter™**

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FOREWORD

In CRYPTWORLD, *things* hide under every bed. They lurk in every closet. They haunt abandoned houses and forgotten graveyards. There are monsters *everywhere*.

The CRYPTWORLD rulebook described many of these grotesqueries, but only scratched the surface. (Or perhaps “clawed” would be more appropriate!) Knowing there were far more creatures yet to be discovered, we asked CRYPTWORLD fans to submit their most-feared *things*. The end result is the collection of 71 new monstrosities you’ll find in this newest CRYPTWORLD product. These *things* are straight out of urban legends, local folklore, and the fevered nightmares of our submitters. I’m certain your players will be horrifically surprised by their first encounters with the denizens within these pages.

But *Monsters Macabre* is more than a bestiary of new terrors! This supplement also provides the Crypt Master with new rules to take your CRYPTWORLD games in exciting new directions. With these optional additions, CMs can build their own *things* (without the use of a laboratory). Players can play as *things* that have decided to fight against the darkness. An expanded list of new unsettling powers is provided, as well as a supernatural investigation organization generator. Finally, we have provided a new CRYPTWORLD adventure for you and your players to investigate. (Hope they don’t have arachnophobia.)

It’s gratifying to see how well-received the new Pacesetter horror game has been, and we hope you find this book a useful addition to the growing Pacesetter library of games. So turn the page and try to survive the newest threats of the unexplained!

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Dedication

Author Jeff Rice, the creator of Carl Kolchak, passed away July 2015 at the age of 71. *Monsters Macabre* is dedicated to his memory and in thanks for inspiring a generation of supernatural investigators and monster hunters.

Thanks go to all contributors for making this book possible.

Special thanks go to the original Pacesetter crew, Mark Acres, Troy Denning, Andria Hayday, John Ricketts, Gali Sanchez, Carl Smith, Garry Spiegle, Stephen D. Sullivan, and Michael Williams.

Pacesetter Lives!

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TABLE OF CONTENTS

SECTION 1: THINGS	4	Mongolian Death Worm	28
Adonis Parasite	5	Mothman	28
Alien Stalker	6	Murdermobile	28
Anthrogator	6	Naga	29
The Ashen	7	Ozark Howler	30
Banshee	7	Packswarm	30
Batsquatch	8	Peripheral	31
Black Dog	8	Plague Bat	32
Bloodling	9	Rat Lord	33
Bloodoak	10	Raven Mocker	33
Bog Beast	10	Redcap	34
Boo Hag	11	Remnant	34
Brundle	11	Ropen	34
Crawling Hand	12	Satyr	35
Creeping Eye	12	Scarecrow	35
Curator	12	Scrybe	36
Demonic Housepet	13	Serrated Shade	37
Desert Howler	14	Sewer Gator	37
Devil Cat	14	Sigbin	37
Djinn	14	Sludge Monster	38
Edimmu	16	Spearfinger	38
Elders	16	Springheel	39
Fetch	17	Swarmwalker	39
Gargoyle	18	Tarantulord	39
Haint	18	Taunter	40
Harvester	19	Tentacle Feeder	41
Headless Huntsman	19	Vapour from Space	42
Hell Hound	20	Voltergeist	43
Hemogobbler	21	Wampus Beast	43
Hive Biter	21	Wendigo	44
Ice Princess	21	Were-Cat	44
Inca Mummy	22	SECTION 2: IT'S ALIVE!	45
La Llorona	23	SECTION 3: PLAY THINGS	47
Lich	23	SECTION 4: VARIABLE DAMAGE	51
Mad Scientist	24	SECTION 5: RANDOM ORGANIZATIONS	52
Mambaani	24	SECTION 6: TANGLED THREADS	54
Manananggal	25		
Mass Haunting	25		
Melon Head	26		
Melting Man	27		
Minotaur	27		



SECTION 1: THINGS

This section presents many new *things* to challenge even the most intrepid investigator of the unexplained. These creatures follow the same format as those presented in CRYPTWORLD. Refer to that book for an explanation of descriptions.

UNSETTLING POWERS

The following new unsettling powers add variety to those presented in the core rulebook. Refer to that text for additional information about these powers and how to assign them to *things*.

Arterial Spray: Blood gouts from a pre-existing opening as if it were a freshly opened wound. The crimson liquid sprays with alarming force from a sink drain, a tree knothole, an electrical outlet, a bathtub faucet, etc., painting the walls and ceiling—and the observer if he stands too close. The Arterial Spray lasts for 5 seconds for every 10 WPR the creature spends on the effect.

Devil's Rain: Stormclouds gather overhead and a disturbing unnatural rain begins to drizzle upon the target

area, pelting and/or coating everything in a quarter-mile radius from the center of the storm. Some of the disturbing items that have fallen during a Devil's Rain includes blood, maggots, small toads, slime, insects, or hot water. The Devil's Rain costs 10 WPR for every minute the storm lasts.

False Glamour: A fairly worthless, decrepit object will appear to the viewer as something valuable or viable. A worthless piece of art will be mistaken for a masterpiece; a tattered newspaper page becomes an important contract or document; a barren swamp becomes a gorgeous outdoor garden; or a rundown hovel appears to be an extravagant mansion. The illusion is so convincing, the viewer will completely believe the nature of the mirage. The power cannot be used to disguise the nature of living creatures, but it can be used on the dead (making the victims appear to be merely sleeping, for instance). The False Glamour lasts for exactly 5 minutes, and the WPR cost varies depending on the size of the

disguised item: 10 WPR for small handheld items; 20 WPR for objects up to the size of a small car; and 40 WPR for extremely large illusions such as houses or landscapes.

Haunted Portrait: A *thing* possessing this power is able to alter the details of a painting or photograph within a range of 100'. The subject of the painting or photograph is usually the portrait of a specific individual, but could easily be a scenic landscape or still life instead. Possible alterations include changing the facial expressions or emotional state of the subject; changing the direction the subject's eyes are gazing; the appearance or disappearance of additional items (i.e. rings, occult books, or weapons), people, or *things*; changing the color, size, or perspective of the subject; revealing details never before seen (i.e. secret doors, handwriting, buildings); etc. This power costs 5 WPR per round of use if the *thing* possessing it is the subject of the painting or photograph (perhaps from an earlier time when it was still human). Otherwise it costs 10 WPR each round it is used.

Mirror Scare: At a cost of 10 WPR, this power allows the *thing* possessing it to suddenly appear without warning in any mirror the victim might be using such as a bathroom medicine cabinet, rear view mirror, or a makeup compact. The *thing* in the mirror will menacingly appear to be directly behind the victim, but when the victim turns around to look, the *thing* will not actually be there. When the victim then looks back in the mirror, the *thing* will have vanished. Use of this power with other reflective surfaces such as windows or television screens is also possible. The *thing* must be within 100' of the victim to use this power, but usually in another location where they can't be seen.

Phantom Wind: This effect can be used to create from out of nowhere a localized gust of wind capable of rapidly turning the pages of a book or



blowing papers around even on a still day or in a sealed room without any drafts. The result is that the victim usually loses their place or a specific page they require. This power has a range of 100' and costs 5 WPR per round of use. A *thing* with this power can also choose to open an occult tome, photo album, musical score, etc. to a specific page that it wishes the victim to see at a cost of 10 WPR per round of use, but only if it is previously familiar with the book.

Rotting Decay: This power instantly causes fresh food to putrefy and rot, fresh milk to curdle and spoil, and fresh cut flowers to wither and decay. Food and beverages become inconsumable, and flowers or houseplants desiccate and crumble apart with a mere touch. Each use may rot or decay one item at a cost of 10 WPR. Living animals and wild flowers and plants may not be affected by this power.

Slime Coating: A thin, slick sheen of glistening slime seeps out of every nook, cranny, crack, and crevice in the area, coating every surface with the mucusoid substance. The slime is harmless to the touch, but obviously disgusting (and perhaps nauseating to PCs with low WPR). Anyone attempting to walk across any slime-coated surface should roll a general check versus their AGL to remain standing. Anyone running through the area has a 20% penalty to keep from losing their footing. For every 10 WPR spent by the *thing*, they can coat 20 square feet of surface area. This unsettling power does NOT create a massive collection of slime. (The *thing* cannot fill a bucket or container with the goo.)

Stench of the Grave: A *thing* with this power is able to create a strong, fetid odor reminiscent of death and decay within a 50' radius of itself which moves as the creature moves. Victims within the area of effect become instantly nauseated by this charnel, rotting stench resulting in any rolls involving STR suffering a penalty of 20% for 1 minute. Horses, dogs, and other animals will refuse to enter the area of effect when it is active and will automatically attempt to flee as far away as possible if they are caught within when the power is

activated. This power costs 5 WPR per round of use.

Tainted Touch: With but a touch, a creature can poison some consumable, i.e. food or drink. This touch costs 20 WPR, and the lethality of the poison should be randomly rolled on 1d10. If a victim consumes the poisoned material, he should make a specific poison check against his current STA. Failure means death, whereas success leads to the results as explained on page 42 of the CRYPTWORLD rulebook.

THINGS

Adonis Parasite

STR:	1 (15)	WPR:	6 (90)
DEX:	NA	PER:	NA
AGL:	7 (105)	PCN:	6 (90)
STA:	1 (15)	PWR:	100
ATT:	1/60%	WND:	1
MV:	L 10		

Experience: 500

CM NOTE: The above statistics are for the creature outside of its host. Adonis parasites alter their NPC host's statistics by adding one Wound box and 10 points of STA to its host.

Adonis parasites are parasitic worms that mutate a host into a perverse parody of "physical perfection." Adonis parasites resemble millipedes; they are grayish-white, multi-legged insects approximately four to six inches in length with sharp pincers and a needle-like proboscis.

The parasite burrows into its human host, attaching itself to the central nervous system. Once embedded, it alters the appearance of the host by first digging into the host's mind to discover his concept of "beauty," and then secreting a chemical that physically alters the host to conform to that notion. In a searingly painful process that takes six to eight hours, the host's scars and blemishes will disappear; imperfections will correct themselves; and the host will seem more attractive and vibrant, at the peak of health. However, the victim's personality also changes, as they become more vain, egotistical, and suspicious of others. The host (who is

now aware of the parasite and its "gift") will now be driven to pay the price for physical perfection.

Adonis parasites need a steady supply of cerebrospinal fluid to survive. Since draining their hosts would kill them, the parasites compel their hosts to kill others so they can feed. Each week, a host must acquire at least 100 mL of cerebrospinal fluid for the parasite. (The amount usually found in one adult human body.) One of the special "gifts" the parasite imparts to its host is a special barb that develops under the host's tongue. With this, the host can pierce the skull of a victim to withdraw all of the cerebrospinal fluid within the brain, leading to coma or death by shock. A successful attack must be made at short range behind a victim; treat this as armed combat when determining damage.

Outside of a host, the Adonis parasite is vulnerable, which is why they rarely leave a living host. If its host is killed, the parasite will survive on the host's remaining cerebrospinal fluid before abandoning the body to seek a new home.

Removing an Adonis parasite without killing the host is difficult. One method is to keep the host from feeding the parasite. But if driven close to starvation, the parasite may force its host to attack the nearest person, regardless of risk, than to abandon the host with others present. Surgically removing the parasite may be attempted by any person with the Medicine skill at the Master level. And anything that affects the host's central nervous system (electricity, narcotics, etc.) will inhibit the parasite.

Adonis Parasite Powers

Mutate Host: This power allows the Adonis parasite to identify the host's mental perception of beauty and then alter the host's appearance to match that vision. The host's imperfections will disappear and their attractive qualities will increase tenfold. The host's STR will increase by 10, and they gain an additional Wound box to their statistics. A barbed feeder will also develop under the host's tongue to extract

cerebrospinal fluid from their victims. The cost to trigger the transformation is 40 WPR.

Alien Stalker

STR: 6 (90) WPR: 6 (90)
DEX: 5 (75) PER: 4 (60)
AGL: 5 (75) PCN: 6 (90)
STA: 7 (105) PWR: NA
ATT: 1/83% WND: 15
MV: L 100†

Experience: 800

The alien stalker is a formidable hunter/predator from another world. These creatures come to Earth to hunt the most dangerous creature in the known galaxy—man. An alien stalker is a hulking muscled biped, about eight feet tall, decked out in advanced alien armor. Although a mirrored helm covers its face and head, it's assumed the creature is reptilian in nature due to its scaly and clawed three-finger hands. No one who has seen the face of an alien stalker has lived to describe it.



The alien stalker usually lands near an isolated population center (though it has been known to hunt in the jungles of the Big City). Once it has hidden its ship, the alien stalker goes about stalking its prey. Upon catching its quarry, the alien stalker will collect its trophy—usually the skull of the kill. The alien stalker kills for sport, not for food, so it will leave the remains at the point of the catch and kill. The alien stalker is equipped with many high-tech tools and

devices allowing it to pursue its prey stealthily and dangerously, including:

- A shoulder-mounted laser rifle with automatic targeting system. (Defense column shifts one lower when fired at a victim.)
- An entangling net used to subdue and capture fleeing prey. (On a "C" result, the victim falls down and is helplessly entangled for at least two rounds; see the Net entry on page 20 of the CRYPTWORLD rulebook.)
- A hooded mask/visor which lets the alien stalker see infrared heat signatures, allowing it to track its prey via radiant heat footprints left behind, and making hiding and escape very difficult.
- A stealth suit that "folds" light around it, making the alien stalker virtually invisible when standing still. (PCN check with a 20% penalty to see it.)
- Assorted blades, knives, and other cutting/carving tools. (The alien stalker is an Expert with any bladed weapon, so he has an Attack score of 113% with those.)

The alien stalker views humanity the way a big game hunter would view a charging rhino—as a challenge, as sport, as a dangerous animal. The alien stalker will not try to talk to its quarry nor will it heed its pleas for pity or mercy. Humans are just another mindless animal to it. However, if bested during the hunt by its prey, the alien stalker will wordlessly leave without further carnage to the people of the area, never to return.

Anthrogator

STR: 7 (105) WPR: 5 (75)
DEX: 2 (30) PER: NA
AGL: 7 (105) PCN: 6 (90)
STA: 8 (120) PWR: 75
ATT: 2/105% WND: 19
MV: L 80† (on 4 legs) L 60† (on 2 legs) W 100

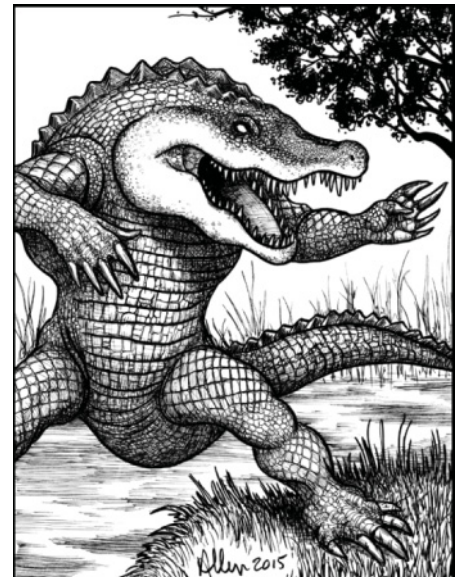
Experience: 700

Anthrogators are a bizarre mixture of man and reptile, looking much like an alligator that can walk upright on two legs. (However, their front legs

cannot be used effectively as arms and hands due to the lack of an opposable thumb.) They are intelligent, incredibly strong, aggressive, territorial, and carnivorous.

Anthrogators are about 8 to 10 feet long with a tough, scaly hide which offers some minimal armor protection. The jaws of an anthrogator are extremely powerful, able to bite through most materials with ease. Although they can walk upright, their gait is slightly waddling due to their hip placement. Anthrogators use their massive tails as additional support when upright, so when they use them to attack, their balance is threatened.

Anthrogators have a deep-seated loathing of mammals, especially humans who trespass into their territory—something that happens with growing frequency. They use their ability to control alligators to terrorize and torture any humans foolish enough to encroach into their domain.



Anthrogator Powers

Control Alligators: Anthrogators can summon and control normal alligators, giving them simple commands such as "attack," "destroy," "fetch," and "stop." Anthrogators can control up to five alligators at a cost of two points of WPR per animal per round. The Anthrogator must be within 100 feet of

the alligators to maintain control of them.

The Ashen

STR: NA WPR: 8 (120)
 DEX: NA PER: 5 (75)
 AGL: NA PCN: 5 (75)
 STA: NA PWR: 130
 ATT: 1/90% WND: 0*
 MV: F 75 (incorporeal)

Experience: 1,000

When a person dies horribly in a fire or some other intense heat, there's a chance he could become one of the ashen. After his physical body has burned away, his soul becomes intertwined with the materials that killed him, becoming a restless spirit made up of searing smoke, smothering ash, and burning cinders. The ashen are in a constant murderous rage as their "unlife" has them trapped in an eternal burning state.

An ashen appears to be a swirling mass of smoke and ash with flickers of searing embers glittering throughout. Someone who sees the creature may catch glimpses of a human face or grasping hand in the drifting vapor. An ashen floats through the air as a cloud of smoke would. Although an ashen cannot pass through physical objects, it can squeeze itself through the smallest of cracks and crevices. An ashen is painfully hot to get close to, causing one box of Wound damage if contact is made. Flammable items (paper, cloth, wood, etc.) will also erupt into flame upon contact.

The ashen are often found near the location of their original death, fading in and out of existence like a ghostly cloud of soot. An Ashen may also be attracted to and appear at blazing infernos or other hellish locations of intense heat. In its agony, an ashen lashes out at living creatures it encounters, punishing them by putting them through the same torment the ashen is eternally living, either by setting them on fire or smothering them in a swirling vortex of ash and soot. Sadly, massive casualties amongst responding firefighters and emergency personnel is likely if an ashen has been created by or pulled to a fire they're battling.

The ashen cannot be harmed or destroyed by physical means, except via the tools used in firefighting. Only a massive amount of water, sand, or foam dumped upon the ashen can injure or dispel it. Intense cold also has a chance of disrupting an ashen's grasp on this plane of existence.

The Ashen Powers

Pyrokinesis: This power works similarly to the paranormal talent of the same name, except that it costs 30 WPR per round of use.

Suffocating Ash: The ashen engulfs its victim in a choking cloud of soot and smoke as it attempts to smother the victim to death. The attempt costs the ashen 30 points of WPR per round to maintain the choking cloud. For each round so engulfed, the victim takes two Wounds. If the ashen stops its attack before the victim dies, the victim will still be blinded by the abating smoke for four rounds while his eyes clear and he gasps for breath.



Banshee

STR: 4 (60)* WPR: 6 (90)
 DEX: 5 (75)* PER: NA
 AGL: 5 (75)* PCN: 6 (90)
 STA: 6 (90)* PWR: 80
 ATT: 1/68% WND: 14*
 MV: L 75*

**In corporeal state only (NA until reaching corporeality)*

Experience: 700

A banshee is the restless, jealous ghost of a wronged woman who died

before carrying out a plan of vengeance on an enemy. This person will often be chosen as the banshee's first victim. Afterward, a banshee's victims may be randomly chosen, but they are likely to be the same gender as the first victim and to have other similarities as well.

A banshee's victim will hear the creature's *wail of anguish* 1+2D10 days before she strikes. Beginning on the first night of this stalking period, only the victim will hear the wail at a low volume, as if from a distance. The keening will sound each consecutive night, increasing in duration and volume each time, and audible only to the future victim who continues to suffer the effects of the attack. Others will begin to hear the keen two days prior to the final attack, which leads many friends and loved ones of its targets to fear more for their sanity than their lives. Fear checks and loss of WPR from disrupted sleep are appropriate for all characters who hear a banshee's wail. On the final night, once the victim is demoralized and resolved to their fate, the banshee will appear to physically attack and kill her victim.

Upon first appearing, the banshee is an incorporeal spirit, but with each passing day, she becomes more corporeal. A banshee will be fully corporeal on the final day of her victim's torment, and she must be fully corporeal to make her physical attack. With each passing day as she becomes corporeal, the banshee begins to resemble her original deceased form, but only colder, more withered, with evil black eyes.

The creature can be destroyed while she's in her noncorporeal form by discovering her original identity and then planting a live shamrock on top of her grave. If the plant remains there for two weeks, the banshee will weaken until finally being driven back to the netherworld. However, once corporeal, a banshee can only be destroyed by beheading, stuffing the mouth with shamrocks, then burying the creature's head in her original grave. A banshee takes normal damage from physical attacks but, if reduced to 0 without beheading, she is not destroyed and will return again to torment her intended victim in 1D10 weeks.

Once a victim is chosen, the banshee is single-minded in her

pursuit. Anyone who interferes with the banshee's pursuit will see the creature pause, point at them, and whisper "Next" as they find themselves chosen as the creature's next target.

Banshee Powers

Wail of Anguish: This power instills an overwhelming feeling of hopelessness and terror within any who can hear the banshee's wail. Over the course of several days, the banshee's victim will become completely resigned to their fate as their willpower and courage are depleted by the creature. At a cost of 30 WPR, the banshee releases a soul-melting cry of rage and betrayal. Anyone within a 50-foot range who can hear the banshee's keen must make a fear check versus their current WPR. The intended victim must make their fear check on column 8, whereas all others use column 5. Willpower loss caused by a banshee's wail is regained at half the normal rate.



Batsquatch

STR: 8 (120)	WPR: 6 (90)
DEX: 7 (105)	PER: 5 (75)
AGL: 7 (105)	PCN: 5 (75)
STA: 6 (90)	PWR: NA
ATT: 1/113%	WND: 16
MV: L 150 F 150	

Experience: 700

A batsquatch is a frightening hybrid of sasquatch and giant bat.

Batsquatch look like the traditional sasquatch (see CRYPTWORLD rulebook, page 67) with large bat-like ears, a wide mouth filled with bat-like fangs, and large, furry, bat-like wings. They can have brown, gray, or white fur and, although they are not quite as strong as their sasquatch cousins, they make up for it by being quicker and slightly more intelligent. Batsquatch can be encountered anywhere sasquatch are found, though they seem most common in Texas and Washington state.

Batsquatch attack in one of two ways—either with a flying pounce attack or with a grappling bite attack. If they are flying when first encountered, the batsquatch will drop on their prey like a bat, smashing with its clawed hands and feet. If they are on the ground when they attack, they will grasp at their prey to drag them close and bite them with their sharp fangs. They are not afraid of attacking vehicles to get at the tasty, fleshy morsels found within.

Batsquatch possess the *telepathic sending* and *read thoughts* abilities of their sasquatch progenitors, but they do not possess the sasquatch *blending* ability. Instead, they will use their unsettling power to create a *swirling mist* ability, which enables them to seem to appear out of nowhere. Some feral batsquatch are carriers of the rabies virus. If a victim is bitten by a rabid batsquatch, the CM should roll 1d10 to determine the potency of the disease contracted (see Sickness and Disease on page 42 of the CRYPTWORLD rulebook).

Black Dog

STR: 4 (60)	WPR: 4 (60)
DEX: NA	PER: NA
AGL: 6 (90)	PCN: 6 (90)
STA: 7 (105)	PWR: 120
ATT: 1/75%	WND: 18
MV: L 225	

Experience: 1,000

Also known as a "ghost dog" or "harry hound," the black dog is an apparition of death and terror that delights in causing fear and confusion in its victims. It seeks to "harry" them with its supernatural powers, driving the victim to a frantic

death. The creature appears as a large black dog with glowing yellow eyes and slaving jowls. The black dog appears only at night, and more frequently during lightning storms, possibly due to the adverse conditions this environment causes for humans. In its normal state, the black dog can move through objects at will. In its corporeal state, the black dog can physically attack with its vicious bite, though it loses its ability to pass through objects. A black dog can only be harmed by silvered weapons; such weapons can damage the creature in either of its forms.

When it has manifested, the black dog seeks to torment its prey for as long as possible, toying with its victim. Its favorite tactics include stalking lone humans in deserted places, making itself known, and using its varied abilities to instill fear. The dog will gleefully chase its opponent until the victim drops from exhaustion. It will then move in for the kill.

Black Dog Powers

Cause Fear: A black dog can cause fear in a target with a successful PWR check and a cost of 10 WPR. Victims of the power will sprint away from the black dog, as terror grips their very soul. The effect lasts for 10 rounds. The victim may make a check every 3 rounds to negate the effect.

Confused Terrain: The black dog can confuse the mind of the target with a successful general PWR check at a cost of 10 WPR. This effect lasts for 5 minutes and can be maintained thereafter at a cost of 5 WPR per 5 minutes. An affected target believes he is lost and will be unable to recognize his surroundings even if they are very familiar to him. A victim who believes he is lost feels a sense of despair, and he suffers a 15% additional penalty on any PWR checks versus the black dog's *cause fear* power.

Corporeal Shift: The black dog may make itself physically corporeal in 1 round at the cost of 10 WPR points. This ability is automatically successful. The black dog can revert to its incorporeal state at will and with no further point cost. The black dog uses this power to close in for the

kill as the creature takes joy in killing its victim in an up-close-and-personal manner.

Bloodling

STR: 2 (30) WPR: 2 (30)
 DEX: 3 (45) PER: 2 (30)
 AGL: 3 (45) PCN: 3 (45)
 STA: 3 (45) PWR: 90
 ATT: 1/33% WND: 12
 MV: L 75 (50 in liquid form)

Experience: 700

Bloodlings are tiny, vicious creatures that spontaneously generate at sites where blood has been spilled as the result of violence. Eyewitness reports state that the creatures vary in size considerably, ranging from two inches to a foot or more in height. They appear as hunched, muscular humanoids, with large talons, no discernible neck, and sharp teeth. They also appear to be formed out of blood, and can revert to liquid form at will. Bloodlings do not appear to be terribly intelligent and seem motivated purely by a desire for mayhem. However, they display a pack instinct similar to hyenas and are vicious and cunning in equal measure.

The origin of the bloodling is uncertain at this time. Certain scholars contend that the creatures are a spontaneous manifestation of violent rage, made flesh through the medium of blood (a powerful magical force). Others believe they are free-floating demonic entities who feed on the energy released by violent confrontation, using the spilled blood as a medium to enter the physical world.

Bloodlings are fierce combatants, and their semi-liquid nature makes them all but impervious to physical damage. Bullets pass through them, blades cannot cut them, and physical contact with them is a less than brilliant idea. However, bloodings are vulnerable to compounds that affect the blood, such as medical clotting agents, which inhibit their ability to transform from liquid to solid and vice versa. They also exhibit a profound aversion to garlic, which thins blood, and large quantities of salt. Finally, electricity has proven effective in disrupting the animating



force that moves the blood, destroying the creature.

What makes bloodlings truly dangerous is their ability to reproduce quickly. While not every drop of blood shed to violence spawns a bloodling, every drop shed to an attack *by* one does. With their razor-sharp talons and teeth, a swarm of these creatures can shed a lot of blood very quickly, swelling their numbers dramatically. It takes approximately 10 seconds for a single splash of blood to become a bloodling, and a pint of blood can easily produce 10 or more creatures.

As creatures of living blood, bloodlings have a number of unique tactics, which they can employ instinctively. When faced with the need for brute strength over numbers, a swarm of bloodlings can combine to form one large creature capable of remarkable feats of strength. Also, if a bloodling comes into contact with an individual who has an open wound, the creature can enter the wound and attempt to possess the individual. While possessing a person, the bloodling has that person's intelligence and will do almost anything to retain control. The only successful way to drive a bloodling from its host is to administer blood thinning agents like aspirin or garlic, or to use dangerously high levels of electricity. Once a bloodling is in possession of

a host, it becomes aware of its vulnerabilities and will fight to avoid them, doing anything up to and including murder.

Some sorcerers and dark magicians have been known to use bloodlings as a form of self-defense, deliberately infecting themselves so that the creatures can provide security in the event of a violent attack. How these individuals avoid being controlled by the creatures is a currently a mystery.

Bloodling Powers:

Deliquesce: Bloodlings can transform from liquid to solid and back again at will with no WPR cost. The transformation takes one round to complete. When in liquid form, bloodlings can slither across flat surfaces at a speed of 50. This ability is disrupted by blood-thinning agents and by medical clotting chemicals, trapping the bloodling in its current form.

Blood Possession: If a bloodling encounters a victim with an open wound, it can attempt to force its way inside the victim's body and possess him. Entering a victim takes one round and requires that the victim be either unconscious or restrained in some way.

Once inside the victim, the bloodling may attempt to take control with a specific check of PWR against the victim's WPR column (or

one column lower if the victim is unconscious). It costs the bloodling 5 WPR/round to control the victim.

S = The victim is possessed for 1d10 rounds.

L = The victim is possessed for 2d10 rounds.

M = The victim is possessed for 3d10 rounds.

H = The victim is possessed for 2d10 minutes.

C = The victim is possessed for 1d10 hours.

While inhabited, the victim is completely under the bloodling's control and may be forced to do anything, up to and including murder. While in control of a victim, the bloodling uses the victim's stats (including WPR) and is fully aware of its weaknesses. The bloodling will exit the victim prematurely and immediately if subjected to at least Moderate damage from poison (particularly blood-thinners), electric shock, or radiation.

Rapid Reproduction: Every Wound inflicted by a bloodling creates 1d10 additional bloodlings. These bloodlings appear from the spilled blood two rounds after the Wound is inflicted and will immediately attack the nearest human or animal target. Wounds that do not shed blood do not generate bloodlings.

Bloodoak

STR: 4 (60)	WPR: NA
DEX: 4 (60)	PER: NA
AGL: 5 (75)	PCN: 3 (45)
STA: 3 (45)	PWR: NA
ATT: 2/68%	WND: 12
MV: NA	

Experience: 500

"Bloodoak" (sometimes called Vampire Vine or Devil's Snare) is a general term referring to a class of large, tree-like, carnivorous plants. A bloodoak can range from 15 to 40 feet in height, is found in any climate, and can look like any common tree from the area. However, the bloodoak's upper limbs are instead writhing tendrils, each between 20 and 40 feet in length, and covered with sharp, barbed thorns. The bloodoak uses these vine-like tentacles to lash out and grasp its prey. It then lifts the victim to the top

of the boughs, while its thorns tear and rend the victim's body.

At the top of the bloodoak's trunk is an orifice that passes for a "mouth." Once the victim has stopped moving (whether dead or unconscious), the vines shove the body into its mouth, the orifice closes and seals shut, and the tendrils hide themselves amongst the branches again, leaving no sign of the struggle. Once inside the bloodoak, the victim is digested by powerful acids over 24 hours until nothing remains. The bloodoak absorbs the dissolved corpse, and any undigested materials (metals, plastics, etc.) are expelled at the base of the bloodoak's trunk—enticing "bait" for a future victim.

A bloodoak's tendrils grapple in the same manner as the Wrestling skill (CRYPTWORLD rulebook, page 18). With a successful attack with an "H" result, the victim is "Held" by the bloodoak and takes normal "H" result unarmed damage each round. The victim will be unable to perform any other action other trying to free himself. He can free himself if (1) he wins initiative and passes a general Unskilled Melee, Wrestling, or Martial Arts check, all with a 20% penalty, or (2) another party successfully attacks the bloodoak with a called shot to the tendril(s) holding the victim. If the bloodoak successfully grapples with a "C" result ("Constricted"), the victim has a 40% penalty to break the hold, and takes "C" result unarmed damage each round.

A bloodoak is not an intelligent creature and is only reacting and attacking out of instinct. It is "rooted" in place and is easily avoided if you stay out of reach of its tendrils. However, once it has hold of you, it is unlikely that you will escape its grasp.

Bog Beast

STR: 6 (90)	WPR: 5 (75)
DEX: 6 (90)	PER: 4 (60)
AGL: 5 (75)	PCN: 4 (60)
STA: 7 (105)	PWR: NA
ATT: 1/83%	WND: 15
MV: L 75 W 100	

Experience: 500

A bog beast is a half-humanoid/half-plant cryptid that lurks within the

swamps and bayous of the southern United States. A bog beast usually stands well over 7 feet tall and is covered in rotting weeds, plants, vines, and vegetation. It walks on two webbed, clawed feet and has two webbed claws at the ends of its arms. Although a bog beast cannot breathe underwater, it can hold its breath for up to 30 minutes while lurking in the dark waters. There is a warm, damp odor of rot and decay that hangs upon the creature, so much so that this odor will often signal a bog beast's approach. The bog beast is actually more plant than animal, as much of its muscular and skeletal systems are made up of vegetation and flora.



A bog beast lives in isolation deep within a swamp, rarely venturing into inhabited areas. It is only when man begins to encroach on the bog beast's domain will it begin to terrorize and assault the interlopers. Land developers and road construction crews have been devastated and driven off by an enraged bog beast who felt his home was in danger. A bog beast attacks by lurking just under the surface of the swamp's waters, leaping out to grab a victim and pull them underwater. There, it holds them tightly immobile until they drown. The victim's companions may not ever know what happened to their friend "who was standing right here a moment ago." A bog beast will continue its guerrilla-like reign of terror, destroying equipment, ruining

supplies, and killing trespassers until the interlopers leave the area.

It is believed by some that the bog beast is a distant cousin to the gillman (CRYPTWORLD rulebook, page 61) as they share many similar characteristics, but this has not been verified. There are several cryptids in the bogs and bayous of the U.S. that may, in fact, be bog beasts including the Honey Island Swamp Monster, the Fouke Monster of Boggy Creek, and the Lizard Man of Scape Ore Swamp.



Boo Hag

STR:	5 (75)	WPR:	5 (75)
DEX:	4 (60)	PER:	4 (60)
AGL:	4 (60)	PCN:	4 (60)
STA:	5 (75)	PWR:	70
ATT:	1/68%	WND:	15
MV:	L 75†		

Experience: 600

A boo hag is a vampiric female creature who gains sustenance from the "lifebreath" of its victims. A boo hag normally appears as a skinless, hairless crone that is blood-red in color due to its exposed muscular system. A boo hag hides its true appearance by wearing the skin of one of its victims much like a costume. When in this guise, the boo hag looks like any other human being, although its skin appears pale and waxy.

According to southern U.S. Gullah folklore, boo hags steal the lifebreath of their prey by "riding" them while they sleep. The boo hag will first remove and hide any skin it is

wearing, transform into a dank mist, then enter the bedroom of a sleeping victim through a small crack or hole. The boo hag will then perch upon its victim's chest, sucking its lifebreath as they rest. During the feeding, the victim will drop into a deep, nightmare-filled sleep brought on by the boo hag. Shortly before sun-up, the boo hag will transform into a mist again and exit. The victim will awake exhausted and short of breath with no explanation why. (A victim of a boo hag will not regain any STA lost during the previous day due to the fitful night's sleep.) A boo hag must be back in its stolen skin before dawn, as sunlight on its exposed, skinless flesh will burn it for three Wound boxes of damage each round until it has covered itself again or the boo hag is destroyed.

A boo hag is loath to kill its source of nourishment, continuing to feed off of the same person for months or perhaps even years if undiscovered. In a devious twist, it's easier for the boo hag to maintain this closeness with its source of food over the years by befriending the victim as a new neighbor or coworker. The victim may be unaware that his/her closest friend has actually been feeding on their lifebreath for many years! However, if a victim becomes overly suspicious during their waking hours, or if they awaken during the boo hag's feeding and realizes the dire situation they find themselves in, the boo hag will kill the victim, take their skin as a fresh disguise, then leave to find a new victim to "ride."

Boo Hag Powers

Mist Form: A boo hag can transform into a dank, gray mist approximately 10 cubic feet in volume. In this form, the boo hag can slip under doors, and through cracks and keyholes. Transforming into a mist costs the boo hag 20 WPR and requires a general PWR check to succeed.

Induce Catatonia: A boo hag can cause a sleeping victim to drop into a deep catatonia, allowing it to feed without risk of waking the victim. It costs 20 WPR an hour to maintain the catatonia. Nothing will wake the victim once they enter this state,

though they will wake normally once the hour is up and the effect has ended. The victim should be allowed a check versus WPR at a 20% penalty to resist dropping into catatonia. If successful, they'll remain asleep, but will stir enough to drive off the boo hag for that evening.



Brundle

STR:	4 (60)	WPR:	1 (15)
DEX:	6 (90)	PER:	2 (30)
AGL:	6 (90)	PCN:	5 (75)
STA:	3 (45)	PWR:	NA
ATT:	1/75%	WND:	12
MV:	L 75† F 75 (if winged)		

Experience: 600

A brundle is a grotesque entomorph—a hybrid of human and insect. They are usually the result of scientific experimentation gone horribly wrong, although some brundles are actually mutants whose insectoid deformities didn't surface until the creature reached adulthood. They often appear as humanoids with several insect-like appendages in place of human ones, i.e., a fly's head with multi-faceted eyes, a mantis' hooked claw, a mosquito's blood-draining proboscis, a spider's multiple legs or spinnerets, etc. If a brundle has a set of insect wings, it can fly as fast as it can move on land. The multiple variations a brundle may take are numerous. It is left to the Crypt Master to determine the nature of the brundle's insect-half

and how that half manifests itself in the creature's physiology.

Brundles are all incredibly agile and dexterous, as well as having a heightened perception due to their insect-like senses (360-degree vision, vibration-sensing hairs, etc.) All brundles are capable of climbing sheer surfaces and ceilings at MV 20. They have a low willpower, as they are creatures of insectoid instincts at this stage—eating, mating, and defending its territory are the primary driving forces behind its behavior. (In fact, if a brundle mates with a human, there is a 75% chance of the offspring being a new brundle.) Brundles cannot be cured or rehabilitated, as what remnants remained of their humanity has long since been absorbed by its monstrous insect half. It's a mercy to put the monster out of its misery.

Crawling Hand

STR: 3 (45) WPR: 4 (60)
 DEX: 7 (105) PER: NA
 AGL: 4 (60) PCN: 3 (45)
 STA: 3 (45) PWR: NA
 ATT: 1/53% WND: 12
 MV: L 60

Experience: 500

When someone (or something) that was irredeemably evil in life loses a hand, there is a chance the severed limb may animate into a crawling hand. The crawling hand is an intelligent creature, retaining all of the memories and emotions of its original host. However, it now acts independently, working to finish any evil machinations that had been started by the original owner—even if the original owner is long-dead.

A crawling hand scurries about like a spider, using its fingers for locomotion. Although the crawling hand does not have eyes or ears, it can, in fact, "see and hear" its surrounding as if it did. Due to its size, it can hide fairly well, ducking into small darkened areas before it is discovered. It can use tools and weapons fairly well, though it prefers to strangle a sleeping or unconscious victim.

A crawling hand possesses the ability to crawl up and down walls and ceilings, clinging to them as if it

were a spider. This allows the creature to gain access to places it would otherwise be unable to reach. Many a victim has been surprised to find a severed hand perched on a high shelf holding a gun, until the shot rings out.



Creeping Eye

STR: 7 (105) WPR: 4 (60)
 DEX: 1 (15) PER: 1 (15)
 AGL: 3 (45) PCN: 5 (75)
 STA: 6 (90) PWR: 75
 ATT: 1/75% WND: 18
 MV: L 40

Experience: 800

Creeping eyes are horrific abominations believed to originate from another dimension. They appear as a single, gigantic eye 10' in diameter that moves about slowly by means of a mass of tentacles composed of its detached extraocular muscles and severed optic nerve. Creeping eyes are only active nocturnally as they are extremely sensitive to bright light and will hide during the day in dark places like caves or sewer tunnels. Extremely bright light such as direct sunlight is the equivalent of darkness for a creeping eye. (See Field of Vision in the CRYPTWORLD rulebook on page 32.)

Anyone who meets the gaze of a creeping eye risks falling prey to its *sleep* power which enables it to easily feed without a struggle. Failing to put a character to sleep, a creeping eye will attack outright with its muscular

tentacles attempting a stranglehold to choke its victim to death. (See the rules for strangling in the CRYPTWORLD rulebook on page 39.) Creeping eyes feed with their severed optic nerve stalk by eating the eyes of their slain victims and then sucking out their brains through the empty eye sockets.

Creeping Eye Powers

Sleep: A creeping eye will use this power to subdue its intended victim making it easier to feed. The power may be directed at one target within 50' and line-of-sight that meets the creeping eye's gaze. This requires a specific PWR check using the column corresponding to the victim's WPR. This costs 20 WPR. Refer to this list for interpreting results:

S = The character grows drowsy for 1 round and loses 5 points of WPR.

L = The character grows drowsy for 1 hour and loses 10 points of WPR.

M = The character falls asleep for 1 hour during which time they cannot be awakened. The character also loses 10 points of WPR.

H = The character falls asleep for 2 hours during which time they cannot be awakened. The character also loses 10 points of WPR.

C = The character falls asleep for 8 hours during which time they cannot be awakened. The character also loses 10 points of WPR.

Drowsy characters cause their party to automatically lose initiative every round. Sleeping characters are completely unaware of what is going on while they are sleeping and may not recover lost WPR while sleeping.

Curator

STR: 4 (60) WPR: 5 (75)
 DEX: 3 (45) PER: 2 (30)
 AGL: 4 (60) PCN: 3 (45)
 STA: 5 (75) PWR: 80
 ATT: 1/65% WND: 15
 MV: L 75+

Experience: 800

A curator is a frustrated artist who, in spite of his passion and drive, has no appreciable talent for the arts. This frustration has built up and exploded into a psychotic maniac determined

to prove his artistic merits. And since mankind refuses to recognize his "genius," humanity will now become the bloodsplattered canvas upon which he'll "create."

When creating a curator, the CM should first determine the medium upon which he works. Once the curator has kidnapped and slain a victim, he prepares his masterpiece using the following process (roll 1d10):

1. Wax Sculptures—The curator dips his victims into molten wax, posing the body before the wax hardens, creating a very lifelike wax figure.

2. Bust Sculptures—The *thing* removes the victim's head, then coats the head in quick-hardening plaster or cement, creating an uncanny human bust.

3. Abstract Paintings—The chaotic patterns coating the curator's canvas initially consists of the victim's arterial spray followed by the splatter and drips from various multicolored acrylics.

4. Ceramics—After removing a victim's limbs, the curator envelops it in clay, fires it in a kiln, then glazes it as a representation of "the human form."

5. Tile Collage—The curator uses broken bits of bones and teeth to create a stark-white collage of "tile" in various eye-pleasing patterns.

6. Watercolors—The paintings created by the curator is created with watered-down blood, bile, and other organic fluids of the victim.

7. Photography—The curator poses his "models" in lifelike slice-of-life scenes. The photos—in black-and-white—capture his vision of a stark realism.

8. Ivory Carving—Although the artform is frowned upon by some, the curator can honestly assure the public he never uses ivory taken from live animals. (Live humans are a different matter...)

9. Leatherworking—The victim's skin is processed into a fine leather canvas by the curator that is tooled and formed into various forms of leather goods.

10. Music—The curator creates beautiful haunting melodies using instruments formed by his victims: a

bone flute, a ribcage xylophone, a violin using victim's sinew, etc.

The curator is very clever and will not begin his killing spree in a haphazard or unplanned manner. He will first kill and "process" a victim in secret, revealing his new artwork to an audience while using his *masterpiece* power. The audience will be incredibly receptive and praising of the new piece, offering the curator a place to create and a future gallery showing. With each new *masterpiece*, the curator's fame will grow until he has his own museum featuring many of his masterworks (as well as artwork of other, "less talented" artists).

The curator has usually already established himself in the local artistic culture as an up-and-coming artist before he begins his slaughter. The curator is egotistical to a fault, seeing himself as the next Great Artistic Talent waiting to be discovered. He is also egotistical as he sees all of his admirers as just "art supplies" for his future projects.

Curator Powers

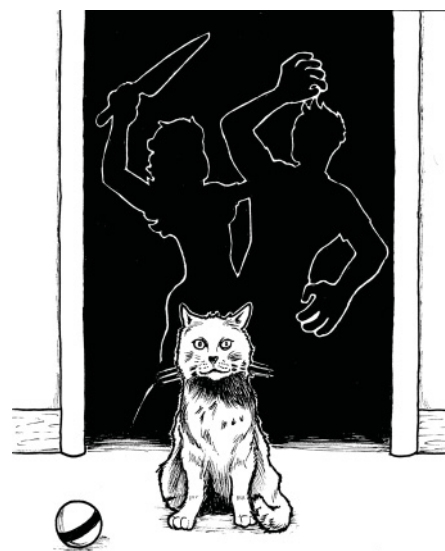
Masterpiece: The curator can manipulate an audience's collective mind to impart the impression that the artwork they're viewing is one of the greatest works of art ever created. At a cost of 30 WPR and a successful PWR check, all members of the viewing audience will agree as to the artistic genius of the work. Critics will shower both it and the creator with praise, and no one will recognize the horrific basis of the artwork's creation. With each future success of the *masterpiece* power, the curator establishes himself even further as a wunderkind. Failure of the check means that the work is judged on its own merits. (And harsh critics may find themselves as the "subject" of a future *masterpiece*.)

Demonic Housepet

STR:	1 (15)	WPR:	6 (90)
DEX:	NA	PER:	NA
AGL:	6 (90)	PCN:	5 (75)
STA:	4 (60)	PWR:	75
ATT:	2/47%	WND:	14
MV:	L 80 F 125		

Experience: 600

A demonic housepet takes the form of any typically small household pet: a tabby cat, a small mixed-breed mutt, and even a Guinea pig. Seeking undivided attention that borders on worship, the demonic housepet attempts to create divisiveness among the household where it dwells. It especially likes to break up happy couples, usually by antagonizing one party while showering the other with affection. Once its chosen target has been isolated, the demonic housepet will begin using its special powers to force its victim to drive away—and perhaps even kill—the other members of the household. It will begin by using its *enthrall* powers to bring the victim totally under their control, then demanding obedience and "favors" with its *telepathy*. It's possible that a demonic housepet served as the model for the Egyptian deity, Bast.



Demonic Housepet Powers

Enthrall: This power causes the victim to become increasingly enamored of the demonic housepet. Once per day, the demonic housepet can attempt to enthrall the victim at a cost of 30 WPR. On a successful check versus the creature's PWR, the victim's current WPR score is decreased by 1D10 points. On each consecutive day of a successful check, the victim will be unable to regain lost WPR and they will continue to lose WPR as well. When the victim reaches a current WPR score of 0, the

character will accede to any *telepathic command* given by the demonic housepet.

Telepathic Command: Similar to the *telepathic sending* PT (see CRYPTWORLD rulebook, pg. 30), the demonic housepet can attempt to command their *enthralled* victims to do something against their will. The cost is 30 WPR, and the message will be sent upon a successful check versus the creature's PWR. For instance, the command to an *enthralled* character might be "*Kill your husband.*" The victim should make a save versus their current WPR score to ignore the command. If successful, they'll have feelings of misgivings about the "evil thoughts" that fill their mind. If they fail, they'll act upon those impulses to the best of their ability.

Animal Swarm: Demonic housepets can call a "swarm" of animals similar to themselves (cats, dogs, mice, etc.) from the neighborhood at a cost of 10 WPR. Up to 2d10 animals will be summoned, and the demonic housepet can control them at cost of 2 WPR per animal summoned per round. They may be used to attack others, protect themselves, or for any other reason.

Desert Howler

STR:	4 (60)	WPR:	4 (60)
DEX:	NA	PER:	NA
AGL:	6 (90)	PCN:	6 (90)
STA:	5 (75)	PWR:	40
ATT:	1/68%	WND:	15
MV:	L 200		

Experience: 600

Desert howlers are a cryptid animal that initially appear to be a combination of both lizard and dog. The large creature stands around 3 to 5 feet at the shoulder and has rough, mottled, lizard-like skin. A desert howler's baleful eyes are set on a sloped face ending in a mouth full of sharp canine teeth and two thick tusks. The creature has a *paralyzing gaze* that it uses to incapacitate a victim before attacking. It is theorized that the basilisk of legend could have been a forerunner of the desert howler.

As the name implies, desert howlers are commonly found in the desert, though they can be encountered in any open or semi-open region such as badlands or an arid plain. Desert howlers are pack hunters and are usually found in groups of 4 to 8, though individual desert howlers can be encountered acting as a scout for a nearby pack. These scouts will not engage prey, but rather they relay their findings to the pack via a mental link shared by the creatures. Desert howlers can communicate telepathically with others of their own kind up to 10 miles away.

They prefer to hunt by night as desert howlers can see as well in the darkness as they can during the day, giving them a distinct advantage over their prey. When hunting, the shrill screams of the creature—which bestows its "howler" moniker—can be heard for miles, signaling the kill is imminent. Once a victim is surrounded, the creatures will use their *paralyzing gaze* to immobilize their prey. Once they are motionless, the desert howlers move in to strike.

Desert Howler Powers

Paralyzing Gaze: Desert howlers have the ability to paralyze their victims if their hypnotic gaze is met. At will, a desert howler can use their *paralyzing gaze* at a cost of 20 WPR. The target can avoid the gaze of the creature with a successful general WPR check. Those who fail meet the creature's gaze and will be paralyzed for 1d10 rounds.

Devil Cat

STR:	5 (75)	WPR:	4 (60)
DEX:	NA	PER:	NA
AGL:	7 (105)	PCN:	6 (90)
STA:	7 (105)	PWR:	70
ATT:	2/90%	WND:	18
MV:	L 240		

Experience: 800

The devil cat is a large, panther-like beast with blazing orange eyes and a set of needle-like fangs that line its mouth. It is covered with matted, rough, brown-to-black fur, and larger specimens of the creature can stretch up to 9 feet from head to the tip of the tail. The nocturnal creature is very

secretive and stealthy, and is rarely seen, even by its victims. The devil cat can be found virtually anywhere, but most commonly inhabits dense forests, swamps, and bleak moors.

The devil cat attacks with its claws or powerful bite, draining its prey's blood with its fangs. In the wild, the devil cat feeds on other mammals such as deer, but the beast has learned that domesticated animals are easier to kill. Thus, the devil cat is a frequent visitor to outlying areas of civilizations such as farms or ranches. The devil cat is virtually silent and is able mask its scent, allowing it to easily stalk and attack before the target is even aware of the creature's presence.

When attacking, the devil cat pounces on its victim, wrapping its forepaws around it in a strong embrace while simultaneously disemboweling the victim with its back claws. Once the target is down, the devil cat will latch onto the victim's neck with its powerful jaws and begin to feed, greedily draining the victim's blood. (Despite its vampiric qualities, the devil cat is not a true vampire and has no special immunities to weapons.)

Devil Cat Powers

Mask Scent: With a successful PWR check, the devil cat can mask its scent for 5 minutes at the cost of 10 WPR points. It takes 1 round for this power to be used and can be maintained at a cost of 10 WPR for every additional 5 minutes. This power is not exceptionally useful versus humans, but it is very advantageous against animals which will not react to the foul beast's presence if successful.

Djinn

STR:	NA	WPR:	8 (120)
DEX:	NA	PER:	8 (120)
AGL:	NA	PCN:	9 (135)
STA:	NA	PWR:	150
ATT:	1/*	WND:	0*
MV:	teleport anywhere instantly		

Experience: 1,500

A djinn is a supernatural creature who can bend and warp the fabric of reality to grant the inner-most wishes of its "master." However, it does this

as a means to an end, as the djinn collects the wisher's soul as "payment" for services rendered.

A djinn is actually a form of demon (see CRYPTWORLD rulebook, page 57) who uses its powers to unleash humanity's baser instincts. A djinn is initially encountered trapped within a vessel of some kind: a bottle, a lamp, a mystical jewel, and even a book has held the malevolent spirit. Once released, the djinn will grant its "master" one wish in exchange for their eternal soul. The djinn makes it clear that he will collect the soul only upon the wisher's natural death. What the wisher doesn't realize is that *all* djinn magic grants the wish in the most unfortunate—and deadly—means possible.

- "I wish for \$50 million." = A drug lord's bank account is re-routed to the wisher's account along with an easily-followed paper trail.
- "I wish for women to throw themselves at me." = A gun-toting jilted lover will be knocking at the wisher's door very soon.
- "I wish for so-and-so to die." = They die of food poisoning, along with everyone else who ate at that restaurant, including the wisher.
- "I wish for my enemy to end up in prison." = And he will...after being convicted of the wisher's murder.
- Even something as innocent as "I wish I were taller" will see the victim's skeleton stretch and grow, while his muscles, skin, and organs stay the same size, shredding his body from the inside-out.

Once its "master" is dead, the djinn absorbs the victim's soul, growing even more powerful. It then wanders the earth, looking for new victims to tempt with "their heart's desire." A djinn can instantly teleport to where it feels the "desire" is greatest. It will then make the offer to a new victim, offering them one wish in exchange for their soul. It will continue these diabolical deals until stopped or until it reaches its goal of 1,000,000 human souls.

When encountered, a djinn is actually a slave to the wish-granting contract, i.e., it cannot cast any magic of its own choosing, and can only cast magic at the behest of a wisher. Although it cannot cast magic of its own, the djinn is not powerless! It is a cunning deceiver and very charismatic, able to talk the weak-willed into doing his bidding. He may hold back someone's wish until they do a "favor" for him first. ("I shall grant your heart's desire, but first you need to do something *for me...*") Once a djinn has collected and absorbed 1,000,000 human souls, it is freed from its wish-granting contract and will be free to cast magic of its own desire. At that time, the djinn will unleash chaos as its own desires and wishes take form. The world will bow and call HIM "master"! The djinn has been collecting souls for millennia, so it is left to the CM as to how close the djinn is to achieving this world-ending goal!



Stopping a djinn is incredibly difficult as the creature does not have a physical form. Attacks pass through him as the djinn stands there with a bemused smirk before disappearing to sow more chaos and death. But every djinn has a specific weakness, and the method of stopping him is left to the CM depending on the campaign he wishes to run:

- The djinn's essence could be tied to his vessel. If the vessel is destroyed, the djinn will also be destroyed.
- The djinn will be trapped in its vessel again if it comes into contact with it. The djinn will have taken steps to hide it away from those who might interfere.
- An obscure ritual may need to be performed to undo all of the magic the djinn has unleashed. The PCs will need to do some investigating in esoteric texts and ancient manuscripts. Meanwhile, the djinn will manipulate its victims into stopping the PCs!
- Someone could wish for the djinn's destruction. This would require an act of self-sacrifice, as granted wishes always end with the death of the wisher. (The djinn and the wisher could both "wink" out of existence.)

The CM is warned that introducing a djinn could be campaign-altering as the creature has the ability to warp and bend the laws of reality. If you wish to "soften" the nature of the chaos, you could determine that reality returns back to normal upon the wisher's death, and whatever they wished for vanishes. Or, upon the capture/destruction of the djinn, "everything goes back to normal." (With the exception of any deaths caused by the djinn's wish-magic. Victims remain dead and their souls destroyed.)

Djinn Powers

Grant Wish: The djinn can look into the heart of anyone and instantly know what they truly desire. Once they see this, they begin to cajole and prod their victim, telling them that they can have that desire in exchange for their soul. The wisher **MUST** say "I wish..." during his request for the magical contract to take effect. The wish is immediately granted, but the CM should alter the nature of the wish so it is granted in the most diabolical of ways, ending in the death of the wisher. (See some wish examples and their results in the creature description.) Granting a wish costs the djinn 100 points of WPR. Although the wish contract is

fulfilled, the djinn will patiently wait until the wisher's inevitable end, so it can consume the released soul.

Edimmu

STR: 5 (75) WPR: 2 (30)
 DEX: 5 (75) PER: 1 (15)
 AGL: 5 (75) PCN: 4 (60)
 STA: 4 (60) PWR: 80
 ATT: 2/73% WND: 12
 MV: L 75 W 60

Experience: 700

The malign form of the *Utukku*—spirits or demons of Sumerian mythology—edimmu are a type of vengeful undead, rotting corpses inhabited by the ghosts of those improperly buried.

Unusual for the undead, edimmu retain the mind and personality they had in life and rise either when a devout individual is buried or cremated without the correct rites and observances, or when an individual makes a vow to take care of the grave of the deceased and then fails to do so.

Fully aware of the reasons for their return from beyond the grave, edimmu are bitter and angry creatures, driven by the need to take revenge against those whose carelessness caused them to return. However, achieving their vengeance doesn't return them to their rest. Instead they wander the earth, trying to put as much distance between them and their past life as they can, though there have been rare cases of an edimmu trying to get its family to join it in undeath. Typically, edimmu can be found among the homeless, living in the sewers, steam tunnels, and abandoned buildings in decayed inner cities.

Because they retain the memories of their former life, edimmu are inevitably driven insane by their horrific existence and become monstrous predators, feeding on the terror of those who remind them of their former loved ones. Edimmu are extremely strong and fast, and show little mercy in combat. They have almost no supernatural abilities, save the power to generate unreasoning fear in the minds of their opponents.

As undead, edimmu have no vulnerability to normal weapons,

though they can be repelled by holy relics wielded by someone with sufficient faith. They do, however, take normal damage from fire.

Edimmu Powers

Excise Living: Edimmu are able to terrorize a victim in a manner similar to a ghost (see *CRYPTWORLD* rulebook, page 60, for information on this power).

Elders

STR: 6 (90) WPR: 7 (105)
 DEX: 4 (60) PER: 4 (60)
 AGL: 4 (60) PCN: 6 (90)
 STA: 5 (75) PWR: 90
 ATT: 1/60% WND: 0*
 MV: L 60

Experience: 800

Usually appearing in groups of three, elders are malicious creatures that form cult-like societies to better prey on groups and individuals seeking spiritual enlightenment. Outwardly, they appear to be slim, soft-spoken, elderly men and women with piercing, intelligent eyes. This exterior guise masks their true appearance—grey, cadaverous beings with evil, glowing eyes.

Elders will establish a commune or church in an isolated area, inviting the disenfranchised and downtrodden to join their community for acceptance and fellowship. It does not take long for an elder community to grow to 1d10 x 10 members. The elder community is fairly spartan, eschewing most physical comforts and technology. Members are assigned duties and positions throughout the compound (which is rigidly patrolled and protected from outside influences), and they are expected to attend regular social gatherings and church services. During these ceremonies, the elders will feed on the adulation of their flocks, each draining 1D10 WPR and STA per person per ceremony. (Congregants leave feeling emotionally drained but spiritually uplifted.) Each elder requires 100 total points of STA and/or WPR each week to survive. If an elder is unable to feed, they risk losing their hold on our domain.

Some ways to determine the presence of an elder:

- Elders have no relatives, living or dead. Anyone who tries to find any information on an elder's family history will turn up nothing.
- They have (almost) no personal history or background. Any Research rolls made regarding an elder's history or background with an "H" or better will uncover a photo or drawing of someone who looks similar to the elder, leading a similar cult, 1D10 decades ago; a "C" result uncovers a second photo or drawing 1D10 decades earlier. (This information can be used to challenge the elder.)
- In their dealings with anyone (especially their congregation), elders emphasize their own enlightenment and the inherent inferiority of everyone else.
- Elders are usually very calm, except when doubted. When anyone shows any sign of doubting their authority (in any subject), they will immediately turn on the questioner. (See the following entry.)

Elders will always treat their congregation kindly, as they need their "cattle" to both sustain themselves as well as keep their hold on our world. As long as their authority is not questioned, elders maintain a warm, parental attitude. If they are challenged, they become angered, making it difficult for them to maintain their human appearance. A challenged elder must make a WPR check to maintain control. For every cult member whose faith is shaken and joins in the dissent, the elder suffers an additional 5% penalty to their WPR check. Failure means that the elder will drop the charade, reveal its true form, and lash out at the disobedient members. Once they reveal themselves, elders can no longer control any members of their congregation. Once control of their congregation is lost, each elder must make a WPR save to remain in our domain. Failure shunts them back to their own realm in an explosive gust of noxious fumes.

When physically attacked, elders take STA loss, but no Wound damage. (Wounds may be visible, but no blood or any other fluid will issue from them; and these heal as quickly as their STA does.) If an elder is reduced to 0 STA, the elder's body disintegrates in a cloud of dust, and their clothes drop to the floor. The elder will reform in 2D10 minutes anywhere within a 2D10 mile radius. They may return to their congregation or, more likely, leave to establish another commune.

Elder Powers

Drain Lifeforce: While preaching and/or proselytizing to their congregation, the elder consumes 1D10 WPR and 1D10 STA from *each* follower in a 30' radius. Any "non-members" caught in the sphere of influence may also be affected (treat this as an unarmed attack). Affected non-members have a 10% chance of immediately falling under the elder's sway and joining the cult, with a cumulative effect for anyone attending more than one service (i.e., 20% after the second exposure, 30% after the third, etc.). The cost is 40 WPR, but the larger the group, the greater the gain. WPR and STA gains above their expenditure can be used to increase both the elder's base WPR and STA for up to one week afterward.

Fetch

STR:	NA	WPR:	7 (105)
DEX:	NA	PER:	6 (90)
AGL:	NA	PCN:	6 (90)
STA:	NA	PWR:	130
ATT:	1/*	WND:	0*
MV:	F 75 (incorporeal)		

Experience: 1,000

A fetch is a malevolent spirit that, due to envy and jealousy of the living, wishes to return to life itself. It does this by visiting, appearing to, taking over, and eventually replacing a chosen victim.

When a fetch first chooses its future "host," it begins a process of possession that takes a full month to complete. The fetch uses this time to observe its victim, examine their mannerisms and personality, and eventually duplicate every nuance of

the host. (Upon a successful PCN check, the potential host will have an uneasy feeling that something is very wrong and that he/she is being watched.)

- The first phase begins on the night of a new moon. The fetch will begin haunting its victim, fleetingly seen out of the corner of the eye. It will be hard to determine if a haunting is happening or not, as the fetch will take care to stay out of sight of all but the intended victim, who may catch glimpses of the lurking spirit. It is during this phase that the fetch is observing its victim, learning all that it can.
- The second phase begins when the moon begins waxing until it reaches the first quarter. The fetch will begin appearing to the intended victim. Only the victim will see the fetch as a shapeless, formless spirit in the mirror, standing in a doorway, floating over the bed at night, etc. The fetch will have a vaguely human shape at this point. However, no one else will be able to detect or see the fetch as it begins to reenter the world of the living. The victim should make a fear check on column 3 at this phase.
- The third phase of possession occurs on the night of the full moon. The victim will again see the fetch, but now the spirit will appear as a ghostly duplicate of the intended victim. The fetch may speak to the victim, taunting them in the victim's own voice. As the fetch begins anchoring itself to the living world, others may now be able to see the fetch, usually close friends and family of the intended victim. The victim should make a fear check on column 5 at this phase while other viewers should make a fear check on column 3.
- The fourth phase begins as the moon begins waning into the third quarter. The fetch will attempt to forcibly possess and control its future host using its *usurp physical form* power. If unsuccessful, the fetch will try again on the next night. If

successful, the fetch will interact with the living world in the body of its victim. Since the fetch has spent the better part of the month learning about its victim, the likeness will be uncanny. The fetch will leave upon sun-up, and the victim may not have any recollection of anything they did while the fetch was in control.

- The fifth and final phase occurs when the moon is once again new. The fetch will attempt to possess the victim one last time using its *usurp physical form* power. If unsuccessful, the fetch will be temporarily banished to the realm of the dead for 1d10 months. If successful, the victim's soul is forced out and irrevocably destroyed, and the fetch will take over the victim's body and life. Friends and family may notice a new quirk, habit, or manner of speaking, but there will be no other tell-tale signs that the fetch is now permanently in control.

A fetch can be stopped if it can be shown that it had its chance at life and it is now over. This can be achieved by showing the fetch evidence of its life and death, i.e., a headstone, its grave, a family member who recalls them in life, or a cherished possession it once possessed. This may prove difficult, as it must be determined who the fetch once was when it was alive.

Another way to stop the fetch is to keep it from possessing the intended victim on the final night. If successful, the fetch will be temporarily banished back to the realm of the dead. If the victim flees on that last night to a distance of 100 miles or more, the fetch will appear, but have no vessel to inhabit. It will then spend 1d10 months in the afterworld. Upon returning, it will seek out its original victim, a process taking 2d10 months. Once it has located its host again, the fetch will start the process again on the first night of a new moon. A victim may be on the run for the rest of his/her life until the fetch is destroyed or the fetch successfully possesses its new "home." There are folktales of fetches that have taken over the bodies of newborns without their parents ever

suspecting, but these are the stories nightmares are made from.

Fetch Powers

Supernatural Touch: Similar to a ghost (CRYPTWORLD rulebook, page 60), a fetch can make contact with an opponent and deal physical damage to him. It uses the opponent's unskilled melee score as the column for resolving damage. On a C result, the opponent is chilled to the marrow and unable to move for one round.

Usurp Physical Form: A fetch uses this power to drain the victim's WPR and wrest control of the host's body. This possession usually lasts only one night, however, on the final night of the fetch's "process," this control is permanent if successful. It costs the fetch 40 WPR for each attempt. The fetch must make a specific PWR check versus the column corresponding to the victim's current WPR. (Any WPR lost by the victim is regained at 5 points for every hour of rest as the fetch's attacks weaken the victim's resistance to future usurpation attempts.)

S = The fetch will inhabit the body of the victim, but the victim remains in physical control. The victim will hear voices, threats, and taunts in their head as the fetch tries to unsuccessfully wrest control. The effect lasts for an hour, at which time the fetch leaves. The victim will be shaken, but will not suffer any WPR loss from the internal conflict with the ghostly inhabitant.

M = The fetch will inhabit the body of the victim until sunrise, having full physical control. However, the victim will be completely aware of what's happening, but will be powerless to stop it. The victim will suffer 1d10/2 WPR loss from the ordeal.

L = The fetch will inhabit the body of the victim until sunrise, having full physical control. The victim will have no idea that they were under the fetch's control, but they will recall fitful dreams and visions of their time as the fetch's puppet. The victim will suffer 1d10 WPR loss from the encounter.

H = The fetch will inhabit the body of the victim until sunrise,

having full physical control. The victim will have no idea that they were under the fetch's control and will have no recollection of the ordeal. The victim will suffer 2d10 WPR loss from the ordeal.

C = The fetch will inhabit the body of the victim until sunrise, having full physical control. The victim will have no idea that they were under the fetch's control and will have no recollection of the ordeal. The victim will suffer 3d10 WPR loss from the ordeal.

Gargoyle

STR:	6 (90)	WPR:	5 (75)
DEX:	5 (75)	PER:	NA
AGL:	6 (90)	PCN:	5 (75)
STA:	6 (90)	PWR:	NA
ATT:	1/90%	WND:	16
MV:	L 75 F 125		

Experience: 500

Gargoyles are bat-winged humanoids with tough grayish skin, clawed hands, and large, three-taloned feet. Gargoyles average 6 feet in height with a 12-foot wingspan. They appear to have a rudimentary intelligence; gargoyles make and use simple tools (clubs, axe hammers, slings, etc.). Most encounters are with a single creature, though they have been observed to cooperate on rare occasion.

Gargoyles are apparently indigenous to desert and mountainous areas, though they have been seen and heard in cities since at least the thirteenth century. One of the many explanations for stone gargoyle effigies on churches is to fend off real gargoyles by making them think that others are already roosting there. This was thought to be especially effective when used as rainspouts, as the sound of the water rushing through the stone was said to be similar to the calls of the creatures before an attack.

While gargoyles usually hunt medium-sized herd animals, when prey is sparse they have been known to attack humans. It's said that if a gargoyle tastes human flesh, they will prefer it to all others, and will then exclusively hunt humans thereafter.

Haint

STR:	NA	WPR:	6 (90)
DEX:	NA	PER:	5 (75)
AGL:	NA	PCN:	5 (75)
STA:	NA	PWR:	90
ATT:	1/*	WND:	0*
MV:	F 75 (incorporeal)		

Experience: 1,000

A haint is very similar to the spectral entities known as ghosts (CRYPTWORLD rulebook, page 60). The difference is that, whereas a ghost is "tethered" to a particular location or object, a haint has no such anchor to the earthly realm. It is speculated that the haint is the residual spirit of someone who lost their lives far from home and far from familiar surroundings. In death, it no longer knows who it once was, and it refuses to move on until it achieves its goal of returning home. A haint can appear anywhere at any time as it wanders in a lonely vigil from location to location, forever lost, forever searching, and forever alone.

A haint can fly and pass through objects like a ghost. A haint is normally invisible, but it can take on a transparent human form at a cost of 5 WPR. A haint has the typical powers of a ghost, including *excise living* and *supernatural touch*. A haint can "sense" any living beings touched by extreme loneliness and despair, and will seek out these other "lost souls," seeing them as kindred spirits. The haint will begin tormenting the victim, frightening them and attacking them until their willpower is broken. Once their morale is broken, the haint will use its ability to *spirit away* the victim's lifeforce, absorbing their soul into its own in a misguided attempt to alleviate the victim's loneliness as well as its own. A victim whose soul is consumed in this manner is lost forever.

There are several methods to keep a haint at bay. For example, a haint cannot cross an unbroken line of lime. Also, there is a light shade of the color indigo called "Haint Blue" that turns away the wandering spirit. Many entryways into southern homes, such as porches, doorways, and window frames are painted with

this particular shade of blue to keep the roaming phantom away.

Like a ghost, a haint cannot be physically harmed. However, a haint can be destroyed if its true name and identity are revealed to it. Once the haint is aware of who it once was, it will disappear from sight while simultaneously reappearing at its "home" (its former place of residence, in front of a loved one, etc.). It will then fade out as it passes on to the next plane of existence.

Haint Powers

Excise Living: Like a ghost, a haint can use its supernatural powers to terrorize a victim. Refer to the CRYPTWORLD rulebook, page 60, for more information on this power.

Supernatural Touch: Like a ghost, a haint can use its supernatural powers to deal physical damage to a victim. Refer to the CRYPTWORLD rulebook, page 60, for more information on this power.

Spirit Away: At a cost of 30 WPR, the haint can attempt to draw out and absorb a victim's soul. The victim must be completely demoralized (WPR score must be 0) for an attempt to be made. The haint must come into contact with the victim. If a general PWR check is successful, the haint draws out the soul of victim, killing him instantly. His soul is then "merged" with the haint's soul, at which point it is lost forever.

Harvester

STR:	4 (60)	WPR:	2 (30)
DEX:	4 (60)	PER:	3 (45)
AGL:	4 (60)	PCN:	5 (75)
STA:	3 (45)	PWR:	NA
ATT:	1/60%	WND:	12
MV:	L 75†		

Experience: 800

Harvesters are a form of psycho killer (CRYPTWORLD rulebook, page 66), but whereas the former kills as a primary drive, harvesters kill only as a means to an end. Harvesters collect body parts that they covet or find some warped sense of value to. If a string of murders has occurred and each victim is missing the same part, there's a harvester at work.

Harvesters are smaller and weaker than their full-sized psycho killer

counterparts, but harvesters have an uncanny ability to track their victims due to their well-honed perception. Once they've spotted a victim with a "flawless" item they wish to possess, the harvester will relentlessly track him or her, biding their time until they can trap them and drag them back to their "Collection Room." There, the harvester will take his time, carefully "harvesting" his coveted items with tools and blades he's developed especially for this purpose. Once removed, he'll store them with the rest of his collection in jars lining the walls or large chests (for any larger items the harvester may be collecting). A harvester's Collection Room is always well-hidden and filled with booby-traps to keep his valuables safe.



What the harvester covets, removes, and collects from his victims can be chosen specifically by the CM or rolled randomly (d10).

1-2. Eyes: They're windows to the soul. And they come in so many different colors, like pretty, pretty marbles.

3-4. Teeth: The hardest substance in the human body. They're like diamonds crossed with pearls.

5-6. Hearts: The muscular engine of the body. Courage, bravery, and the soul is stored in this magnificent muscle.

7-8. Blood: The ruby-red liquid is "lifeforce given form." But it's so

easily spilled, so you should have plenty stored away.

9-10. Skulls: The skull holds thoughts, memories, identity, and other important secrets. It's the Vault of the Mind.

Headless Huntsman

STR:	5 (75)	WPR:	4 (60)
DEX:	3 (45)	PER:	3 (45)
AGL:	4 (60)	PCN:	5 (75)
STA:	5 (75)	PWR:	75
ATT:	1/67%	WND:	15
MV:	L 75†		

Experience: 800

A headless huntsman is the murderous specter of someone who was suddenly and violently decapitated in life. The victim could have lost his or her head during a great wartime battle, in a horrific vehicular accident, as the victim of a psycho killer (CRYPTWORLD rules, page 66), or by another unfortunate circumstance. The restless soul of the victim returns to the plane of the living with the singular purpose of reclaiming their head. If they cannot find their original head—which is often the case—they will instead take the heads of others in revenge.

A headless huntsman first appears at the scene of its original decapitation as a headless apparition dressed in the clothes it wore at death. For the first night, the headless huntsman will slowly search the area, looking for its missing head. If it does not find it, it will let loose with a bone-chilling wail of despair, then fade away. The headless huntsman will later appear on the next night of the full moon at the same location and fly into a murderous rage. Now wielding an axe, machete, large carving knife, a harvesting scythe, or other cutting implement that would be most appropriate for this particular specter, the headless huntsman will attack and decapitate the first unfortunate victim it encounters. The huntsman will pick up the new head it just "harvested" and place it upon its own neck stump. It will then fade away. At the next full moon, the huntsman will appear again, headless, and the cycle will continue.



The headless huntsman will decapitate its victim if it makes a called shot with a "C" result on the Action Table. Any other outcome results in the appropriate Wound according to the table. The huntsman can only attempt a called decapitation attack once every 3 combat rounds. If the huntsman is thwarted in its mission by interlopers, it will attack to kill anyone who gets between him and his prize. The headless huntsman cannot cross running water, and it can be banished if held off until sunrise, although it will once again reappear at the next full moon and pursue the victim who got away. It is said that, unless the headless huntsman is destroyed, it will continue to pursue his victim until he has taken their head for his own. If the huntsman is Wounded to 0, he will be banished from the mortal plane until the next full moon, but he will once again reappear at the end of his banishment to pick up where he left off. The only way to permanently banish a headless huntsman is to reunite it with its missing head. This may prove to be difficult if the head was lost long ago.

Headless Huntsman Powers

Summon Spectral Mount: The headless huntsman can summon a ghostly steed that will carry it on its mission of vengeance. The spectral mount appears in a form most appropriate for the huntsman, i.e., a Revolutionary War soldier may call upon a jet-black horse, while a more modern huntsman may form a motorcycle or raven-hued sportscar as a means of pursuit. It costs the huntsman 30 WPR to summon the spectral mount. The spectral mount moves as fast as the animal/vehicle it emulates, but it is unhampered by terrain, exhaustion, lack of fuel, or any other obstacle that would slow down or stop a mortal version of the same. However, a spectral mount has the same limitations as the huntsman and cannot cross running water.

Hell Hound

STR:	4 (60)	WPR:	6 (90)
DEX:	NA	PER:	NA
AGL:	6 (90)	PCN:	6 (90)
STA:	6 (90)	PWR:	120
ATT:	1/75%	WND:	16
MV:	L 250		

Experience: 1,000

Hell hounds are coal-black, mastiff-sized dogs with glowing red eyes.

Blood red tongues loll out around sharp teeth, and a sulfuric smell surrounds these harbingers of doom. When near a hell hound, an uncomfortable heat can be felt radiating from the creature. It is said a hell hound appears when someone is about to die and, due to the bloodlust and cunning of the creature, this adage is generally true. Hell hounds sometimes (20%) work in groups of 2 to 4, employing wolfpack tactics against the common victim. Hell hounds can be active in the daytime, but greatly prefer to hunt and kill at night when most prey, and especially humans, are at a disadvantage.

Hell hounds can appear anywhere. Isolated areas are preferred, but hell hounds have been known to attack victims in cities. These beasts prefer to toy with their prey, howling and chasing a target, before moving in for the kill, but will attack by surprise and to quickly kill if circumstances are such that "playing" with their food will endanger them.

These monsters do not have any weapon immunities, and they take one additional Wound from silvered or blessed weapons. Hell hounds are not damaged by water, but they do not like it and, therefore, avoid it whenever possible. Note that immersion or torrential rain will prevent the beasts from using their *flameform* power.

Hell Hound Powers

Spectral Form: In 1 round, the creatures can make themselves incorporeal for 5 rounds at the cost of 10 WPR points. This ability cannot be maintained, but it is at-will.

Increased Speed: In 1 round and at a cost of 20 WPR, hell hounds can increase their base speed by 50% (L 375). This ability lasts for 10 minutes. It is also at-will and cannot be maintained. Hell hounds generally use this ability when moving in for the kill.

Flameform: With a successful PWR check, hell hounds can burst into flame for 1d10 rounds. This costs 20 WPR points per usage and takes 1 round to enact. It can be maintained for an additional 1d10 rounds at a

cost of 10 WPR. The flame is about the size and intensity of a typical campfire, and the flames cover every part of the hell hound's body. Hell hounds use this ability to terrorize foes and to catch things on fire. (See the fire damage entry on page 41 of the CRYPTWORLD rulebook.)

Hemogobbler

STR: 6 (90) WPR: 2 (30)
DEX: 3 (45) PER: 1 (15)
AGL: 4 (60) PCN: 3 (45)
STA: 4 (60) PWR: NA
ATT: 1/68% WND: 14
MV: L 75

Experience: 600

Hemogobblers are bizarre, nocturnal humanoids with bird-like characteristics: sharp beaks, beady eyes, and feathered heads. Hemogobblers have a lumbering gait and quick, jerky motions much like a bird's. Although it feeds on human blood, this odd cryptid survives exclusively on tainted and diseased blood. ("Healthy" blood is actually toxic to hemogobblers, so they never compete with vampires and similar blood-feeders in the *thing* food chain.)

To find prey, hemogobblers stalk locations where those with blood-borne illnesses may be found: skid rows, medical facilities, and tenderloin districts. If a neighborhood sees a decrease in the population of derelicts, streetwalkers, junkies, and hoodlums, a hemogobbler may be using the area as a hunting ground.

Hemogobblers are sentient (though not particularly bright), disguising themselves as humans as best they can until striking. They attack with beaks, melee weapons, and debris of opportunity during an attack. Once their victim is subdued and unconscious, they will begin feeding, draining the victim of their tainted life force while their ethereal warbling echoes through the urban jungle.

Hive Biter

STR: 3 (45) WPR: NA*
DEX: 2 (30)* PER: NA*
AGL: 2 (30)* PCN: 1 (15)*
STA: 6 (90) PWR: NA
ATT: 1/38%* WND: 0*
MV: L 40*

Experience: 500

Individual hive biters look and behave like standard infectious, moaning, flesh-hungry zombies (CRYPTWORLD rulebook, page 72). They attack, spread contagion, and suffer damage as ordinary zombies. But when gathered together, these undead will become mentally "linked," evolving into something far more dangerous. Their eyes glow an electric blue, and the creatures move with greater assurance and determination. Clustered hive biters even exhibit intelligence and guile, such as hunting in packs, increased stealth (silent, instead of constant groaning), setting ambushes, targeting the "weakest" prey of a group, and enhanced tool use.

As hive biters congregate, apply the following Ability adjustments (*) and physical changes to members of the "herd":

1-2 **hive biters**: As normal.

3-5 **hive biters**: WPR: 1 (15); The hive biters' pupils have a dull blue glow.

6-11 **hive biters**: WPR: 2 (30), PER: 1 (15), PCN: 2 (30); Their eyes have a slight luminescence.

12-24 **hive biters**: AGL: 3 (45), WPR: 3 (45), PER: 2 (30), PCN: 3 (45), ATT: 1/45%, MV: L 50; They will possess brightly glowing eyes.

25+ **hive biters**: DEX: 3 (45), AGL: 3 (45), WPR: 4 (60), PER: 3 (30), PCN: 4 (60), ATT: 1/45%, MV: L 60; All of the hive biters will have bright, blazing eyes that illuminate the area in a 10' radius (but also grant a 10% bonus for enemy headshots).

Any given hive biter must be within 20' of its fellow(s) for the bonuses to activate. And, fortunately for humanity at large, hive biters lose their enhancements as their ranks dwindle—isolate/kill enough of them and they revert back to "normal undead."



Ice Princess

STR: 4 (60) WPR: 6 (90)
DEX: 5 (75) PER: 6 (90)
AGL: 5 (75) PCN: 6 (90)
STA: 6 (90) PWR: 75
ATT: 1/68% WND: 16
MV: L 75

Experience: 800

As beautiful as they are cold, ice princesses are aloof and strangely emotionless. The reason for their cold demeanor is that they have a heart of ice—literally. The hearts of these cruel mistresses are lumps of ice the size and shape of a human heart. These evil creatures kill by drawing the heat from their victims, either by touch (causing 1 STA point loss per round) or through their kiss (causing up to 5 STA points loss per round). The victim needn't be awake for this heat loss to occur; consequently, ice princesses often seduce their victims and attack while they sleep. Ice princesses rarely kill their heat sources immediately. But the longer they go without heat infusion, the more desperate they become.

To destroy an ice princess, her ice heart must be removed from her body and destroyed by fire. In normal combat, if reduced to 0 STA, an ice princess freezes, becoming solid ice, for 1D10 rounds. At the end of her transformation, she becomes flesh and blood again, recovering with full stamina. Any damage done to her frozen body will remain upon

her recovery, but can be regenerated as normal Wound damage would be (or by draining the STA from a character). If an ice princess is decapitated, her body will melt away until only her heart remains. This can then be destroyed.

Ice Princess Powers

Absorb Heat: Ice princesses absorb heat from their victims (which causes STA loss). They absorb heat either by touch (causing 1 STA point loss per round) or through their kiss (causing up to 5 STA points loss per round). This small amount of absorption does not require any WPR cost. However, if they wish, they can attack with this power at a cost of 30 WPR, causing cold damage to the victim. (Treat as an Armed attack.)

Inca Mummy

STR:	6 (90)	WPR:	7 (105)
DEX:	3 (45)*	PER:	1 (15)*
AGL:	2 (30)*	PCN:	5 (75)
STA:	7 (105)	PWR:	100
ATT:	1/60%	WND:	16
MV:	L 50*		

*When re-hydrated (see desiccate power), DEX, AGL, and PER are increased by 1 column and movement is increased to 75 (Inca mummies are never able to run).

Experience: 1,000

Inca mummies are the voluntary guardians of important cultural artifacts of the Inca Empire (often gold and other riches). They are not eviscerated, but naturally desiccated. During the life-sustaining ritual ("the apotheosis ceremony"), they are adorned with vest-like garments made of khipu—corded ornaments which feature a highly intricate system of coded knots. The mystical spell knotted into the khipu will sustain the life of the wearer and grant him paranormal powers, while a potion places him in suspended animation, to await any trespass.

Anyone of non-Incan descent who approaches the area guarded by an Inca mummy, or any removal of the riches he is sworn to protect, will activate the spell and awaken the avenging creature. Inca mummies are relentless in their pursuit of intruders and thieves. They have an uncanny

ability to sense objects under their protection, allowing them to track down any items anywhere in the world.

Inca mummies can be rendered immobile by removing or destroying the khipu that gives them life and movement (three Called Shots with a bladed weapon will sever the bonds of the khipu vest). If the khipu is removed (by whatever means), the mummy immediately curls up into a fetal-like position, hugging its legs to its chest, as its life force dissipates. The Inca mummy can be resurrected (with full STA) if the khipu is returned (even draping the khipu over the Inca mummy's shoulders would restore it to life).

Unlike other mummies, Inca mummies take normal Wound damage (not just from silver or fire), and they have 16 Wounds. When the Inca mummy reaches 0 STA and crumbles to dust, an Inca mummy is destroyed.

Inca Mummy Powers

Desiccate (special): When Inca mummies use the *desiccate* power, they absorb the bodily fluids of their victims, giving them the appearance of being alive and allowing them to mingle among the living less conspicuously. Each use costs 50 WPR and should be treated as Armed Combat. STA loss from the victim will be absorbed by the Inca mummy. For



every 10 points of STA that they drain from a victim, an Inca Mummy will appear re-hydrated for 24 hours. The *thing's* DEX, AGL, and PER are increased by 1 column and movement is increased to 75 (Inca mummies are never able to run). Only during times of re-hydration can the Inca mummy speak, and even then his raspy voice will be little louder than a hoarse whisper. Another unique aspect of the Inca mummy's use of *desiccate* is that it allows it to also use its *absorb memory* power (which can only be used in conjunction with *desiccate*).

Absorb Memory: While using their *desiccate* power, an Inca Mummy may also use its *absorb memory* power. This power allows them to steal the memories of their victims at a cost of 20 WPR. The Inca mummy will be able to access surface knowledge of their victims—language, routine, places usually frequented, common cultural customs, etc. The CMs may use their discretion for the depth of knowledge or make a specific check using the Inca mummy's PCN score, reading the Action Table results as follows:

L = Limited knowledge. The Inca mummy gains enough knowledge of the situation not to put itself in danger, but will not have enough to interact with others without causing suspicion.

M = Marginal knowledge. The Inca mummy gains enough knowledge of the situation to blend in, but not enough to further its goals.

H = Holistic knowledge. The Inca mummy understands the most important cultural connections. It can interact with others with little difficulty. Its actions in furthering its goals will not cause undue suspicion.

C = Complete knowledge. The Inca mummy has total cultural knowledge of virtually any situation in which it finds itself, enough to be able to plan how it can best achieve its goals.

The mummy may only retain the memories of one victim. Using *absorb memory* on another victim completely erases *all traces* of previously absorbed memories.

Track: Inca mummies can track any object that had been under their

protection, anywhere in the world at a cost of 20 WPR per day. When the Inca mummy is within 100 yards of the object being tracked, it can automatically detect where the item is.

La Llorona

STR:	NA*	WPR:	7 (105)
DEX:	NA	PER:	2 (30)
AGL:	NA	PCN:	5 (75)
STA:	NA	PWR:	150
ATT:	1/*	WND:	0*
MV:	F 75 (incorporeal)		

Experience: 1,250

Las lloronas are the anguished spirits of women driven to suicide by drowning due to the untimely deaths of their children, which they may have caused in the first place. They usually haunt a particular swath of land or a building near a body of water (which can range from a murky culvert to a raging river), and savagely attack anyone—particularly the young—who enter their territory.

A la llorona is usually invisible and non-corporeal but for 5 WPR, it can materialize for 5 minutes, appearing as a billowing, diaphanous, weeping form that leaves a conspicuous dampness on everything in a 100' radius. When manifested in this fashion, it may attack directly at a cost of 20 WPR, using PWR on the column corresponding to the victim's WPR with Armed combat results. While the la llorona can batter and maul, it usually drags victims toward the aforementioned water for submersion. Treat the phantom's STR as 10 (150) for escape purposes.

A la llorona cannot be harmed by conventional weapons, but may be dispelled with salt for 1d10 minutes. It usually takes powerful magics or exorcisms to banish a la llorona.

La Llorona Powers

Oppressive Sorrow: A la llorona can induce crushing despair in all who hear its wracking sobs in a 50' radius. This requires a specific check of PWR versus victims' WPR, and costs 20 WPR. Those affected are literally paralyzed with grief—unable to attack, defend, move, or communicate—for 10d10 minutes.

And, at the Crypt Master's discretion, a success of "C" may drive a victim to attempt suicide.



Lich

STR:	4 (60)	WPR:	7 (105)
DEX:	3 (45)	PER:	4 (60)
AGL:	3 (45)	PCN:	4 (60)
STA:	6 (90)	PWR:	NA
ATT:	1/53%	WND:	0*
MV:	L 75†		

Experience: 700

A lich is former human who has discovered how to extend his life far beyond that of normal mortality. Whether through weird science or dark magic, the lich is effectively immortal. It is not unusual for a lich to have "lived" for hundreds of years. Because of the many years of existence the lich has experienced, he will have a genius-level intellect, having spent his centuries studying sciences, arcane magics, philosophy, religion, etc. He will also have an Expert-level proficiency with most weapons.

However, just because he cannot die does not mean that his body is immune to the ravages of aging. The lich's skin will eventually become dry and brittle, and begin to flake off. The muscles will stiffen and atrophy. Many years past the point of a normal human's life, the lich will look like a desiccated animated corpse. The lich will try to hide this condition by wearing make-up and masks, as well as using strong perfumes and colognes in an attempt to mask the smell of decay.

A lich's life-extension formula/ritual often requires a large quantity of a specific gland or organ taken from living "donors" once every 3 years. Once enough is

gathered, these are processed and consumed by the lich, giving him another 3 years of "unlife." Spinal fluid, pituitary glands, lymph nodes, the liver, brain, and heart have all been used in this unholy process. A lich is egotistical and arrogant, and feels justified in these killings, reasoning that his "godlike" immortality must come at the price paid by others. He will also murder anyone who suspects his true nature, as he knows it's only through subterfuge and staying hidden that he's lived as long as he has. He will never risk exposing himself to public scrutiny.

A lich does not take Wound damage as he cannot be killed through normal means. The only way to permanently destroy a lich is to keep him from completing his life-extension ritual. If he is unable to do so when the 3 years are up, he will immediately die of old age. A lich, however, will take STA damage as normal, and if his STA is taken to 0, the lich will drop and appear dead. In fact, his body is regenerating itself in a process that will take 6 months. When he awakes, he must complete the life-extension ritual within 1 week or he will, in fact, "die" for real.

Mad Scientist

STR:	3 (45)	WPR:	5 (75)
DEX:	5 (75)	PER:	3 (45)
AGL:	4 (60)	PCN:	6 (90)
STA:	3 (45)	PWR:	80
ATT:	1/53%	WND:	12
MV:	L 75†		

Experience: 700

There are indeed "things man was not meant to know." When a doctor, surgeon, scientist, or other learned individual unlocks the secrets of life and death, or stares into the abyss and sees something staring back, that person's mind could snap, creating a mad scientist. Harnessing his incredible knowledge and talents, the mad scientist begins an evil quest for knowledge. The world is his Petri dish, and humanity are his lab rats.

A mad scientist will first find a secluded location where he can work in solitude: an abandoned hospital, a neglected university building, an isolated observatory or warehouse,

etc. Once he has established his lair, the mad scientist will get to work, attempting to unlock the Mysteries of the Universe by any means necessary. Although many mad scientists prefer to delve into medical experimentation on unwilling (or possibly willing) subjects, they are also quite adept at inventing horrible devices and world-shattering weapons. Mad scientists also dabble in esoterics in an attempt to bridge science with magic.

Fortunately, mad scientists are physically weak. Unfortunately, their experiments are well under way by the time they are discovered, so the players will have to deal with all manners of monsters and *things* under the mad scientist's control before they reach the evil genius himself.

Mad Scientist Powers

Master of Life: With this power, a mad scientist harnesses the ability to give a *thing* the gift of life. The *thing* will be completely under the control of the mad scientist and will obey his commands without question. To create a *thing*, the mad scientist must spend one month stitching together parts, mixing strange and forbidden elixirs, and/or harnessing the energies of the cosmos. Each week of the *thing's* creation requires an expenditure of 40 WPR and a successful PWR check. After 4 consecutive successful weeks, the *thing* is finished. Any failed check means the mad scientist must start over again from the beginning. Some *things* a mad scientist is capable of creating include revenge golems, composite men, space blobs, and zombies.

Inventor's Spark: Although a mad scientist can create nearly anything, building complex devices takes time and effort. However, under duress, a mad scientist can create nearly any machine, device, or weapon that he can imagine very quickly using his *inventor's spark* power. If he has access to raw materials (parts, supplies, tools), a mad scientist can intuitively cobble together nearly anything: a vehicle, a weapon, a source of power, etc. The mad scientist must spend 40 WPR and

make a specific PWR check to determine how long it takes for him to create his new device:

S = It will take the mad scientist 1d10 hours to assemble his device.

L = It will take the mad scientist 1d10/2 hours to assemble his device.

M = It will take the mad scientist 1d10 minutes to assemble his device.

H = It will take the mad scientist 1d10 rounds to assemble his device.

C = The mad scientist can assemble his device almost instantaneously.



Mambaani

STR:	4 (60)	WPR:	6 (90)
DEX:	7 (105)	PER:	8 (120)
AGL:	8 (120)	PCN:	5 (75)
STA:	4 (60)	PWR:	90
ATT:	1/90%	WND:	14
MV:	L 100		

Experience: 1,000

The mambaani (singular and plural) appear as breathtaking women with exotic features, sophisticated grace, and captivating charm. But its true form is a 15' long cobra with arcane glyphs on the back of its hood.

Mambaani feed on psychic energy, which they usually drain from their partners during romantic trysts. Anyone killed during the process transforms into a venomous snake under the complete control of the *thing*. The she-creatures keep aquaria full of these "pets" in their lairs, both as guards and living trophies of their conquests.

Mambaani are extraordinarily athletic in their humanoid guises, and excel in dance, gymnastics, and escape artistry, as well as burglary, blademastery, and assassination.

Mambaani Powers

Lifedrain: At a cost of 15 WPR per round, a mambaani drains the life essence of anyone in direct physical contact. This requires a specific check of PWR (or PER, for particularly powerful specimens) against the victim's WPR column. Those who perish during the *lifedrain* will transform into a venomous snake (CRYPTWORLD rulebook, page 54) of animalistic intelligence.

Snake-shift: At a cost of 10 WPR, a mambaani metamorphoses from woman to serpent or vice-versa. The snake guise possesses the same stats and abilities (including toxic bite) as a standard venomous snake (CRYPTWORLD rulebook, page 54). Items carried (clothing, jewelry, weapons) in female-form transform as well. This enthralling transformation takes 1d10 rounds.

Manananggal

STR:	6 (90)	WPR:	5 (75)
DEX:	4 (60)	PER:	3 (45)
AGL:	7 (105)	PCN:	6 (90)
STA:	6 (90)	PWR:	NA
ATT:	2/98%	WND:	16
MV:	L 75† F 75		

Experience: 1,250

The manananggal is a legendary vampire from the Philippines that feeds solely on sleeping, pregnant women. The manananggal is capable of severing its upper torso from the rest of its body, sprouting wings to fly into the night, trailing its internal organs underneath. In fact, *manananggal* literally means "one who separates himself" in the Tagalog language.

A manananggal can be either male or female, and appears quite normal during the daylight hours—perhaps even passing as a respected member of the community. At night, however, the manananggal will return to its lair where it will literally tear the top half of its torso from the rest of its body. While its lower half remains

immobile, the upper half will fly into the night, looking for prey.

The manananggal will find a sleeping, pregnant woman (usually someone they've encountered during the day) and will feed on both mother and unborn child. The manananggal does not have fangs like a traditional vampire, rather it uses a long, barbed, hollow tongue to pierce the flesh and feed directly from the hearts of first the mother, then the unborn child. After the first successful attack versus a victim, the manananggal will begin to feed, automatically dealing damage as per a heavy wound each consecutive round to the victim. Once sated, the manananggal returns to its lower half and rejoins with it, becoming whole once again.

Although a manananggal doesn't have the traditional powers of a vampire, it does have similar weaknesses. It is repelled by the smell of garlic and cannot cross an unbroken line of salt if it fails a general WPR check. Thorny branches are traditionally draped around windows and doorways as a deterrent, as the manananggal will avoid snagging and tearing its exposed entrails on them. Sprinkling salt, crushed garlic, or ashes on the severed lower half will kill a manananggal as it takes two Wound boxes of damage for every 10 minutes it is unable to rejoin once the sun rises. Other symbolic, regional weaknesses the manananggal may have include daggers, vinegar, and certain spices (CM's discretion).

After feeding, the manananggal will usually leave the mother alive, however the child will be "touched" by the manananggal's venom and will become one of the creatures once it reaches adulthood. But convincing the victim that her unborn child will grow up to become a monster and should be destroyed is not often successful.

Mass Haunting

STR:	NA	WPR:	7 (105)
DEX:	NA	PER:	7 (105)
AGL:	NA	PCN:	6 (90)
STA:	NA	PWR:	160
ATT:	1/*	WND:	0*
MV:	F 75 (incorporeal)		

Experience: 1,500

CM NOTE: Statistics reflect the primary controlling spirit of the mass haunting.

Simply put, mass hauntings are those in which multiple spirit entities are at work. While multiple hauntings are nothing new in and of themselves, what differentiates a mass haunting from any other kind is not the number of ghosts, but their single-mindedness of purpose and direction. Mass hauntings are controlled by a single powerful entity who orchestrates all other spirits within its sphere of influence.

This form of spiritual phenomena occurs when a powerful, dominating personality dies under circumstances that cause it to become a ghost. Unlike many entities, the newly dead personality remains cohesive, due to its overwhelming mental strength and willpower, and sets about dominating any other spiritual beings nearby. In effect, the personality recruits other ghosts, phantoms, and spooks into a "gang" that it controls through its superior will. At the central location of the mass haunting, there will be 3d10 ghosts "anchored" there to do the bidding of the controlling entity. Though the individual spirits in the group remain capable of independent action, they remain dominated by the group leader, who orchestrates their actions.

Obviously, the greatest danger in dealing with a haunting of this type is that it is tremendously more powerful than a single entity working alone. The orchestrated efforts of a controlled multiple haunting can produce effects far beyond those of normal ghosts. There are often reports of considerable telekinetic activity, psychological manipulation, limited distortions of local reality, pyrokinesis, and manipulation of the victim's own psychic abilities. (The CM is encouraged to give the controlling entity of a mass haunting any unsettling powers he wishes.) Worse, any who die as a result of the actions of the mass haunting are likely to become a part of it, unless they possess sufficient force of will to free themselves or to usurp control of the group from the dominating personality.

Fortunately, there are ways to defeat such a haunting. Firstly, investigators must recognize that they are dealing with unwilling slaves, for the most part, who would much rather be freed to achieve their final destination rather than be subject to the whims of a dominating mind. Clever investigators may find ways to turn the resentment the imprisoned souls must feel to their advantage. Secondly, investigators must be aware that they are not dealing with a typical confused or deranged spirit. Instead, they are dealing with a mind that is fully aware of its situation and has determined that it can only remain on earth through the subjugation and domination of lesser spirits. Recognition of this fact will better prepare investigators for the battle ahead. Make no mistake, when dealing with a controlled mass haunting, you are at war with a powerful entity who has an army of spirits under its command.

The strength of this kind of mass haunting is also ironically its weakness. If an investigator can banish or exorcise the leading personality, the other spirits will normally disperse, stripping the haunting of its power. Exorcism of the lead spirit is difficult, but can be accomplished through the usual methods. Note that many dominating spirits have an anchor to the physical world, and if this anchor is not destroyed, they may survive exorcism and return for their revenge.

Crypt Master Notes

When running a mass haunting, the Crypt Master should consider who the ghosts are, why and how they died, and what the PCs might do to get them to turn on the controlling entity. Run the individual spirits as common ghosts (page 60 of the CRYPTWORLD rulebook), but feel free to add a few more powerful spirits as well such as poltergeists (page 64 of CRYPTWORLD) or even demons (CRYPTWORLD page 57). The controlled spirits should be described as desperate or even unwilling. Having the spirit hissing "Go away! Please!" while hurling things can be a disconcerting experience for investigators. All the

spirits in this type of haunting can be dealt with in the same fashion as the common ghost, though eliminating the lead personality first will normally free the others.

Remember that these beings are slaves of the dominating personality, a spirit that rarely enters the fray itself. The controlling entity should be played as intelligent and calculating; remember that it is fully aware of its situation and will do whatever it needs to survive.

Mass Haunting Powers

Excise Living: See ghost, CRYPTWORLD page 60.

Dessicate: See mummy, CRYPTWORLD page 64.

Domination: See poltergeist, CRYPTWORLD page 65.



Melon Head

STR:	4 (60)	WPR:	3 (45)
DEX:	3 (45)	PER:	1 (15)
AGL:	4 (60)	PCN:	4 (60)
STA:	3 (45)	PWR:	45
ATT:	1/60%	WND:	14
MV:	L 75†		

Experience: 800

Melon heads are mutant humans created through criminal experiments of mad scientists. They appear much as normal humans, save that they have large, bulbous, melon-shaped heads. Most are shorter and thinner than normal humans, though this is usually due to poor nutrition during childhood rather than any further mutation. Melon heads are created through experimentation on infants,

especially those suffering from hydrocephalus. The scientist believes that the natural state of hydrocephalus is ideal for performing mind-expanding, mind-control, or mutation-generating experiments, and uses the increased cerebrospinal fluid in the cranium as a vector for adding questionable experimental materials to the brain.

Most such subjects expire, but sometimes the scientist succeeds. Once he succeeds, he continues to build up a small army of these melon heads, usually with the goal of presenting them as a "fait accompli" to the scientific community, which quite naturally severely frowns on experimentation on humans. As most of the children used in the experiments are abandoned or orphaned, the world at large seldom knows what is going on at the strange orphanage or home for abandoned children in the backwoods outside of town...

Once they come of age and grow old enough to understand what their patron has done to them, melon heads rebel against their creator. In one night of terror and destruction, the scientist and his minions are slaughtered (or flee) and the mysterious orphanage even more mysteriously burns to the ground. Then the real horror begins, as the melon heads, by this point usually quite deranged, turn on locals and passers-by. For, as they had always been fed and taken care of by others, the only way they can get food is to hunt.

Being mostly ignorant of civilization, they generally hunt with tooth and nail; some may have baseball bats, or use chainsaws, or other tools they found in the ruins of the orphanage. Once the local animals have been spooked away, and having no emotional attachment to the people of the outside world—who only resemble their former tormentors, anyway—they usually turn to cannibalism. The melon heads usually continue to live in the ruins of the orphanage, or in the extensive hidden laboratories and prison found beneath the ruins. There they take their victims, for torment and for dinner.

As the experiments that create melon heads have been going on since the early twentieth century, by now there are some regions that have several generations of inbred melon heads hiding in the backwoods outside of isolated towns and villages. Some of these melon head groups may have even further powers, as inbreeding brings about further mutations (both deleterious and sometimes beneficial). These multi-generational melon head bands often cooperate with cannibal hillbillies and psycho killers; some are found serving Criswells as minions, while others make their way into the Big City where they hide in the sewers with troglodytes.

Melon Head Powers

NOTE: All melon heads have the combine power and melon head telepathy powers (see below). They can possess virtually any paranormal talent or unsettling power, at the CM's discretion.

Combine Power: Melon heads can combine their WPR in order to perform greater and more powerful paranormal talents or unsettling powers. All of those melon heads who participate in the combination of WPR must be within line of sight of each other. They then concentrate on providing their WPR to the member of the group who will use the specific talent or power desired. At a cost of 10 WPR and 1 round of concentration, the melon heads can "donate" 2d10 of their current WPR pool to the target. The target can then use this extra WPR to either increase a base chance to use a talent for one use or provide WPR to use or boost the performance of the talent or power.

Melon Head Telepathy: Melon heads from the same band can speak with one another through telepathic means. This is instantaneous and does not cost any WPR, but they cannot perform any other action while sending a communication.

Melting Man

STR:	4 (60)	WPR:	4 (60)
DEX:	3 (45)	PER:	1 (15)
AGL:	3 (45)	PCN:	3 (45)
STA:	3 (45)	PWR:	NA
ATT:	1/53%	WND:	12
MV:	L 75†		

Experience: 500

A melting man is a normal human being whose flesh has begun to liquefy and drip off, usually as the result of an overdose of cosmic radiation or genetic error. Once the flesh-rending mutation surfaces, the melting man will first see his skin slough off, followed by his muscular tissue and tendons becoming putrid and gelatinous. At the end, the melting man's skeletal system will rubberize and eventually dissolve.

The melting process takes approximately 2 weeks from the time the symptoms first surface until the last remnants have dissolved away. Horrifically, the melting man does not die of shock or of systematic failure during this, as the same conditions which started the melting also keeps the victim alive and completely aware of his condition, remaining cognizant of what's happening until the end. This horror drives the victim into murderous insanity.

A melting man can halt the liquefaction process on a temporary basis by consuming human flesh. For every victim the melting man eats, the melting process will be suspended for 72 hours. It is assumed that the melting process is "fed" by the intake of fresh tissue. Once digested, the process targets the victim again. A melting man, driven by desperation and insanity, will go on a murderous rampage to stop the disease—even if this is only a temporary reprieve from his inevitable end.

Minotaur

STR:	8 (120)	WPR:	4 (60)
DEX:	6 (90)	PER:	NA
AGL:	6 (90)	PCN:	6 (90)
STA:	7 (105)	PWR:	100
ATT:	1/105%	WND:	18
MV:	L 80		

Experience: 1,500

A creature of legend transplanted to a modern era, this brutal and powerful *thing* appears to be a muscled gargantuan humanoid with bull-like physical characteristics. Standing between 7 and 9 feet tall, a minotaur has the heavily muscled legs, torso, and chest of a human, and cloven hooves and a horned bull's head. A mouth full of sharp teeth and the overall strength of the monster make it a dangerous opponent.

The beast is solitary, living in labyrinthine areas of deep forests, abandoned mines or tunnels, or even defunct subways and sewers. The minotaur revels in the hunt, delighting in the chase through its maze-like domain when someone is foolish enough to enter. The minotaur is a relentless fighter and hunter, sometimes pursuing prey for days, working up an appetite for its human prey during the hunt. In combat, the minotaur attacks with its fists, horns, or by biting. It sometimes uses simple weapons such as clubs or spears and is known for its propensity for using nets. Complicated weapons such as crossbows or firearms seem beyond its capacity to understand.

The minotaur lives for the chase and combat—everything else is incidental. Humans are a favorite target for this activity due to both their abilities to make excellent sport and the beast's preference for human meat. The minotaur usually waits patiently for a victim to stumble into its labyrinth, but it will seek out and kidnap a victim if it grows restless for the chase. When the victim awakes in the maze, the hunt begins anew...

Minotaur Powers

Find the Path: At will, a minotaur can find the quickest route to a location. This power takes 2 rounds to enact at a cost of 10 WPR. This location can be specific—a particular tree in a forest—or general—the nearest exit from a tunnel complex. Once the route is disclosed, the minotaur does not forget it.

Locate Prey: This ability is similar to the previous power except that it locks onto a specific creature. It can be specific—the red-headed human I saw yesterday—or general—the

nearest human. This power costs 10 WPR and is triggered at will. It takes 2 rounds to enact. Note that the location and distance is revealed, but the most expedient way to get there is not. Should the minotaur want to ascertain the quickest route to the target, he would need to use *find the path*. (These two powers are frequently used in tandem.)

Mislocation: This power allows the minotaur, with a successful PWR check and an expenditure of 20 WPR, to seem to appear 5-6' away from his actual position. This illusion takes 1 round to enact, lasts for 1d10 rounds, and can be maintained at a cost of 5 WPR per additional 1d10 rounds. In game terms, the first successful attack versus the minotaur will actually miss the target unless the attacker makes a successful PCN check. While this power is active, attackers have a 20% penalty to hit the minotaur in combat. Area of effect weapons such as shotguns may not be adversely affected (CM's call).

Mongolian Death Worm

STR: 8 (120) WPR: 2 (30)
DEX: 3 (45) PER: 1 (15)
AGL: 3 (45) PCN: 5 (75)
STA: 6 (90) PWR: NA
ATT: 2/83% WND: 15
MV: L 150

Experience: 1,000

Mongolian death worms are huge, subterranean, carnivorous worms found in arid and desert locations. These massive creatures measure 30 feet in length, 6 feet wide, weighing several tons. Its large beaked mouth is large enough to swallow a man whole, though it prefers to bite, tear, and rend its prey. When its mouth opens, several 10-foot-long, barbed tendrils snake out after its victim, grabbing them and pulling them back to its hungry, gnashing jaws. They are voracious, eating any prey they can catch.

The Mongolian death worm moves incredibly fast underground, as it has a highly-evolved burrowing ability that enables it to move through earth quickly and efficiently. In fact, it can move through the ground as fast as a shark can swim through water. However, Mongolian

death worms cannot tunnel through solid rock, nor can they move through water, avoiding lakes, streams, ponds, and rivers. A Mongolian death worm is blind and deaf, using an acute "vibration sense" to feel if there is anything moving on the surface above it. A Mongolian death worm is able to sense a creature's movement move than 100 feet away, homing in on him with unerring accuracy. They prefer to explode out of the ground under their victim, attacking from underneath. They have also been known to bring down entire buildings to get to their victims, as well as digging huge holes under cars and vehicles trying to flee an area.

Mothman

STR: 5 (75) WPR: 6 (90)
DEX: 4 (60) PER: 4 (60)
AGL: 4 (60) PCN: 7 (105)
STA: 5 (75) PWR: NA
ATT: 1/68% WND: 15
MV: L 100† F 150

Experience: 1,000

The mothman is a legendary creature that is viewed as a harbinger of doom. Whenever the mothman appears in a community, a great disaster will occur in that town within 2 weeks. A bridge collapse, a great fire, a train derailment, and other calamities claiming many lives have all been "foretold" when the citizens catch a fleeting glimpse of the creature in the days leading up to the disaster. However, some have concluded that the mothman may, in fact, be responsible for these disasters. They are correct. The mothman will loosen several bolts in a bridge, plant oily rags next to an electrical short, twist the rail of a railroad track, etc. The creature delights in the suffering of others, not only in their deaths but also in watching the sadness and grief of their survivors. So it will devise, plan, and carry out the largest act of carnage it can just to satisfy its desire for mayhem. The only way to stop the disaster from happening is to find and stop the mothman before it can carry out its plan.

A mothman appears as a silent, vaguely humanoid figure with a large

set of bat-like wings. The most notable feature are its saucer-shaped red eyes that shine like twin scarlet embers. The sight of the mothman's eyes shakes most viewers to their very soul. It's said that meeting the unholy gaze of the mothman will reveal to you the method and way in which you will one day die. (Anyone who looks into a mothman's eyes should roll a column 2 fear check.) The mothman can easily grasp someone and carry them up to lofty heights before dropping them so they fall to their deaths. Fortunately if a mothman is stopped, it will leave the community, never to return again as it looks for a new target to bring misery and suffering to.

Murdermobile

STR: 9 (135) WPR: 9 (135)
DEX: NA PER: 3 (45)
AGL: 3 (45) PCN: 3 (45)
STA: NA PWR: NA
ATT: 1/90% WND: Special
MV: L As vehicle type

Experience: 900

A murdermobile (AKA "Killer Car") is a vehicle that has been possessed and overtaken by a demon (CRYPTWORLD rulebook, page 57). The inhabited, driverless car can start its engine and run entirely by itself. It does not need gasoline to run, as it's powered by the demonic forces that gives its demon inhabitant its powers. The murdermobile cannot exceed the vehicle's "natural" limits, i.e., it cannot drive faster than the car's construction permits or drive through unsuitable terrain. The CM should decide what vehicle is possessed, then use the stats on page 45 of the CRYPTWORLD rulebook to determine the vehicle's basic top speed, armor rating, and structural points (instead of a Wound rating). Murdermobiles have taken the form of a Plymouth Fury, a hearse, a semi-truck, a Lincoln Continental, and even a bulldozer.

Once possessed, a murdermobile will choose a victim at random. The creature finds a sickening pleasure in tormenting the innocent victim by lurking in the shadows, stalking them, knowing no one would ever believe their tales of a driverless



vehicle threatening them. When the murdermobile tires of its games, it will decide to kill its prey by running over the victim. When a murdermobile runs over someone, treat it as a car accident (see page 45 of the CRYPTWORLD rule book).

A murdermobile can certainly be dented and damaged, but it is resistant to most forms of physical violence. Only catastrophic damage can slow it down or stop it (i.e., blowing out its tires, damaging its axle, etc.) It requires a called shot with a result of "C" or better to do such damage to a murdermobile. If a murdermobile is not utterly destroyed, it can repair any damage to itself with 24 hours of rest. The only way to destroy a murdermobile is to blow the vehicle to pieces so it cannot reassemble itself. If the creature takes massive catastrophic damage from an explosion, the murdermobile is destroyed and the demon within is banished for 5d10 years.

Naga

STR:	7 (105)	WPR:	6 (90)
DEX:	NA	PER:	NA
AGL:	5 (75)	PCN:	6 (90)
STA:	5 (75)	PWR:	140
ATT:	1/90%	WND:	15
MV:	L 80 W 45		

Experience: 1,000

The naga has the reptilian body of a snake and the head of a human. A fierce and crafty opponent, a naga can reach a length of up to 12 feet and weigh 250 pounds. The snake portion of the body ranges from brown to green to a reddish color. The human portion has a spiked mane instead of hair, enlarged feline-like eyes, and sharp fangs. The bite of the naga can be highly poisonous though it can bite without administering poison if it desires. It is able to communicate with others of its own kind freely, humans as occasion allows, and can

communicate with other sentient beings via its power of *telepathy*.

Ever-watchful, the naga is intelligent and cunning, and known for cautious and careful plotting. The naga makes its lair in wilderness areas, denning in caves and ruins. They love tunnels and will sometimes be found in mines, sewers, and subways. A naga generally does not tolerate the presence of other nagas, but, due to its potent *charm* power, it often has human and animal slaves. The naga can move well in water and will generally lair and hunt near water as this provides a certain level of protection against humans. A naga does feed on other creatures besides humans, but (rightly) considers humans its true species enemy, and the naga acts accordingly in its plans.

A naga can live up to 1,000 years. Every 50 years, a female naga breeds, laying 1d10 eggs. These hatch after a two-month incubation period. If more than two hatch, the strongest two hatchlings are fed their siblings. In this way, population is maintained and the survival of the fittest encouraged. A naga reaches adulthood in about one year, at which time it strikes out on its own.

Naga Powers

Charm: In 1 round, the naga can enact this power with a successful PWR check and a cost of 30 WPR. This *charm* is potent, and the target



has a 5% penalty to a WPR check to avoid its effects. An affected individual perceives the naga as its master. Such a victim is not suicidal, but will serve the naga in whatever way is possible. Humans under this influence often serve as personal servants, luring other victims to the naga and arranging for the naga to gain access to areas it normally would not be able to enter such as homes and buildings. Using its *telepathy* (see below), the naga is able to communicate with creatures of less than human intelligence and such victims will act according to their intelligence and capabilities. (A dog, for example, might serve to guard the naga or perhaps hunt for it, whereas a monkey would be able to perform more complicated tasks.) A successful *charm* lasts for one month, at which time the victim may make another WPR check with a 5% penalty. The naga knows how long the *charm* lasts and will ensure the victim is within range so another dose of the power can be administered, if necessary.

Often, a naga will simply kill a victim as the end of the month approaches, especially with human victims who could potentially use their knowledge of the naga's existence and habits against it. An unaffected target (i.e., one passing its WPR check) is completely unaffected. An individual target can only have one *charm* attempt made in a 24-hour period; the naga is aware of whether or not a *charm* attempt succeeds or fails.

Enrapture: In 1 round, a naga can enact this power with a successful PWR check and a cost of 20 WPR per target in its 90' area of effect. A target is allowed a general WPR check. Those saving are not affected, but those failing are held enraptured for 1d10 rounds. This power can be maintained at will at a cost of 10 WPR per victim, but it is rarely maintained as this power is usually used to allow the naga to escape or attack and kill its victim(s), and there is generally more than enough time to do so in the duration of the effect. Note that a target making its check is immune to this power for a 24-hour period.

Telepathy: This power is at will. At a cost of 10 WPR per target, a naga can establish a telepathic link with the recipient that endures for 24 hours. Those capable of speech can communicate via the mindlink in speech; targets incapable of speech can still communicate via feelings, emotions, and mental images. The range of this power is 100 yards for every century of age the naga has attained. Targets under the influence of the naga's *charm* power are automatically affected by this power; those targets who are not under the naga's control can avoid the effect entirely with a successful WPR check.

Ozark Howler

STR:	8 (120)	WPR:	3 (45)
DEX:	5 (75)	PER:	NA
AGL:	4 (60)	PCN:	6 (90)
STA:	6 (90)	PWR:	110
ATT:	1/90%	WND:	16
MV:	L 100		

Experience: 1,000

The Ozark howler is a *thing* of legendary prowess and stealth. Due to its ability to leave no spoor of any type, the creature is also known as the "ghost killer." The Ozark howler is the size of a large adult black bear with a thick body, stocky legs, black shaggy hair, and a pair of prominent straight horns, which it uses to impale victims. Its cry is often described as being a combination of a wolf's howl and an elk's bugle, which is very unsettling to those few cursed enough to hear it. This *thing* is the bane of herdsman as it loves to feed upon domesticated livestock (and their keepers, when it is able). Despite its size, the monster is fast. Its natural cunning and powers result in an opponent that is very difficult to identify and even harder to catch.

The Ozark howler will flee from unfavorable odds, living to fight another day. Its preferred method is to raid herds, kill, and escape with its meal without anyone even knowing it was there. Lack of visible evidence (see its *leave no trace* power) and its *silence* make it almost impossible to detect. As the monster is nocturnal, this makes it even more difficult for humans to thwart. Ozark howlers hate dogs and kill them whenever

possible, attacking them in preference to other opponents.

Ozark Howler Powers

Leave No Trace: In 1 round, an Ozark howler can enact this power with a successful PWR check and a cost of 20 WPR. This causes all physical evidence of the monster's presence to disappear. Tracks, blood, fur, and anything else that would normally betray its passage is obliterated. Its scent, though, is unaffected.

Scentless: In 1 round, the beast can eliminate its scent. This power requires a successful PWR check and costs 20 WPR to enact.

Silence: In 1 round, the Ozark howler can make itself completely silent. This power requires a successful PWR check and costs 20 WPR to enact. It lasts for one minute. It can be maintained at will at a cost of 10 WPR per additional minute.

Packswarm

STR:	3 (45)	WPR:	3 (45)
DEX:	NA	PER:	NA
AGL:	4 (60)	PCN:	5 (75)
STA:	4 (60)	PWR:	*
ATT:	1/53%	WND:	14
MV:	L 200		

Experience: 800

A packswarm is a large pack of dogs ("packswarm hounds") that are collectively possessed by a spirit, usually demonic. The pack always consists of 2d10+10 dogs of various sorts; in cities and towns, usually a wide mix of breeds, while in forests and other wilds, usually of the local feral and/or wild dog types (and can include jackals, coyotes, and wolves). Each dog individually has the standard dog abilities (see dog, feral, page 54 in core CRYPTWORLD book), but collectively they have a far greater intelligence (combined with animal cunning) and possess a modicum of power.

Packswarms often arise when the local canine population is threatened, whether by well-intentioned politicians, greedy puppy-mill owners or land developers, or evil psychopathic puppy-torturers. Other times they arise under truly horrific conditions, when the local dimensional balance fails, and dark

and loathsome spirits ooze into this reality. These spirits possess the readily-available packs of local domestic, feral, and wild dogs, impressing them into doing their bidding. The pack attacks with a level of intelligence and strategy far beyond that of normal animals.

The packswarm's base PWR rating is equal to five times the number of dogs present when the packswarm is first encountered. (Example: 20 dogs gives the packswarm a PWR score of 100.) The packswarm loses 5 points of PWR for every member of the pack that is slain. In their pursuit of prey, a packswarm generally possess and use the *chill*, *silence*, *swirling mist*, and *voice projection* unsettling powers.

Packswarms that arise due to a threat to the local canine population usually fade when the threat ends; if the packswarm successfully ends a developer's attempt to develop the pack's hunting grounds, the packswarm fades away. Packswarms formed by demonic spirits, on the other hand, must be destroyed. A demonic packswarm can also be destroyed by finding the focus of the demonic spirit, where it entered into this world, and destroying it or properly consecrating/exorcizing it.

In either case, a packswarm spirit is disrupted when its PWR falls to zero; the spirit flees this world and returns whence it came, or in the case of a demonic spirit, perhaps merely back to its focus, there to wait for another opportunity to do havoc on this world. Sadly, of course, to reduce a packswarm to this level, many innocent dogs must be killed, leaving the disposition of a packswarm a moral and ethical conundrum for the characters...

Sample Demonic Spirit Foci

- d10 Foci
- 1 Abandoned/Forgotten Pet Cemetery
 - 2 Buried Murder Victim
 - 3 Buried Serial Killer
 - 4 Disturbed Native Nations Holy Ground
 - 5 Illegal Dog Fight Pit
 - 6 Illegal Toxic Waste Dump
 - 7 Rotting Old Tree
 - 8 Ruined Animal Shelter
 - 9 Ruined Hunting Lodge
 - 10 Ruined Puppy Mill

Packswarm Powers

Join The Pack: When an intelligent being is slain by a packswarm hound, its spirit joins the swarm by inhabiting the body of a nearby, uncontrolled canine. The packswarm immediately adds 1/10th the WPR of the victim to its PWR rating. Additionally, if the victim possessed any paranormal talents, the packswarm gains the use of these abilities.

The victim's spirit is forced into servitude to the possessing spirit, which gains access to all the memories of the victim. Once a victim has joined a packswarm, all the packswarm hounds can then speak in the victim's voice. Needless to say, this can be quite jarring to friends of the victim, and causes them to suffer an immediate fear check on column 4.

The victim's spirit can only be freed to go on to its just rewards if the packswarm is disrupted, and, in the case of a demonic spirit, the foci of the demonic spirit is destroyed and the demonic spirit sent back whence it came.

Peripheral

STR:	NA	WPR:	6 (90)
DEX:	NA	PER:	NA
AGL:	NA	PCN:	6 (90)
STA:	NA	PWR:	130
ATT:	1/*	WND:	0
MV:	F 75 (incorporeal)		

Experience: 800

Peripherals are the creatures you see out of the corner of your eye, but when you turn, they are no longer there. They are sometimes interpreted by our meager brains as a person or animal moving in the periphery but shouldn't be. Peripherals cannot interact with people in the physical realm directly; they can only try to lure someone into harming themselves through the use of their special powers. They are suspected to be the cause of many a drowning or "accidental" death.

Unlike ghosts or poltergeists, peripherals are not the spirits of deceased humans. Rather, they are transdimensional beings who peek into our world. As such, they can

appear to teleport from one location to another without moving in between, although once fixed on a specific victim, they attempt to follow that person as closely as possible. They move as if they are incorporeal fliers, although they are really much more than that.

It is impossible for a person to see a peripheral straight on, due to their transdimensional nature. They also cannot directly interact with anyone physically, being able only to plant suggestions and fear in their minds using their *unsettling* and *misleading* powers. As such, the presence of a peripheral is often made by deduction, and not directly witnessed.

They can be benign but are often playfully malicious, like a child with a captured bug. They will often attempt to *unsettle* a victim or victims before *misleading* the one it feels is weakest. For example, the peripheral might try to *unsettle* the entire group of associates. The one most affected by the *unsettle* attempt will then be the victim of future attempts to *mislead*, with the peripheral attempting to stop the main victim's associates through additional attempts to *unsettle* them. Once the *mislead* effect wears off on the victim, the peripheral will attempt it again toward the same victim. It is usually only after numerous failed attempts to *mislead* a specific victim or that victim's death that the peripheral will switch victims.

Because these are transdimensional beings, they cannot be hurt through conventional means. They also cannot be dispelled in the manner of ghosts or cleaned in the manner of poltergeists. Rather, the transdimensional rift must be closed in a manner devised by the Crypt Master. Alternately, the peripheral might become bored with a specific victim, especially if WPR is depleted, and will simply no longer appear in this dimension.

Peripheral Powers

Unsettle: A peripheral has the ability to unsettle an intended victim or victims by placing horrific visions or unseemingly voices in the target's mind. This can affect all victims

within 30' radius of the peripheral. All victims must make a fear check on column 4. This costs 10 WPR for each attempt.

Mislead: A peripheral has the ability to mislead an intended victim. A peripheral can only mislead one victim at a time. It does so by compelling the victim to go somewhere that puts the victim in harm's way. This is a specific PWR check that uses the WPR column of the intended victim and costs 10 WPR. Results are as follows:

S = The peripheral will make the victim feel confident that they should follow some path or head toward some landmark. The misleading will last 1d10 minutes.

L = The peripheral can cause the victim to feel compelled to follow a certain path or head towards a landmark. The misleading will last 2d10 minutes.

M = The victim has a mania about following the path or getting to a landmark. The victim will not believe that the path or landmark is dangerous, and will ignore environmental dangers. For example, the victim might head towards the landmark in merely a t-shirt in sub-zero temperatures. The misleading will last 1d10 hours.

H = The victim believes strongly enough that he/she will fight strangers to get to the landmark or stay on the path. The victim will not believe that the path or landmark is dangerous, and will ignore environmental dangers, up to and including life-threatening ones. For example, if the landmark is on an island, the victim might walk off a pier and into the lake to get to the island, which could drown the victim. The misleading will last 2d10 hours.

C = The victim believes strongly enough that he/she will fight close friends to get to the landmark or stay on the path. The victim will not believe that the path or landmark is dangerous, and will ignore environmental dangers, up to and including life-threatening ones. The misleading will last 1d10/2 days.

A strongly enough misled victim will fight others to get to the landmark or follow the path, but only to the extent of getting to the

goal. For example, a peripheral victim on the second floor of the old Victorian mansion might be misled to exit the building by jumping through the window (which would harm the victim) and others might try to stop him. He would fight the others to the extent of knocking them out, entangling them in something, locking them behind a door, or otherwise getting them out of his way so he can get out via the window. A sufficiently misled victim may need to be secured to prevent following the path or getting to the landmark, either by binding, locking him in a room, or knocking him out (via drugs or other means).

A victim can never be misled to attack or harm others, only to try to get someplace specific (and often by a specific means). Once the effect wears off, the victim may rationalize the reasons for his or her actions, but that is merely rationalization. For example, the victim may feel compelled to run to the shipyard, but when questioned about it later, will not have a suitable reason for doing so and will likely make one up. However, the victim cannot be misled to kill the master of the shipyard or to set fire to the shipping warehouse, only to reach that destination.

Plague Bat

STR:	7 (105)	WPR:	7 (105)
DEX:	2 (30)	PER:	NA
AGL:	7 (105)	PCN:	6 (75)
STA:	8 (120)	PWR:	75
ATT:	1/105%	WND:	19
MV:	L 80 F 160		

Experience: 800

Seven-feet tall, with a 12-foot wingspan, plague bats are diabolical flying creatures that terrorize populations by spreading disease and draining the life force from anyone they can grab. Their grey-black bodies are covered with short, bristling hair with a wide strip of thick, jet-black hair running from the top of its skull down its spine. Nocturnal in nature, a plague bat can be blinded by bright lights and is confused by fluctuations in light intensity. If reduced to 0 STA, the plague bat disappears as oily black smoke, but will be reborn at midnight the following night.

There are only three known ways to destroy a plague bat: beheading, burning, or removing its heart. If beheaded or if the heart is removed, the creature can remain alive for another 1D10 rounds, during which time it will seek to retrieve its head or heart. If successful, it will dissipate and reform the next night. If set on fire, it will thrash about, attempting to beat the fire out with its wings. If the plague bat is reduced to 0 STA *by fire*, it is destroyed; if the last of its STA is lost in any other way, it will be reborn the following night. The resurrected plague bat will seek the persons who "killed" it anywhere in the world, risking all to avenge itself.

Plague Bat Powers

Drain Life: Upon a successful attack of "H" result or higher, the plague bat will latch on with its powerful jaws and will drain the life out of a victim. Each round, the victim will lose 6-60 STA (3d10x2) and take one Wound. The drain costs 30 WPR and remains in effect until the plague bat voluntarily lets go or the hold is broken by a third party who makes a successful attack of any kind against the plague bat. Anyone bitten in this manner by a plague bat should make a STA check versus potency 4 disease to see if they contract an illness and at what severity.

Pestilence: The plague bat can cause a virulent disease to spontaneously break out in a populated area. This requires 1 round of concentration and costs 50 WPR. Upon a successful specific PWR roll, consult the chart for virulence of the outbreak:

S = Slight Virulence (potency 2): 1D10 percent of the target population contracts the disease. For effects to PCs and NPCs, roll against column 2 (consult *Disease Specific Check*, p. 42 in the core rulebook).

L = Light Virulence (potency 4): 1D10 percent of the target population contracts the disease. For effects to PCs and NPCs roll against column 4.

M = Moderately Virulent (potency 6): 1D10 percent of the target population contracts the disease. For

effects to PCs and NPCs, roll against column 6.

H = Highly Virulent (potency 8): 1D10 percent of the target population contracts the disease. For effects to PCs and NPCs, roll against column 8.

C = Catastrophically Virulent (potency 10): 1D10 percent of the target population contracts the disease. For effects to PCs and NPCs, roll against column 10.

Rat Lord

STR:	1 (15)	WPR:	6 (90)
DEX:	NA	PER:	NA
AGL:	6 (90)	PCN:	6 (90)
STA:	5 (75)	PWR:	75
ATT:	1/60%	WND:	15
MV:	L 250		

Experience: 500

This evil entity resembles a large, black rat about 1 foot in length. A rat lord has a human-like intelligence and an uncanny ability to summon and control an almost unlimited number of ordinary rats. It uses this rat swarm to attack its enemies, to bring it food and items of interest, and to sway those who might discover its existence. When it commands a swarm, it usually stands aside to watch its handiwork in action.

The rat lord likes comfort, often finding an occupied home to inhabit, calling as many rats as necessary to overcome the current human occupants. It's attracted to jewelry and will send its minions to acquire it. Anyone entering the rat lord's domain will be summarily attacked by 3D10 rats. A rat lord will viciously defend its home until it becomes obvious that he'll be overcome, at which point he will desert his "sinking ship," commanding its followers to guard his retreat (taking his most prized possession with him, if possible), to set up somewhere else (2D10 hundred miles away).

Rat Lord Powers

Summon and Command Rat Swarm: A rat lord can summon and control 1D10 rats from a radius of one-half mile every 10 minutes at a cost of 1 WPR per summoned rat. Once summoned, the rats will stay by

the rat lord's side, defending him with their lives. At an additional 1 WPR per rat in the swarm, the rat lord can give the swarm one simple command that the rats will carry out. The command must be something short, simple, and within their animal understanding. (Examples: "Bring food." "Find shiny rock." "Kill tall man.")

Raven Mocker

Human Form:

STR:	5 (75)	WPR:	4 (60)
DEX:	2 (30)	PER:	3 (45)
AGL:	6 (90)	PCN:	4 (60)
STA:	4 (60)	PWR:	100
ATT:	2/68%	WND:	14
MV:	L 75†		

Raven Form:

STR:	1 (15)	WPR:	4 (60)
DEX:	NA	PER:	NA
AGL:	5 (75)	PCN:	5 (75)
STA:	4 (60)	PWR:	100
ATT:	1/45%	WND:	14
MV:	L 20 F 225		

Experience: 900

The raven mocker, or ka'lanu ahkyeli'ski, is an evil being from Cherokee mythology who robs the old, sick, and dying of their lives. The raven mocker normally appears as old, sun-withered man with skin like leather. In its raven form, the raven mocker is a large, black, raven-like bird with a blood-red beak, blazing blue eyes, rotting feathers, and a 15-foot wingspan.

When a raven mocker hunts a victim, it will take its *raven shape* and take to the air with the sounds of a raven's cry and a strong wind. The raven mocker frightens and threatens the victim for 1d10 days by creating loud, unearthly noises and shrill cries that keep the victim from sleeping. At the end of the stalking period, the victim will dream that the raven mocker has attacked and killed them. When the victim awakes in terror, the raven mocker will be standing above them in its human form with a obsidian dagger in its gnarled hand ready to plunge it into the chest of the victim. Once the victim is dead, it reaches into the chest wound and pulls out the victim's heart. The wound reseals after this leaving no signs of the attack. For all outward

appearances, the victim died in his sleep. The raven mocker consumes the heart of the victim, giving the *thing* an extra year of life for every year that the slain would have still lived.

There are several known ways to keep a raven mocker at bay. Smudging a room with sage will prevent the raven mocker from entering. The presence of a Native American medicine man will drive the raven mocker away from its intended victim for 1d10 hours. And a raven mocker can be banished to the hunting grounds of its forefathers if a Cherokee medicine man performs an exorcism after enduring a sweat lodge and vision quest. The vision quest will last 1d10 days and, with a successful *Preternatural Lore* skill check, the medicine man will learn the true name of the raven mocker and will be able to use that information to banish the foul creature for 1d100 years.

Much like a banshee, the sound of a raven mocker means that someone will soon die. Raven mockers are normally invisible when in their raven form, but those with strong PCN or WPR can see them. If a raven mocker knows it has been seen, it will stop tormenting its victim for seven days.

Raven Mocker Powers

Raven Shape: The raven mocker can take the form of a large raven with a 15-foot wingspan, and razor-sharp talons and beak. This transformation costs 20 WPR with a PWR general check. However, this is a one-time cost and no further WPR maintenance is required.

Raven's Screech: This unearthly screech is emitted by the raven mocker to disorientate his victim and confuse his opponents. This ability costs 20 WPR and requires a general PWR check. All victims within 100 feet of the screech are terrorized and become disoriented for 1d10 rounds. Those who succeed in resisting with a successful WPR check will be immune from the screech until they encounter the raven mocker again.



Redcap

STR: 3 (45) WPR: 3 (45)
 DEX: 4 (60) PER: 2 (30)
 AGL: 4 (60) PCN: 7 (105)
 STA: 3 (45) PWR: NA
 ATT: 1/53% WND: 12
 MV: L 200†

Experience: 500

A redcap is a demonic goblin who is murderously territorial. A redcap stands 2 to 3 feet tall, has shining red eyes, pointed nose and ears, and hawk talons for hands. A redcap is usually dressed in a tunic and leggings as well as two traditional items of clothing: iron-shod boots and a long cloth cap that he stains red with the blood of his victims, giving the creature its name. A redcap community usually contains 2d10 of the creatures.

Redcaps are xenophobic creatures, making their homes in isolated areas far from any society. Favored locations include long-abandoned manors and castles, and cavernous cave systems. Redcaps are fiercely protective of their privacy and violently territorial if they feel their boundaries have been breached, an area of a 10-mile radius. Anyone who enters the redcaps' domain will find themselves stalked and hunted by the wily goblins who will attack to kill the invaders at the first opportunity. Considering a redcap wears heavy iron boots, it is surprisingly quiet as well as quick, moving as fast as a dog or wolf when sprinting.

A redcap can track a victim within its domain with 100% accuracy, breaking off the pursuit only when its prey once again leaves the area as a redcap will steadfastly refuse to cross the border to The Outside Lands. A redcap prefers to attacks its victims with a long iron pikestaff, aiming to pierce the heart, or major vein or artery. The redcaps will gather around a victim as he bleeds to death, taking turns dying their caps in the flowing blood as they celebrate their "victory" over the invader.

A redcap can be held at bay by the reciting of Bible verses, as reciting the Holy Word causes the creature great pain and discomfort. Because of this, it is thought that redcaps are an offshoot of demon (CRYPTWORLD rulebook, page 57) but this theory has not been confirmed.

Remnant

STR: 4 (60) WPR: 7 (105)
 DEX: 2 (30) PER: 3 (45)
 AGL: 3 (45) PCN: 3 (45)
 STA: 4 (60) PWR: 80
 ATT: 1/53% WND: 0*
 MV: L 75

Experience: 700

When first encountered, a remnant could be mistaken for a reanimated skeleton (CRYPTWORLD rulebook, page 69). It appears as an old, dusty skeletal system with very little flesh clinging to its bones, perhaps dressed in scraps of the clothing it died in. However, a remnant comes into being when a person dies, yet refuses to leave his earthly body. Through sheer force of willpower, the remnant forces its spirit to remain anchored to its earthly form. Over the years, as its body decays and rots, the remnant refuses to move on, animating its own corpse to fulfill some unfinished task.

Like a skeleton, a remnant does not suffer Wound damage, but it does suffer STA damage. When its current STA reaches 0, the remnant's body will fall apart into a pile of inanimate bones. Unless the bones are sprinkled with salt and holy water, the remnant will reform in 1d10 minutes back at full STA. Remnants attack with any weapons it may have at hand, or it will claw at an opponent for armed

damage with its sharpened bony fingertips.

Obsessive in death, a remnant often has some goal or mission it was unable to accomplish in life. In death, the creature clings to the mortal world as it obsessively tries to achieve this never-ending goal (locating some long-lost artifact, guarding a specific location for eternity, etc.). The remnant will never waiver in its task and will attack any who stand between it and fulfilling its mission. Because the remnant retains the intelligence it had in life, it will often set up traps and deadfalls to protect the area it haunts. It may lie motionless, disguising itself as a lifeless corpse as its future victims pass by. Although physically weak, the remnant is an exceedingly clever creature.

Although a remnant has no specific powers of its own, it has learned how to tap into its WPR to trigger minor environmental unsettling powers (CRYPTWORLD rulebook, page 52). The remnant will use these effects to its greatest advantage to terrorize any intruders who might disrupt its eternal task.



Ropen

STR: 5 (75) WPR: 4 (60)
 DEX: NA PER: NA
 AGL: 5 (75) PCN: 6 (90)
 STA: 5 (75) PWR: NA
 ATT: 1/75% WND: 15
 MV: F 125

Experience: 600

The ropen is a dreaded aerial hunter that roosts in remote areas. Often mistaken for a prehistoric pterosaur, the cryptid creature is a flying mammal about 3 to 4 feet long with dark brown fur, large leathery wings with a span of 8 feet, weighing between 70 to 140 pounds. Ropen are easily seen in the dark as they

have a neck band that softly shines at night due to a naturally occurring bioluminescence. This gives the creature its nickname of "glow bat."

The ropen is voraciously carnivorous and will eat nearly anything, including recently deceased carrion. If freshly dug graves are exhumed and emptied, it could be the work of a hungry ropen, which does not add to its appeal among the human community.

Although the creature is nocturnal, it does not possess sonar, but rather it relies upon its keen vision (considered to be the same as a hawk during the day) and hearing (approximately as keen as that of an average dog). When fighting larger prey, ropen will generally fight in cooperation, using wolf pack tactics to harry and bring down an opponent.

Ropen tend to avoid populated areas and are typically found in jungles, deserts, and bleak moors, nesting in caves or thick groves. It is a social creature and will generally be found as part of a group of 1d10+2 of its own kind.

Satyr

STR:	4 (60)	WPR:	5 (75)
DEX:	5 (75)	PER:	NA
AGL:	8 (120)	PCN:	6 (90)
STA:	6 (90)	PWR:	110
ATT:	1/90%	WND:	16
MV:	L 150†		

Experience: 1,000

Satyr's are the embodiment of debauchery and moral corruption. This dreaded creature possesses the upper body of a muscled human male, and the legs and hooves of a goat. A pair of small horns tops the head of all satyr's. They are slightly taller than humans, standing 7 feet tall at a minimum. Satyr's live in secluded forests, glens, and lightly wooded plains. Although they may seem as nothing more than legendary merry-makers, the true motives of satyr's are far more dark.

Satyr's are usually found in groups of 2d10, engaged in a never-ending party of drinking, music, seduction, and revelry. All satyr's are expert musicians, and each will possess a fiddle, lyre, flute, or other instrument

that they're proficient with. Those who encounter a satyr bacchanal will usually find themselves caught up in the event, joining the creatures in their drunken festival. In actuality, the satyr's are using their *delirious dance* power to force the interlopers into dancing themselves into an exhausted frenzy.

If any females are with the trespassers, the satyr's will target them with their *charm female* power. Their true purpose is to mate with the women to propagate their species, while forcing the men to dance until they drop dead from exhaustion. If a satyr mates with a human female, she will give birth to a new satyr 6 months later. Childbirth is inevitably fatal to the female, requiring a constant influx of fresh breeding stock to further their species.

Although satyr's prefer to fight with handheld weapons such as swords and spears, they are not adverse to using firearms taken from previous victims. (They particularly like shotguns because of the loud blast.) Even if unarmed, they can attack with their hooves and/or horns. Satyr's do not have any weapon or damage immunities.

Satyr Powers

Delirious Dance: If playing an instrument, a satyr may, with a successful PWR check and expenditure of 20 WPR, force all victims within hearing range to dance wildly to the music the satyr is playing. This strenuous activity is treated as if the victim were sprinting for 3 points of STA damage each round. Victims are allowed to make a WPR check to keep from giving in to the hypnotic melody with failure requiring them to flail madly about, enthralled by the song. A new WPR check is allowed every 10 rounds with success ending the compulsion. Satyr's can end the compulsion for those victims it chooses while the others will be forced to continue dancing as long as the music plays.

Charm Female: With but a glance and a few soft words, a satyr can cause female humans to fall under their spell. With a successful PWR check and an expenditure of 20 WPR, the targeted victim will completely

trust the satyr, believing anything they say. (Victims should be given a WPR check to see through the ruse.) The victim will consider any suggestion made by the satyr in the best possible light and as if coming from her most trusted friend. This trance lasts 24 hours at which time the satyr can attempt it again, with the victim given a new WPR check to shake off the charm's effects. Human males are not affected by this power.

Forest Stride: With a successful check and a cost of 20 WPR points, satyr's can pass through even the densest wood as though it were open terrain. The satyr's' movement rate is also doubled for 1d10 minutes and can be maintained automatically for 10 WPR per additional 1d10 minutes.

Instill Panic: If playing a musical instrument, a satyr can expend 20 WPR and, with a successful PWR check, cause a target failing his WPR check to flee in terror along the path of least resistance away from the satyr for 1d10 rounds. STA damage from sprinting is used in this case. This power cannot be maintained, but a target can be affected multiple times by it.



Scarecrow

STR:	3 (45)	WPR:	5 (75)
DEX:	3 (45)	PER:	1 (15)
AGL:	4 (60)	PCN:	4 (60)
STA:	3 (45)	PWR:	NA
ATT:	1/53%	WND:	12
MV:	L 75†		

Experience: 600

Scarecrows are mindless, soulless, killing machines created for the purpose of doling out revenge against an entire family line. Scarecrows can be considered one of The Created (CRYPTWORLD rulebook, page 56), as they can only be brought to life through arcane magics and evil desires. The usual motive of a scarecrow's creator is to wipe out everyone descended from a single person. The creator, whether wronged by this person or motivated by other reasons, wishes to ensure the family line is ended. Scarecrows have been created during feuds to destroy the enemies of one side, as well as by greedy in-laws to ensure sole possession of future inheritances.

To create the scarecrow, the creator must construct the *thing* out of clothes belonging to the person to be targeted by the creature. Once stuffed with straw and thistle nettles, the creator then adds a head to the construct, usually a stuffed burlap sack, although a jack-o-lantern is commonly used as well. To bring the creature to life requires a demonic ritual performed under the light of a full moon. At the end of the ceremony, the creator must add a single drop of blood from the targeted person to the "lips" of the scarecrow. Once activated, the scarecrow will get up and lumber off to fulfill its mission of familicide. The scarecrow will first target and kill the victim whose clothes and blood brought it to life. Once that person is dead, the scarecrow will begin working its way through any and all descendants of that person until everyone is killed.

Scarecrows attack with pitchforks, scythes, and other farming tools per their usual rural creation. Scarecrows are particularly susceptible to fire, and any fire-based attacks should shift one column to the left when determining the effect of such an attack. If destroyed, the scarecrow will just reform again during the next full moon at the site of its original creation. The only way to end a scarecrow's rampage before the family line is wiped out is to place a drop of its creator's blood onto its "lips." The scarecrow's straw will then crumble into dust, leaving behind a

set of empty clothes and a burlap sack. However, it's a sure bet the creator will not give up a drop of blood easily!

Scribe

STR:	6 (90)	WPR:	7 (105)
DEX:	4 (60)	PER:	NA
AGL:	4 (60)	PCN:	5 (75)
STA:	7 (105)	PWR:	75
ATT:	1/75%	WND:	16
MV:	L 60†		

Experience: 900

A scribe is an otherworldly demon who uses the corpses of human victims to both predict and manipulate future events. For all outward appearances, a scribe looks, acts, and sounds human. The only physical differences one might notice is its soft, ethereal voice and a constant faraway stare in its eyes, as if it were contemplating existence itself.

When it manifests in our world, the first action a scribe will take is to acquire the materials needed for it to construct its *Prognostication Journal* and writing implements: a human corpse. The cover of the book is made from tanned human skin, and the face of the victim is fashioned as the front cover. The gruesome tome is bound with sinew and glue made from muscle, fat, and bone, and the pages (always numbering 101) are also processed skin. The victim's blood is used for ink. The scribe must complete the construction of its blank journal and pen in one week; if not completed in time, the scribe loses its tether to our reality and is forcibly expelled back to its home dimension for 1d10 years. Anyone who witnesses this violent expulsion will receive 1D10 STA damage due to the shock of the experience.

If the journal is completed in time, the scribe will begin its reign of terror. Using its *read minds* and *precognition* powers, the scribe will look for people whose fears are likely to manifest themselves. Then, using its *direct event* power, the scribe will transcribe a description of the victim's feared event in its journal, describing the event as violently as possible. The act of writing in its journal makes an occurrence of the event—however improbable—much

more likely as reality itself bends to match the narrative of the scribe. Maintaining its *read mind* connection with the victim, scribes delight in the fear they cause.

Scribes must use one page for each entry, and they must use each page of their journal in turn. Scribes are violently protective of their journals for its destruction will bring great pain to the creature. If a scribe's journal is destroyed, the scribe will immediately take a "CK" result in Armed Damage, and all of its stats are permanently reduced by 10 points. If the scribe is not destroyed by this setback, it will have to construct a new journal. It will then use its *precognition* and *read mind* powers to detect who had a hand in its defeat. These usurpers will be the prime targets of the scribe's revenge—or possibly they may become the "donor" of new journal materials.

Any scribes that complete all 101 pages of their journal gain an additional 10% to all stats. However, they must then create a new journal containing 202 pages. These master scribes will attempt to cause even more fear, death, and destruction than they had before.

A scribe must find a sanctum in which to write its predictions. Because it must be near enough to people to read their minds, scribes will find either an abandoned building within a city or some other area blocked off from people. (Some clever scribes will disguise themselves as fortune tellers and soothsayers to better guide victims to their front door!) Their sanctums are decorated with the remnants of their victims, including skulls used as candle holders, long bones tied decoratively together in geometric shapes, etc.

Scribe Powers

Read Minds: Scribes are able to read the mind of a target for 15 WPR and with a successful PWR check. Because the knowledge they seek is deeper and on a more primal level than the surface thoughts accessible through the paranormal talent of *read thoughts* (see CRYPTWORLD rulebook, page 29), the cost of this

ability is higher. Scribes use this power to find images of fear in the heart of the target. (Example: The scribe discovers the target has a fear of drowning.) They then use their other powers to make these fears manifest.

Precognition: This scribe power works similarly to the paranormal talent *precognition* (see CRYPTWORLD rulebook, page 28) except the scribe will use it to identify dangerous misfortunes about to occur to a target. Once a scribe has identified the fears of a particular target using *read minds*, it will use this power to determine which future event coincides with the deepest fears of the target. (Example: The scribe discovers the target will be driving over a rickety bridge in the near future.)

Direct Event: The scribe can warp the nature of reality by describing a desired event in its journal. At a cost 75 WPR, 1d10 hours of writing, and using up one entire page of the journal, the event as transcribed by the scribe has a 90% chance of manifesting. The event will be the culmination of the target's fears (discovered through *read minds*) crossed with a previously predicted event (determined through *precognition*). This event will often be deadly to the victim. (Example: The rickety bridge the target drives over suddenly collapses, trapping the victim who is in danger of drowning.) If the scribe fails in the *direct event* attempt, nothing happens and the materials are used up. A scribe can only attempt *direct event* once every 72 hours.

Serrated Shade

STR:	NA	WPR:	7 (105)
DEX:	NA	PER:	8 (120)
AGL:	NA	PCN:	5 (75)
STA:	NA	PWR:	130
ATT:	1/*	WND:	0*
MV:	0*		

Experience: 800

Serrated shades are malicious spirits that inhabit bladed implements: weapons, cutlery, home-improvement hardware, surgical tools, etc. When its vessel is handled, the shade possesses the wielder and

embarks on a stylized, bloody rampage. Serrated shades may be the root cause of infamous serial killers and would certainly explain why some maniacs seemingly rise from the dead again and again to continue their spree—same weapon, same *modus operandi*, different host. Serrated shades cannot be physically harmed, but destruction of the weapon they inhabit (usually by melting) banishes them to the underworld.



Serrated Shade Powers

Possession: Serrated shades usurp the bodies and minds of innocents, driving them to commit heinous acts of murder with the inhabited weapon. Upon being picked up, the shade expends 50 WPR and makes a general check, subtracting the victim's WPR from its PWR. Success means that the victim is dominated for 1d10 hours, and they will embark on an unholy killing spree. The serrated shade must make another check at the end of the duration to continue its unholy grip. If the shade fails in its initial attempt, the target will drop the item and will refuse to ever touch it again, somehow "disturbed" by the nature of the item. Protective gear (like gloves) will not prevent a *possession* attempt, but indirect handling via tongs, telekinesis, etc. is risk-free. A possessed victim will never willingly part with its implement, because the domination ceases immediately when contact is broken.

Sewer Gator

STR:	7 (105)	WPR:	2 (30)
DEX:	NA	PER:	NA
AGL:	5 (75)	PCN:	3 (45)
STA:	6 (90)	PWR:	NA
ATT:	1/90%	WND:	16
MV:	L 75 W 125		

Experience: 500

A sewer gator is a monstrosity large mutant alligator found living deep within urban sewer systems. It is theorized that sewer gators were once smaller pet gators that were "flushed" into the sewer systems by neglectful owners. A combination of fetid pollutants, human waste products, and possible illegal chemical dumping have mutated these originally harmless pets into gargantuan man-eaters lurking in the depths under the city streets.

A sewer gator measures 25 feet to 40 feet in length from tip of snout to tip of tail with a height of between 7 to 10 feet. It normally feeds on whatever it can find in the sewers, though a sewer gator will come to the surface to feed if it becomes hungry enough. A motivated and hungry sewer gator can pop off manhole covers and lunge out at a victim, as well as drain grates and other access portals. Truly monstrous sewer gators have exploded from the street itself, landing with a thud on the pavement before devouring everything within reach. Once sated, the sewer gator will re-enter its subterranean lair. A sudden decrease in the homeless population could point to a possible sewer gator infestation.

Although sewer gators are normally found in urban sewer systems, it's also possible to find them lurking in remote swamps and bogs as well as some large fresh-water lakes.

Sigbin

STR:	4 (60)	WPR:	6 (90)
DEX:	NA	PER:	NA
AGL:	5 (75)	PCN:	6 (90)
STA:	4 (60)	PWR:	120
ATT:	1/68%	WND:	14
MV:	L 60		

Experience: 800

The sigbin is a bizarre creature that resembles a furless, hornless goat with watery red eyes. The sigbin has an elongated proboscis, resembling an elephant's trunk, that it uses to feed on the life force of its victim (see the *shadowsuck* power). It can attack with its bite or hooves, but prefers to avoid combat whenever possible. Due to the monster's *invisibility* power, it is very likely the sigbin can

successfully attack and kill its prey without anyone even knowing of the monster's presence. The beast has a mild sulfuric odor that may be detectable by very perceptive people. For this reason, the sigbin prefers to attack isolated victims. The creature is primarily diurnal, but can operate at night.

The sigbin is a solitary creature. Its mating habits are unknown, and no tales mention anyone encountering more than one of these feared predators. The sigbin is immune to normal weapons, but can be successfully attacked with blessed and/or iron weapons and fire.

Sigbin Powers

Invisibility: In 1 round, a sigbin can make itself *invisible* with a successful PWR check and a cost of 20 WPR. This effect lasts one minute. It may be maintained at will for a cost of 10 WPR per each additional minute.

Shadowsuck: This nefarious power can be triggered in 1 round with a successful PWR check and a cost of 30 WPR. The target can avoid the effect entirely with a successful WPR check. Successful resistance provides immunity to this power for 24 hours as the sigbin breaks off any further attacks. However, a failed check allows the sigbin to drain STA from the victim from the shadows. The sigbin uses its elongated proboscis to drain 5 STA from the victim each round for 2d10 rounds until sated. The victim will begin to feel weak for no apparent reason as the sigbin is virtually invisible when making this attack. A slain victim is dead, of course, but a victim who is not completely drained will regain STA at the normal rate. Note this power can only be used if there is a shadow present.

Sludge Monster

STR:	7 (105)	WPR:	5 (75)
DEX:	4 (60)	PER:	NA
AGL:	4 (60)	PCN:	4 (60)
STA:	8 (120)	PWR:	NA
ATT:	1/83%	WND:	17
MV:	L 50		

Experience: 500

Sludge monsters appear to be large, oily, vaguely humanoid beasts composed of pollutants and toxic chemicals. Sludge monsters are actually ghosts that inhabit and animate polluted muck to become corporeal (an urban "cousin" to swamp monsters). Sludge monsters are usually found in places where illegal dumping of toxic wastes has occurred or industrial runoff accumulates.

Sludge monsters have two underlying desires—destruction against all living creatures (they indiscriminately kill anything they encounter) and to increase their own size by accreting more toxic sludge. The upper limit to the size of a sludge monster is not known (possibly because they are a recent phenomenon, only seen since the Industrial Revolution), nor what would happen when they reach their upper limit (if any).

Sludge monsters take twice as much damage from any attack by fire. However, as their bodies are composed solely of chemical wastes, they heal 4 STA and 1 Wound per round, regardless of their activity. Any Wound caused by a sludge monster has a 10% chance of becoming infected. In this event, PCs should roll a disease check (see p. 42 of the CRYPTWORLD rule book).

Spearfinger

STR:	4 (60)	WPR:	6 (90)
DEX:	5 (75)	PER:	7 (105)
AGL:	8 (120)	PCN:	6 (90)
STA:	4 (60)	PWR:	100
ATT:	1/90%	WND:	14
MV:	L 70		

Experience: 900

The spearfinger is a legendary shapeshifter and mistress of deception. In her natural form, she appears as a wizened crone with hardened grey skin. The forefinger of the spearfinger's right hand is exceptionally long and sharp, and she will normally keep it hidden in her clothing or a wrap of some sort. This monster seeks to devour the livers of humans, especially those of children.

When attacking, the spearfinger uses her finger to pierce her targets in an attempt to carve out and remove

the livers of her victims through her *remove liver* power. The spearfinger has stone-like skin and is immune to slashing and piercing weapons unless they have been blessed. Bludgeoning weapons such as hammers do normal damage and inflict one extra Wound if they have been blessed. Note that firearms inflict piercing damage. The creature makes a soft grinding sound like stone grinding on stone when walking; this noise can give the creature's identity away to those who have encountered her kind before.

The spearfinger has the ability to *shapeshift* into the form of anyone she has previously slain whose liver she has also consumed. The creature frequently uses this disguise to pass herself off as the victim, imbedding herself into her victim's community to more easily hunt with impunity. The spearfinger keeps a regular lair only rarely, moving from place to place and seeking to kill as many as possible, and moving on when her ruse is discovered. She can be found in civilized areas such as cities, though outskirts of small communities better suit her purposes such as remaining unseen or maintaining the identity of a slain victim.

Spearfinger Powers

Shapeshift: With a successful PWR check and an expenditure of 20 WPR, a spearfinger can take the shape of any victim she has previously slain whose liver she has consumed. This power lasts until she decides to end the effect and costs nothing to maintain. Any attack made by the spearfinger also causes her to return to her normal form. This power takes 2 rounds to enact.

Remove Liver: This vile power allows the spearfinger to remove the liver from a living victim. It requires a successful attack with her long sharp finger, followed by a successful PWR check to trigger, as well as a cost of 20 WPR. The victim must be stabbed by the spearfinger through the ear or chest. The victim's liver is supernaturally removed, seen impaled upon the spearfinger when it is withdrawn. Once the victim is stabbed and the power activated, the victim will be paralyzed and the liver

will be removed in 1d10 rounds unless the spearfinger is successfully attacked by a third party.



Springheel

STR:	5 (75)	WPR:	4 (60)
DEX:	3 (45)	PER:	4 (60)
AGL:	9 (135)	PCN:	5 (75)
STA:	5 (75)	PWR:	75
ATT:	1/90%	WND:	15
MV:	L 200†		

Experience: 800

Springheels are demonic-visaged humanoids with pointed ears and horns, prominent fangs, and savage claws. It is unknown if they are demon, cryptid, mutant, or some combination of the three. Springheels are surprisingly cultured and they speak quite eloquently. They dress in flowing high-collared capes and floppy-brimmed hats to obscure their faces. Preternaturally athletic, springheels can make standing leaps exceeding 120 feet horizontally and 50 feet vertically, scrambling up vertical surfaces with ease. They can attack with their claws or with any weapon, though they can also breathe fire once per day to frighten and demoralize its victims.

Springheels are exclusively urban creatures and highly territorial—meaning there is usually only one per metropolis. The motives of a springheel are inscrutable, as they are just as likely to terrorize and murder the populace as they are to safeguard it from criminal elements and supernatural interlopers. It is

theorized that the springheel delights in hunting and tormenting its human prey, but will violently defend its “playthings” from any other creatures who think to encroach upon the springheel’s domain.

Springheel Powers

Flame Gout: A springheel can exhale a gout of blue-white flame from its mouth. This powerful attack spreads out in a cone 15’ long and equally wide at its apex. It inflicts 4 Wounds of burning damage on any target in the area. This attack can only be attempted once per day at a cost of 10 WPR if a general PWR check is made.

Swarmwalker

STR:	6 (90)	WPR:	5 (75)
DEX:	4 (60)	PER:	2 (30)
AGL:	3 (45)	PCN:	5 (75)
STA:	4 (60)	PWR:	90
ATT:	2/70%	WND:	0*
MV:	L 75 F 120		

Experience: 1,000

Swarmwalkers are the returned spirits of those who died with unfinished business as a result of insect bites or stings. Swarmwalkers are able to possess entire swarms of insects, forcing the mass to form a gestalt body for it to inhabit. Once this body has been formed, the swarmwalker can alter its basic shape to anything it pleases. Typically swarmwalkers further their masquerade by donning heavy clothing to give their gestalt bodies a more human shape, otherwise they appear as a roughly humanoid pillar of insects.

Swarmwalkers spend much of their time spying on their former loved ones, trying to get as close to their former life as possible, though they are aware of their true nature and know that what they wish for is impossible. Eventually the strain becomes too much, and the swarmwalker comes to resent and hate its family and friends for continuing to live on. When a swarmwalker goes mad, it uses its insect powers to first spy on, then harass, and eventually attack those it felt closest to in life.

Though possessed of a limited resistance to normal weapons,

swarmwalkers are vulnerable to fire and smoke as well as chemical insecticides. However, these remedies only affect the insect hosts, not the swarmwalker spirit itself. Like many other spirits, a swarmwalker may have a focus item that ties it to the mortal realm, and that the final answer to the problem of the swarmwalker may lie with the destruction of that object.

If a swarmwalker has the strength to make the break with its past, it becomes one of the many homeless, drifting from place to place until it either finds a new goal to focus on, or until it eventually loses its grip on the insects that make up its body, causing it to dissipate.

Swarmwalker Powers

Swarm Shape: Swarmwalkers can force their insect swarm to assume a humanoid shape at a cost of 20 WPR with a general PWR check. However this is a one-time cost and no further WPR maintenance is needed. Relaxing this shape into a loose swarm of insects costs no WPR and occurs instantly. As a swarm, the swarmwalker can pass through any aperture large enough to admit an insect.

Swarm: This power works similarly to that of a mummy. (See CRYPTWORLD rulebook, page 64.)

Tarantulord

STR:	6 (90)	WPR:	3 (45)
DEX:	NA	PER:	NA
AGL:	6 (90)	PCN:	6 (90)
STA:	5 (75)	PWR:	90
ATT:	2/90%	WND:	15
MV:	L 200 (100 if on a vertical surface)		

Experience: 800

A tarantulord is a mutated gargantuan arachnid. A tarantulord is about the size of a horse, standing nearly 6 feet tall with a leg-span of 10 feet, and weighing about 1,000 pounds. Tarantulords can be nearly any species of arachnids, as monstrous trapdoor spiders, black widows, brown recluses, and—yes—tarantulas are all rumored to exist. (CM’s choice as to the type of spider.) It is unknown if the tarantulord is a mutant, otherworldly creature, or naturally spawned aberration.

A tarantulord usually makes its lair in an isolated darkened area such as a cave, cavern, or overgrown forested region. Tarantulords that have infested urban areas, however, can lurk in old dilapidated structures such as barns, abandoned houses, and sewers. A tarantulord's burrow can be identified by the thin, dry cobwebs that coat the floors and ceiling. The cocooned remains of previous victims will be seen hanging from the ceiling of the den (although there is a 10% chance that one of the cocoons has a still-living future meal).

A tarantulord is incredibly fast and agile considering its size, scuttling on its eight legs much faster than a human can run. It can scramble up sheer surfaces like walls and ceilings at half its movement rate. A tarantulord is smarter than a common spider though, as it has developed a rudimentary animalistic intelligence (rather than running on sheer instinct alone).

Tarantulord Powers

Summon Arachnids: Whether through an ultrasonic call, pheromones, or other summoning mechanism, the tarantulord can summon all spiders in a 100-foot radius to hurry to its aid at a cost of 10 WPR. A swarm of crawling, biting arachnids will seem to pour from every nook and cranny, scurrying over the hapless PCs. Although the damage caused by the biting insects is minimal (1d10 STA loss), the effect can be unnerving, causing the PCs to lose initiative and giving the tarantulord a chance to escape—or attack unimpeded!

Throw Webbing: The tarantulord can send a blast of webbing from its spinnerets into the air to drift down over a 10-foot radius area. (Treat as ranged attack at a cost of 10 WPR.) Anyone hit by the webbing will become hopelessly entangled in the sticky netting. The webs take 4 rounds to cut through with a knife or blade, or 2 rounds to burn through with any fire source the victim may have.

Taunter

STR:	3 (45)	WPR:	7 (105)
DEX:	3 (45)	PER:	2 (30)
AGL:	3 (45)	PCN:	7 (105)
STA:	6 (90)	PWR:	160
ATT:	1/45%	WND:	16
MV:	L 75		

Experience: 1,500

The unnatural shapeshifters known as taunters are rarely encountered, but deadly. They walk behind the scenes, tormenting loners and people on the edge of society. The victim of a taunter is plagued with paranoid and increasingly nightmarish visitations until the victims kill themselves or are institutionalized. After this, the being leaves to go torment the next victim in line. It is believed that many suicides and murder-suicides are caused by a taunter. Scholars have not determined their origins but some theorize they are some form of fae or ultraterrestrial species.

Taunters in their natural form are thin, chalk-white beings around 6 feet tall. The skin of a taunter is wrinkled with a slightly oily sheen. The hairless face has no features but milky white eyes, two slits where a nose would be, and a wide mouth that takes over half of the face. They are always smiling. When they change their shape, the human form is usually of average appearance, with the exception of the milky white eyes and an insane grin.

While powerful, the taunter is bound by certain "rules" that can curb their power. Taunters will not kill their victims directly, for a dead victim provides no fear. If a person somehow overcomes the influence of a taunter, the taunter will leave the person alone, and he will be "marked" as someone the rest of their unnatural race will not touch. They also seem to have a deep dread of the truly insane; maybe this is because the perceptions of the insane can truly identify them. The truly insane will drive a taunter away for 1d10 hours, and certain madmen have been rumored to banish them altogether (CM's discretion).

A taunter takes a particular delight in driving a person mad. They will use all of their abilities to make the

victim appear foolish, driving away friends and family until the victim is alone. They use their ability to *read thoughts* to grasp the darkest fears and desires to draw the victim into a deadly spiral. A taunter will never kill a victim on their own, but leaving a few "way out" options for their victim is considered fine sport. If they are attacked, the taunter takes STA damage as normal. However, they can only be wounded by attacks from the current victim and the insane (CM's discretion).

The taunter rarely speaks to its victim, but when it does it is with a rich, sardonic voice. In the one recorded instance of a discussion with a taunter, it was asked its purpose. It responded, "We exist. That is all."

Taunter Powers

Cloaked: Taunters can cloak themselves from everyone else other than the person they are tormenting, thus increasing the isolation of their victims. This costs the taunter 20 WPR per hour of use. The taunter can also reverse the effect and make the victim invisible to others. This costs 10 WPR per minute of use after a general PWR check, plus the taunter must remain within 30 feet of the victim.

Shifting Form: Form is fluid to the taunter and is used to torment its current prey. A taunter can shift into the forms of people they have met or images they have seen, but difficulty grows the more exact the duplication. A "generic" human form costs the taunter 10 WPR per 6 hours. A more exact copy of a certain person works similar to the *shape change* power of the doppelganger: costing 20 WPR after a general PWR test, except there is no permanent WPR reduction. Any form the taunter takes is marked by the milky white eyes of their natural forms.

Whispers of "Truth": Taunters prey upon the fears of their victims, both real and imaginary. As they stalk their victims, they begin to broadcast a whisper that only one touched by them can hear. Within 5 days of contact, the victim must make a general WPR test. If the victim fails, the taunter can affect the unfortunate

with the whispers: a cacophony of half-spoken truths, forgotten voices, and strange utterances. This requires a specific PWR check versus the column corresponding to the victim's WPR and costs 30 WPR per attempt. This can only be done at sunrise or sunset. If the victim's WPR goes down to 0, they are very susceptible to unsavory suggestions.

S = The whispers are heard but drift away. The victim suffers no WPR loss.

L = The victim hears a voice long forgotten, but familiar. The victim suffers 1d10/5 WPR loss.

M = Don't you hear that strange laughing? The victim suffers 1d10 WPR loss.

H = The utterances of the mad take root in the victim's soul. The victim suffers 2d10 WPR loss.

C = The taunter has uncovered a dark secret thought well hidden. The victim suffers 3d10 WPR loss.

Voice Projection: As per the unsettling power (CRYPTWORLD rulebook, page 53).

Read Thoughts: As per the paranormal talent (CRYPTWORLD rulebook, page 29).

Tentacle Feeder

STR:	8 (120)	WPR:	7 (105)
DEX:	2 (30)	PER:	NA
AGL:	8 (120)	PCN:	2 (30)
STA:	6 (90)	PWR:	100
ATT:	3/85%	WND:	15*
MV:	NA		

*Per tentacle; CMs should keep track of damage done to each tentacle separately.

Experience: 1,500

Whatever the creature is, and whatever other features it possesses, is known only to those who are dragged through the ruby-rimmed ebony portal from which it reaches out. A portal to the tentacle feeder can be opened by the feeder itself (at a cost of 50 WPR), mystic spells, or on very rare occasions naturally when severe weather patterns in our world coincide *exactly* with eldritch turmoil in its realm. In the first and last cases, if no food is available within a week, the tentacle feeder withdraws, allowing the portal to close. If food is available—and in the case of a portal

being opened by mystic means, it always is—the tentacle feeder can keep the portal open indefinitely (cost = 30 WPR per day), growing with each meal. In one incident, the tentacles grew to 12 feet long, tapering from 3 feet in diameter at the portal to 10 inches at the mouth.

When first manifesting, 4+1D10 feeder tentacles appear. Each day that it feeds, another 1D10 appear. Its motion-sensitive tentacles are a brownish-green, speckled with thick barbs (causing struggling prey 1D10 STA damage per round). At the end of each tentacle is a slavering, fist-sized maw, with serrated teeth. Usually, the feeder wraps two tentacles around its victim in 1 round (use its ATT and treat as a wrestling hold), then bites with a third tentacle in the next round (unless successfully attacked or its hold is broken, subsequent bites are automatic). Other tentacles remain thrashing about, trying to detect other prey. If it's particularly hungry, it will use as many mouths as it can to devour its prey (CM discretion).

Tentacle feeders take normal damage, but are repelled by gold and take double damage from gold (even gold-plated) weapons. If under imminent threat, the tentacle feeder will withdraw all its tentacles and allow the portal to close, attempting to drag any prey with it. No one taken through a feeder portal has ever been heard from after the portal closes—although their insanely terrified screams continue until it does close. Any character pulled through (or foolish enough to enter) will be irretrievably lost. The realm of the feeder is inimical to human life (and sanity).

Tentacle Feeder Powers

Open Portal: Tentacle feeders can open portals between their realm and ours. Opening a portal costs the feeder 50 WPR. A portal remains open for 24 hours, unless more WPR is used to stabilize it. After the initial opening, an additional 30 WPR per day is required to keep the portal open. The feeder can close the portal at any time. Of course, portals that are opened through mystical means or by natural occurrences do not cost

the feeder WPR, but it will still require 30 WPR per day to maintain the portal once opened.

Entrhall: Tentacle feeders are strongly telepathic (and the shock of their existence tends to make many people even more suggestible to their influence—fear checks may be used to determine this at CM's discretion). Humans who dabble with mysticism who open a portal that the feeder can exploit may be turned into the feeder's thrall. Finding a sympathetic (or shocked) mind, the feeder insinuates its alien mind into that of its victim. While actual communication is impossible with so different a life form, empathy is possible; but for the human who opens his mind to the feeder, servitude and madness are sure to follow. The cost is 25 WPR. Using the defense column associated with the target's WPR score, use the following results:

S = Suggestible. Characters consider most demands of the feeder to be generally reasonable, but most will not knowingly lead others into harm.

L = Likely to comply. Characters consider most demands of the feeder to be good and proper. Most will still hesitate to bring others to certain death.

M = Malleable. Characters can be easily convinced to follow virtually all of the feeder's demands. They will not hesitate to bring strangers (or enemies) to the feeder, knowing that means their certain death.

H = Hypnotic control. Characters empathize with the feeder's goals and desires. They will comply with all requests short of endangering their own lives (including sacrificing friends).

C = Complete control. Characters are totally dominated and fanatically devoted to the feeder. They will sacrifice themselves, friends, and even family members.

Each day after the first contact, the feeder can *automatically* increase its hold on its victim by one level for an additional cost of 20 WPR. A feeder may have up to 3 thralls, but the first must be controlled at the Hypnotic level before a second is acquired, and the second must be at the Hypnotic

level before the third is added. If the feeder is repelled or destroyed, thralls controlled at the Likely to comply or Malleable levels can be returned to normal through psychiatric attention (1 month of treatment by a qualified professional for each day that the thrall was controlled). Thralls who were controlled at Hypnotic or Complete levels will never regain their independence, spending their lives in almost complete catatonic states.

Vapour From Space

STR:	4 (60)	WPR:	6 (90)
DEX:	3 (45)	PER:	6 (90)
AGL:	1 (15)	PCN:	6 (90)
STA:	6 (90)	PWR:	150
ATT:	3/53%	WND:	18
MV:	F 65 (gaseous body)		

Experience: 1,500

The vapour from space is an interstellar predator. Normally found among the protein rich gas clouds of distant nebulae, these creatures sometimes attach themselves to interstellar craft, comets, or meteors, before being pulled into the gravity field of a planet. When this happens, the creatures are ravenously hungry, and immediately set out to consume whatever lifeforms they can come into contact with.

Vapours anchor themselves to an object before being pulled into the Earth's gravity well, and can usually be found near the site of a meteor impact or satellite crash. Having evolved in deep space, vapours are not designed to function within a gravity field. The pain they feel when confined to Earth makes them highly aggressive and dangerously mean.

Though intelligent, the creatures are far too alien to communicate with, and it is doubtful they even recognize humanity as an intelligent species.

Vapours are exceptionally dangerous and powerful creatures, and are not to be underestimated. Though they exist in space and are unaffected by radiation, the filtering effect of our atmosphere renders sunlight unpalatable to them, and so vapours are primarily nocturnal. They do not take damage from sunlight and are quite capable of activity

during the sunniest of days; they just prefer the dark. Little is known about their full capabilities, but in the only recorded encounter to date, the creature displayed some kind of mind control, as well as the power to drain the life-energy of living beings on contact.

Vapours are normally invisible to the naked eye, but show up on infrared and ultraviolet as large, amorphous blobs, similar in shape and structure to deep sea jellyfish. When attacking, a vapour will become visible, pulsing with weird, unearthly colors as it drains the life from its victim.

As clouds of sentient gas and energy, vapours are immune to damage from almost all terrestrial weapons. However, they are highly susceptible to magnetic fields and can be torn apart by a powerful electromagnet. Vapours will avoid sources of electromagnetism, such as electrical substations, transformers, and generators, but are drawn towards lesser sources, such as the bioelectrical field of a human being.

Typically, a vapour will establish a lair, such as a deep well or shadowy cave, in which it can spend the daylight hours. At night, it will emerge and make a beeline for the nearest human being, which it will isolate through the use of its *subtle influence* power before using its *leech life* power to drain the victim close to death.

Though vapours only require a single victim a night to survive, they need more in order to reproduce, which they will do only during the nights of the full moon. When attempting to reproduce, a vapour will seek out as many as 10 victims, all of whom will be utterly consumed. When it is replete with stolen energy, the vapour then seeks out a carrier for its larvae. When the creature has found a suitable carrier (normally a person of robust health and energy), it will use its *implant spawn* power, causing the victim to inhale its spawn and carry them within him. The creature then uses *subtle influence*, so that the carrier has no recollection of the encounter. The implanted spawn are undetectable by normal means, but

can be destroyed by the same method as the adult form. The spawn hatch in about 10 days and rapidly absorb the life force of the carrier before spreading out to hunt for themselves.

Once a vapour has spawned, it begins to accumulate energy in order to leave the Earth. It does this by taking approximately 50 to 60 victims and storing their power. Once the power has been collected, the vapour remains dormant until the next full moon, whereupon it uses the energy and the moon's gravity to make the leap back into space.

Vapour From Space Powers

Implant Spawn: The vapour from space reproduces by implanting its gaseous spawn in the lungs of a victim. Implantation takes 1d10 rounds, and the victim must be either asleep, unconscious, or controlled by the *subtle influence* power. Implanting its spawn costs the vapour 30 WPR. Once the spawn are implanted, the victim feels no ill-effects beyond a mild cough and slight shortness of breath. After 10 days, the spawn "hatch," rapidly expanding within the victim's lungs and draining the life from him. During the incubation period, the spawn are extremely vulnerable and can be killed by exposing the host to any strong electromagnetic field, such as that used by an MRI machine.

Leech Life: A vapour from space can literally drain the life from a target by touch. To use this ability, the creature must perform a successful Unskilled Hold on the victim, then make a specific PWR check against the victim's WPR column for a cost of 10 WPR. STA and WPR drained in this way regenerate at a rate of 1 point per hour of total, uninterrupted rest. Victims who are drained to 0 WPR are driven temporarily insane, while those taken to 0 STA crumble into a vile, soft ash. Consult the following results:

S = The victim loses 1d10 STA + 1d10 WPR.

L = The victim loses 2d10 STA + 2d10 WPR.

M = The victim loses 3d10 STA + 3d10 WPR.

H = The victim loses 4d10 STA + 4d10 WPR.

C = The victim loses 5d10 STA + 5d10 WPR.

Subtle Influence: A vapour from space can exert a subtle, yet powerful influence on the minds of other creatures, both human and non-human. This works in a similar way to the vampiric power *mesmerize* (CRYPTWORLD, page 71) and costs the same, with the added effect that victims cannot clearly recall anything that they did while under the influence and, indeed, don't remember being influenced at all.

Voltergeist

STR:	NA	WPR:	6 (90)
DEX:	NA	PER:	NA
AGL:	NA	PCN:	7 (105)
STA:	NA	PWR:	150
ATT:	1/*	WND:	0*
MV:	F 75 (incorporeal)		

Experience: 1,000

Voltergeists are the disquiet souls of those who died by electrocution. Unlike typical ghosts, they aren't tied to one particular location—voltergeists are actually quite mobile, traveling via power lines, circuitry/computer networks, and even energy transmissions (radio, microwaves, cellular services) to terrorize those who wronged them in life. At the cost of 5 WPR, a voltergeist can materialize into a humanoid-shaped nimbus of crackling energy. It can only attack directly in this form.

Being creatures more of "science" than "spirit," voltergeists aren't dispelled like most spectral entities. Instead, they can be contained and/or destroyed via technological contraptions and "weird science" technologies as determined by the Crypt Master. And simply splashing them with water (a minimum of a gallon) disrupts their forms and renders them powerless for 3d10 rounds.

Voltergeist Powers

Electromagnetic Mastery: At the cost of 20 WPR for a standard PWR check, a voltergeist can usurp control over any and all electronics in a 50-foot radius for 1d10+10 minutes. Usually, this is used for spooky theatrics (flickering lights, television static, etc.), but it can have serious consequences if used on life-support equipment, vehicle navigation systems, or electricity-powered weapons. A voltergeist need not be materialized to use this ability.

Power Surge: When materialized, a voltergeist can hurl bolts of sizzling electricity. This costs 15 WPR and requires a specific check of PWR versus a victim's AGL. Treat as an Armed Attack.

Wampus Beast

STR:	8 (120)	WPR:	3 (45)
DEX:	NA	PER:	NA
AGL:	7 (105)	PCN:	6 (90)
STA:	6 (90)	PWR:	110
ATT:	1/113%	WND:	16
MV:	L 200 W 40		

Experience: 800

Also known as a "wampus cat," the wampus beast looks like an ordinary panther, but is about twice its size, achieving a body length of up to 10 feet and a weight of up to 450 pounds. The beast is nocturnal, and its yellow glowing eyes are the last thing many men have ever seen.

It lives in deep forests, plains, jungles, and swamps. It is a feared predator with a range up to 100 miles depending upon food sources and its raw strength and agility. The wampus beast can leap up to 60 feet horizontally and 30 feet vertically. It prefers to ambush prey, leaping out or down from a concealed location. The wampus beast is a man-eater, preferring to prey on isolated individuals. Horses, dogs, and livestock are also favorite prey.

Wampus beast hunts are dangerous affairs as the monster is cunning, has a sharp sense of smell (up to a mile) and hearing (equivalent to a normal panther) as well as its speed and stamina. Its hit-and-run tactics combined with its ability to leap great distances also

frequently provide it with a tactical advantage. A wampus beast is likely to merely flee if opposed by a superior force (i.e., one with multiple members and/or with gunpowder or more advanced weaponry). Its speed, knowledge of its home territory, ability to climb and jump, and the fact that its territory is often rough, resulting in movement penalties for pursuers, and its power of *unrestricted movement* allow the wampus beast to escape a vast majority of the time.

Wampus Beast Powers

Unrestricted Movement: In 1 round, the wampus beast can enact this power with a successful PWR check and a cost of 20 WPR. This ability allows the monster to move as if it were in open terrain (i.e., no movement penalty). Note this ability does not allow it to traverse areas it would not normally be able to move across (such as a canyon) or in water at a faster rate. This power lasts for 1d10 rounds. It can be maintained at will at the cost of an additional 10 WPR per additional 1d10 rounds.

Scream: The wampus beast can *scream* at a cost of 10 WPR. This is a shrill and exceptionally loud and frightening cry that sounds like a woman screaming in terror, but at an inhuman volume. Anyone hearing the *scream* and failing a fear check on column 6 runs in fear for 1d10 rounds away from the monster. Normal rules for sprinting and other appropriate movement and results apply. A successful check allows the hearer to control his fear and act normally with only a prickling sense of terror. Those failing the first check may be affected by the *scream* a second time; those passing are immune to its supernatural effect for a 24-hour period, though they are still creeped out by it.

Wendigo

STR: 7 (105) WPR: 4 (60)
 DEX: 6 (90) PER: 4 (60)
 AGL: 6 (90) PCN: 6 (90)
 STA: 4 (60) PWR: NA
 ATT: 1/105% WND: 14
 MV: L 75†

Experience: 800

The wendigo is an evil creature that is the embodiment of cannibalism brought on by famine and starvation. It is found in the northern U.S./Canadian wilderness and appears as a tall stag-like creature that walks upright. It is emaciated with taut, rotting skin pulled over exposed bones; eyes and cheeks that are sunken and hollow; and what lips it once had are tattered and bloody, as if the creature chewed them off itself.



The wendigo is ravenously carnivorous, as it is in a constant state of starvation. Any animals the creature encounters will be pursued, subdued, and eaten without pause. The hunting grounds of a wendigo will be eerily quiet and without life as the forest's creatures know better than to enter the area. A wendigo has a particular fondness for human flesh though. Any humans caught by a wendigo will be incapacitated and dragged back to its cavernous lair where it will attempt to fatten them up. As the only food available in a wendigo's cave are the scraps from previous human meals, it will force the victim to consume human flesh, going so far as to force it into their

mouth. This horrific ritual lasts a week, until such time as the wendigo is ready to eat the victim. If a victim succumbs to the consumption of the foul feast but is able to instead escape the wendigo's clutches, they will eventually develop a craving for human flesh, becoming ravenously cannibalistic themselves, until they eventually transform into a new wendigo.

A wendigo takes STA damage as normal during combat, but does not take Wound damage from ordinary weapons. When a wendigo is reduced to 0 STA, the creature transforms into a cold arctic wind and rushes into the air and away from the area. The wendigo will reform in 24 hours. As a creature of colder climates, there are only two known ways to permanently destroy a wendigo. If an icicle pierces its heart, the creature will be killed. A wendigo is also very susceptible to fire and will take normal Wound damage from any flame-based attacks.

Were-Cat

Cat Form:

STR: 6 (90) WPR: 5 (75)
 DEX: 3 (45) PER: NA
 AGL: 7 (105) PCN: 6 (90)
 STA: 6 (90) PWR: NA
 ATT: 2/90% WND: 16
 MV: L 250

Human Form:

STR: 6 (90) WPR: 5 (75)
 DEX: 4 (60) PER: 6 (90)
 AGL: 7 (105) PCN: 5 (75)
 STA: 6 (90) PWR: NA
 ATT: 1/90% WND: 16
 MV: L 150†

Experience: 900

Fiercely territorial, cunning, and stealthy, the were-cat's normal form (unlike their eternal enemies, werewolves) is a humanoid version of the great cats indigenous to the area of their manifestation (cougars, jaguars, lions, etc.). They stand 7 to 8 feet tall, with maladroit, paw-like hands, and tails. Through a talisman that each carries, they are able to transform their appearance from cat to human form at will at a cost of 10 WPR per change. The transformation takes 1 full round, during which no other action may be taken. Note that

in human form they are limited to one attack per round, but may also use weapons. Were-cats cannot swim in cat form, and are poor swimmers in human form, panicking and thrashing around.

Were-cats must touch their talisman to effect the transformation from one state to the other, so if a were-cat loses its talisman, it remains in its present form until the talisman can be recovered. If the talisman is destroyed, the were-cat is too.

Destroying the Were-Cat Talisman:

Were-cat talismans are as resilient as stone. They can be crushed or pulverized with heavy machinery or a called shot with a high caliber firearm at close range. However, the talisman is a very powerful object. Destroying it will release a vast amount of energy in a 10 foot radius (Armed combat damage; use the defense column that corresponds to each character's relative location, from within 1 foot up to 10 feet away).



SECTION 2: IT'S ALIVE!

The following guidelines present the Crypt Master some insight into how some of the *things* found in this book were fleshed out and created. This does not, however, mean that this method is the only way to create your own *things*! Your home campaign may have a very different tone or focus, or your players may want their nemeses to have more "bite"! So, if there's one overwhelming recommendation above all others, it would be "Create whatever YOU find scariest!"

Things are the embodiment of your nightmares. They are the sum of mankind's fears, the boogeyman given shape. As it says in the CRYPTWORLD rulebook (page 73), *things* are irredeemably evil. They are not "tragically misunderstood" or sympathetic creatures. At best, they may be animalistic or bestial, driven by an instinct to kill rather than any real malice aforethought. The *things* lurking in CRYPTWORLD are "monsters" in the truest sense of the

word. Keep this all-encompassing motivation in mind as you set out to create your *thing*.

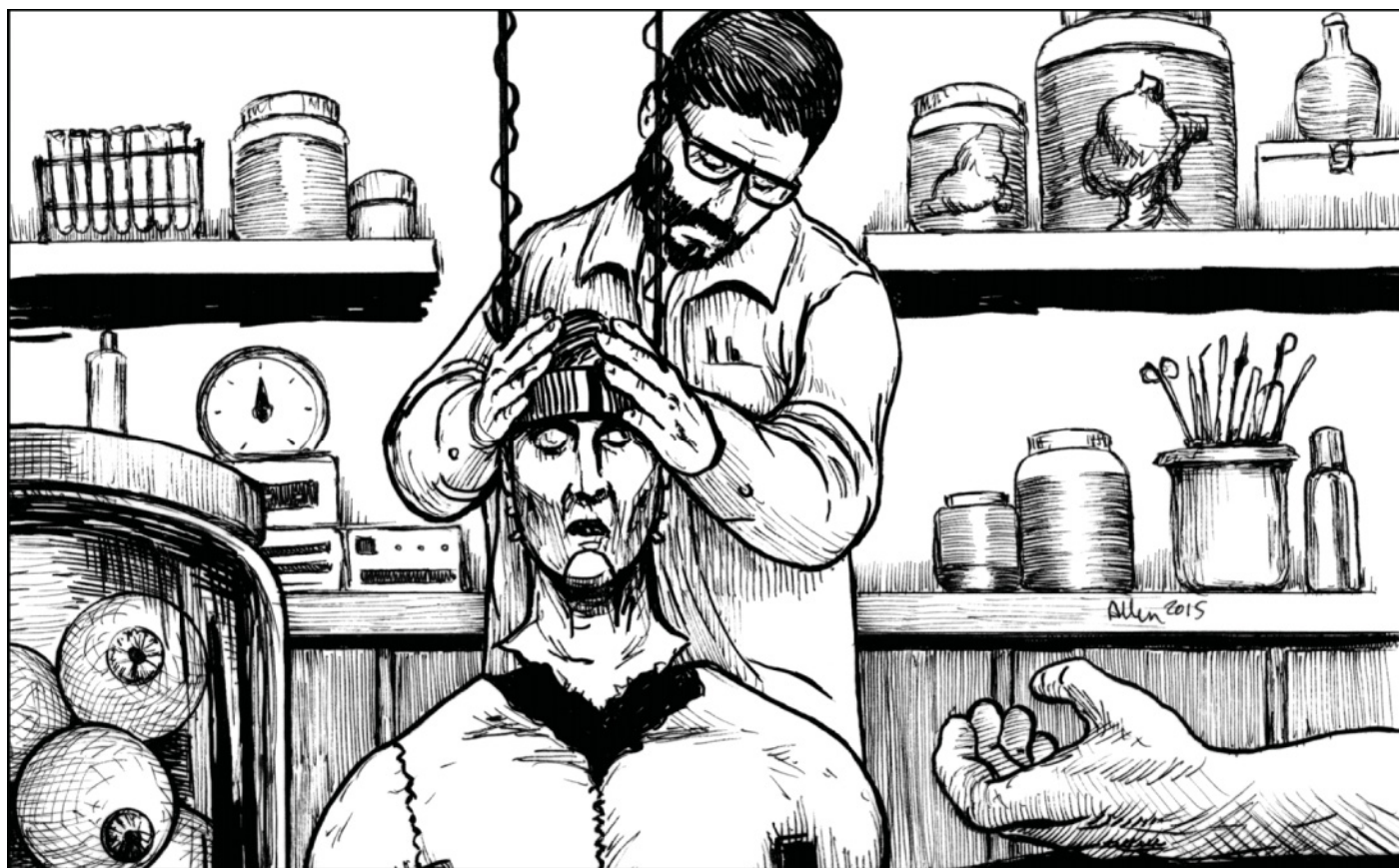
The *things* found in CRYPTWORLD are typically based on classic monster archetypes from film, literature, folklore, and legend. It is recommended that you begin there for your *thing's* inspiration. Consider that beast you read about in some classic horror tale or saw on the late, late movie. Perhaps you might be inspired by the creature rumored to live in the cave on the edge of town or lurking in the county swamplands. (Every community has its own local cryptid.) Or you may want to research the legendary monsters found and feared in other countries.

History is filled with creepies and crawlies and long-legged beasties and things that go bump in the night! Use that to your advantage! (Plus, it will make Investigation and Research attempts much easier when you can provide the players with real life data and information on your *thing*.

Instead of basing your *thing* on an already-established monster, you may be tempted to create a brand-new *thing* straight from the depths of your imagination, and that's absolutely fine. But consider this: If your players have heard of it in real life, read about it in real life, or even seen it in movies, TV, or (gulp) the caves or swamps on the edge of town in real life, that makes it even more "real," and thus more scary. After all, the only thing more frightening than the unknown is something that may actually exist!

OK, enough talk about inspiration: time to build your *thing*.

All *things* have the same ability scores as the player characters: strength (STR), dexterity (DEX), agility (AGL), willpower (WPR), personality (PER), and perception (PCN). However, a *thing's* scores have two numbers listed. The first number is used if the CM wishes to customize his *thing*. It corresponds to the number of the defense column



on the Action Table. If a random ability score is desired, a CM can take the lowest number in that range, and add 2d10 to it. This new sum is the *thing's* score for that ability. If the CM instead wishes to use a *thing's* provided ability scores, he should instead use the second number in brackets.

When generating a PC's ability scores, the player rolls 3d10 and multiplies by 2, creating a number from 26 to 80. So, 26 would be the lowest levels of human ability: the slowest, the weakest, the least perceptive, whereas 80 would be the pinnacle of human development: the fastest, the strongest, the most perceptive. By considering the minimum and maximum ability scores for your players, you can more easily determine what your *thing's* ability score would comparatively be.

A score of 1 (15) and 2 (30) should be considered subhuman. These should be used for those abilities far below those of the weakest person. Scores of 3 (45), 4 (60), 5 (75), and 6 (90) cover the range of typical human ability from the lowest to highest. Scores of 7 (105) and 8 (120) are considered "superhuman" and should be used sparingly. And a score of 9 (135) would equate to a near-godlike ability and should be seen in only unique or incredibly powerful *things*.

Some *things* may not have an ability score. For example, an intangible ghost would not have a physical body and thus no STR, DEX, AGL, or STA scores. For these abilities, you should record "NA" for "not applicable."

With the ability scores established, you can now calculate your *thing's* Attack and Wound scores. These are calculated much like a PC's scores. The Attack score is found by generating your *thing's* Unskilled Melee score by adding the STR and AGL scores, then dividing by 2, rounding up. Most *things* have 1 attack per round, although incredibly fast or combat-skilled *things* may have 2 attacks, as determined by the CM. A *thing's* Wound score is based on its STA score and is determined using the Wound chart on page 12 of the CRYPTWORLD rulebook.

However, because the chart only goes up to 80, you should give your *thing* another point on its Wound score for every 10 points of STA over 80. So a STA score of 81 to 91 would be 16 Wounds; 92 to 102 would be 17 Wounds; 103 to 113 would be 18 Wounds; and so on.

If your *thing* has unique supernatural powers or the ability to wield unsettling powers, you will need to provide it with a Power (PWR) score. A *thing's* PWR score is not calculated so much as it is assessed based on the creature's overall strength, ability, and presence. Small, weaker *things* may have a PWR score less than 100 (in the range of 60 to 90). Conversely, incredibly powerful *things* that have numerous special powers at their command may have a PWR score well over 100 (120 to 160). It is recommended that you examine the PWR scores of some of the *things* in the main rulebook and assign your monster's score accordingly. Another method is to take the *thing's* maximum WPR and add 30, rounding up to the nearest 10.

A *thing's* movement rate should be based on the kind of creature it is and how it moves, whether by land (L), by flying (F), or by water (W). A typical human movement rate is 75 feet per round (L 75) so most humanoid bipedal creatures will have a similar rate. Lumbering or shambling creatures will move slower, whereas faster creatures and those that can run on all fours will have faster rates. You should refer to the *things* in the rulebook and base your new creature's movement rate on a creature with a similar movement.

If your *thing* has any unique powers, explain what the power is, how it works, and what its effect is. All special powers have a WPR cost, so be sure to include it in your creature's description. Keep in mind your *thing's* maximum WPR score when determining the WPR cost of using its ability. You don't want to have your *thing* run out of WPR the first time it uses its unique ability!

Finally, you need to determine the amount of experience your *thing* is worth once the players have defeated

it. Although the final value is solely up to the CM, you should take into consideration the challenge the creature poses for the players. Simply put, *things* that are more animalistic or bestial in nature and that do not have unique powers or weaknesses are worth less experience. Conversely, *things* that are supernaturally powerful with a multitude of powers at their disposal that are only harmed by a very rare, specific item are worth much, much more experience.

To begin, 500 points is the minimum experience value for creatures that are not "supernatural" in scope (those without a PWR score) and are fairly weak. Physically stronger or particularly clever *things* should be worth an additional 100-300 points of experience. If a *thing* has powers specific only to that creature, add 100 points for each unique power it has. And if your *thing* is unharmed by normal weapons or if it is only vulnerable to a unique object or situation, add another 200-300 EXP points. Truly powerful *things*, such as vampires and demons, can be worth well over 1,000 EXP. If you need more guidance, find a *thing* in the CRYPTWORLD rulebook that has a similar power level/*modus operandi*, use its EXP score as a basis, and adjust as you see fit.

SECTION 3: PLAY THINGS

Why do you want to be a monster? That is the first question players should ask themselves before deciding to play *things* as PCs. The default assumption about *things* in CRYPTWORLD is that they are generally irredeemably evil. They are not romantic or mysterious people who are “cursed” or otherwise tragically misunderstood. It could be a very dark game indeed to play a monster that wants nothing but to destroy humanity.

However, there might also be interesting challenges in playing *things*. It could give players a chance to explore certain monsters in greater depth than what is presented in this book or in the CRYPTWORLD core rulebook. Players, in conjunction with the CM, might use the opportunity to develop further complexity to favorite *things*. Maybe a player *does* want to explore his darker side. Or, the assumptions about *things* in this game can be swept aside to create more sympathetic character monsters. These ideas are considered below.

THINGS as Good Guys

This is a break from the traditional CRYPTWORLD point of view, allowing for sympathetic PC monsters. You might have remorseful vampires, angst-filled werewolves, and ghosts who feel they might as well do some good while bound to the earthly plane. Campaigns of this kind might explore the remnants of humanity that still linger in the hearts of these *things*, as they use their powers to uplift humanity rather than destroy it. An important challenge in this kind of game is that no matter what the PCs do, humans will never fully trust them. In addition, other *things* will despise them for what they are. Such games will involve enemies from every side.

The most appropriate monster types for these games are those that were human at one time; their humanity has clung to them despite their transformation. Other types of *things* may be used as well, such as

any of the various humanoid monsters like gorgons, doppelgangers, and preceptors. These types may feel sorry for humanity, see something within humans that they strive to achieve, or see some potential in humans. Motivations for these characters could be as clichéd as trying to achieve a “soul” or perhaps more nuanced by viewing the nature and potential of humanity as something to be cherished, not destroyed. These games will predominantly pit the PCs against other *things*, and sometimes against evil humans.

Playing Pure Evil

This is the option of embracing the darker side of *things*. Vampire PCs plot their kills and devise ways to remain safe and secure from hunters. Ghost PCs revel in discovering new and innovative ways to haunt the living. Werewolves savor the hunt. This is a much more challenging game for both the CM and players, because you have to answer the question of how dark you want to be. But evil doesn’t mean stupid, so monster PCs will not (or *should* not) act like mindless killers or their tenure in this world will be short. Authorities, secret societies, and even other *things* will (generally) not approve of blatant murders or other supernatural acts. The CM must create scenarios that provide interest and challenge to evil PCs. It may be fun to just play monsters for a while, but sooner or later the PCs will need larger motives and goals.

Appropriate *things* for this type of game can run the gamut, since a connection to humanity is not necessary. Anything from leprechauns, djinn, to demons might be PCs. However, if there are multiple PCs there must be some form of group coherence, and the CM may select compatible monsters at his discretion.

Mixed Groups

Another possibility is that the group is composed of humans and *things*.

These games could fall within either of the two approaches described above. If monster PCs are good guys, then the humans will likely be helping them in their efforts to fight evil. The human PCs offer a human connection that might otherwise make operating in the world much more difficult. They can carry out activities in the day that their vampire buddy can’t do. Humans in an evil group will be some of the most despicable specimens of humanity. They may be cultists, devil-worshippers (in the horror movie sense, not the real world Satanic Church sense), serial killers, or people with powerful paranormal talents who choose to use them for evil. They can extend the reach of the *thing* PCs in much the same way humans might aid good monsters. Evil humans might catch hunters off guard, since they may not expect evil creatures to have such allies. The actions of evil human PCs will also be subject to the rules for public alarm that are described later in this appendix.

Creating a Character

Creature PCs are generated exactly as NPC creatures are generated, using the customization rules for abilities (not the column maximums). All abilities, powers, and other capabilities function the same as previously described for *things* in the core rules. Refer to the sections below for additional rules or clarifications.

Exceptional Abilities

Some *things* have abilities that are outside of the normal human range. This can affect things like how much a creature can lift, or how many wound boxes it has. Refer to the tables below to account for these differences.

STR	Lift
Up to 90	x5
91-105	x6
106-120	x7
121-135	x8
136+	x9

Stamina Score	No. of Wounds
26-36	11
37-47	12
48-58	13
59-69	14
70-80	15
81-91	16
92-102	17
103-113	18
114-124	19
125-135	20
136+	21

Damage, Stamina, and Willpower

Since there are a wide variety of different *things*, only a general statement about the use and recovery of these elements is appropriate. Unless otherwise stated in *thing* descriptions, damage and healing, stamina loss and recovery, and willpower loss and recovery, are all handled exactly in the same manner as for human PCs. However, many *thing* descriptions note exceptions to these, so a creature PC will have the same abilities or limitations as described for that creature in this book or the CRYPTWORLD core rulebook.

Strength and Damage

All creatures with 81+ STR inflict damage on the Armed combat results chart when attacking in melee combat, even when bare-handed, due to their exceptional strengths.

Experience Points

Thing PCs receive experience points just like ordinary PCs when they defeat other *things*. They also receive experience from human victims. Experience from human victims is calculated as follows. Add together the scores for all of the NPC's basic eight abilities. Combine this with the full calculated bases for any paranormal talents. Finally, for skills add *only* the skill level modifier for skills. For example, a human vampire hunter is slain, and his basic abilities add up to 400 (assuming a generic NPC with 50 in each ability). The hunter has the paranormal talent *empathy with things*, with a base of 50. The total is now 450. In addition, the hunter has two skills at the specialist (+15) level, two at the expert level (+30), and one at the master level (+55). This totals to 145 by adding those bonuses for each

skill together. This hunter would grant a total of 595 experience points.

The CM may grant, at his discretion, bonuses to experience depending on the motivations of the PC and the current situation. For example, defeating a long-standing enemy might grant +50. If the PC *thing* is playing an evil character, he might gain additional experience for particularly clever traps or other tricks that lure prey, for +20. As a general rule no bonus should exceed 50 except in the most extraordinary circumstances.

Spending Experience

Monster PCs may spend experience in the same way as human PCs, with some additional possibilities and some modifications. In general it costs more experience for *things* to advance compared to human PCs.

XP COST CHART	
Use	XP Cost
New skill (Specialist level)	600
New paranormal talent	1,000 per power
Shift basic ability	500 per column, cumulative
Raise skill from Specialist to Expert	1,000
Raise skill from Expert to Master	1,250
Add 1 point to PWR	100
New power	2,000

Note that any new paranormal talents purchased will have a base calculated from basic abilities as indicated in the PT description. Luck is calculated as described below when appropriate. If a *thing* increases a basic ability by one column (recalculating the attribute) and then raises it another column, the cost for the second column is 1,000. If another column is shifted in that same column at a later time, the new cost is 1,500.

Fear and THING Characters

The CM may use the fear rules unchanged for determining how NPC humans react to PC creatures. However, PC creatures may make efforts to hide their bestial natures, so depending on the type of creature (if it can pass as human) no fear check may be required at CM discretion.

Luck and THINGS

There may be occasions in the game when the Luck ability is needed. This is generally for determining skill percentages. Just like human NPCs, creatures have no Luck ability. However, some clarification of this statement is in order. When a CM operates NPCs, he may have to generate a Luck score for the NPC in order to calculate some skills. Similarly, PC creatures will generate a Luck ability for this purpose at character creation. However, this ability may never be used in any other way, such as spending Luck as described in the CRYPTWORLD rulebook. If the CM would like to use the ability for determining a lucky situation, only half of the Luck ability, rounded up, is used for any such determination.

Encounters and Reactions

Random Encounters

When *thing* PCs are in public (malls, movie theatres, coffee shops, bars, even just on the street, etc.), it may be useful to the CM to randomly determine whether there are some form of authorities present, most commonly police, other *things*, or people who are aware of and hunt creatures of the unexplained. Roll on the table below.

	Urban		Rural	
	Day	Night	Day	Night
Authorities*	20%	15%	15%	10%
NPC <i>Thing</i>	05%	10%	03%	05%
Hunter	01%	03%	01%	03%

Roll for the type of authority below.

Type of Authority	%
Police	01-85
Military	86-95
Agent	96-00

Hunters and *things* are generally randomly present for reasons that have nothing to do with the PC, but they can be very dangerous if they are alerted to the PC's presence. Hunters may be independent operators or members of some organization or society that hunts *things*. Monster PCs who encounter other *things* may have as much to fear as from hunters. Not all *things* are interested in being another *thing's* buddy...

Police will be off duty 20% of the time, and 30% at night. Off duty

police are dressed as civilians, but armed.

Military will be out of uniform 75% of the time, and 50% likely to be armed. The CM may determine which branch of military as he sees fit.

Agents are members of the FBI, CIA, Homeland Security, or other organizations.

Witnesses

When PCs engage in some form of "unusual activity" in public, such as using a power that might be witnessed, attacking an NPC, or some other activity that would appear unusual or suspicious, there is a chance that some bystanders notice and are able to provide a description of the PC to others. In an urban environment, whether day or night, there is a 30% chance of witnesses. In a rural environment, it is the same in the day, but 10% at night.

Note that the CM determines whether witnesses are present and whether other NPC types are present independently. If police or other obviously dressed authority is present at the same time there are witnesses, at the CM's discretion the witness(es) may alert the authority. Witnesses may also attempt to interfere with the PC's activity, but probably not if it is obviously supernatural in nature. The CM might assign a small percentage in such cases.

Number Encountered

Whenever a group of the above-mentioned NPCs is encountered, roll below to determine the number present and consult the appropriate column.

Number Encountered				
Roll	Authority	Thing	Agent	Witness
01-50	5	1	3	2
51-75	4	1	3	3
76-85	3	2	2	1
86-95	2	2	2	1
96-00	1	3	1	4

Crowd Reactions

Whenever more than 30 bystanders are present, the CM may use the following rules for determining how a crowd reacts to a violent and/or unusual (obviously supernatural) act. Ordinary rules for individual NPC reactions when dealing with *thing* PCs apply on an individual basis, so long as the PC is not obviously monstrous. If PCs are in some

unusual form, then fear checks are used as normal. The rules below apply only to crowds. Note that police, ambulance, or firefighters will be notified of an event in 1d10 rounds and arrive in 1d10/2 (round up) minutes.

Mundane Reaction

If a crowd is subjected to some violent or otherwise clearly dangerous situation (but no obvious supernatural or inhuman element), the CM rolls a percentage and subtracts 20 for determining the Attack Margin (negative results are considered 0) on column 3. Note that police, ambulance, or firefighters will be notified of the event in 1d10 rounds and arrive in 1d10/2 (round up) minutes. Refer to the results key below.

Mundane Reaction Results

L = Calm response. The crowd is calm and proceeds to leave the area for safety in an orderly manner. Some members of the crowd (10% chance) may attempt to alleviate the situation (attacking a person threatening others, controlling a fire, etc.). In such cases, 1d10 people from the crowd pitch in to help.

M = Aggravated response. The crowd proceeds as above, generally orderly, but some people in the crowd are on the verge of panic. Some may yell or otherwise act frightened. There is only a 5% chance anyone from the crowd might try to alleviate the situation, and then only 1d10/5 (round up) individuals will do so.

H = Panicked response. People do not leave the area in an orderly fashion, they run in various directions, bumping into one another but falling short of a stampede. There is only a 5% chance that one person in the crowd will react by trying to alleviate the situation.

C = Frenzied response. The crowd reacts in total chaos, running over each other as they flee in random directions. A total of 1d10 people are killed in the fray. No one will attempt to rectify the situation.

Unexplained Reactions

Reactions to unexplained phenomenon are similar but more intense than to mundane events. Refer to the results below.

Unexplained Reaction Results

L = Panicked response. As panicked response (H) above.

M = Frenzied response. As frenzied response (C) above.

H = Hysterical response. As frenzied, except twice the number of people are killed. Due to the degree of panic, it takes twice as long to notify authorities.

C = Riotous response. The crowd actually turns on itself in panic, with members of the crowd attacking each other in a vague attempt to escape the situation. Three times the number of people are killed as from a frenzied response. The panic spreads to people outside of the immediate area as the crowd's behavior and shouted rumors of what transpired begin to spread. This creates a riot in 1d10/2 (rounded up) blocks surrounding the incident. Local authorities are not notified for 1d10 minutes due to the panic.

Public Alarm

When the PCs engage in activities that leave evidence or witnesses, they raise the general public alarm that the environment is unsafe. Especially in this day when the media will latch to any bizarre story for more viewers, PCs must be careful to cover their tracks. The CM will secretly keep track of the level of public alarm. The level starts at zero, but may raise due to the actions of the PCs (but not NPCs). Each day the level of public alarm is used as a percentage to determine whether there is a public alarm response. Public alarm levels may only be lowered if nothing adds new points to the general alarm level for one month. The level goes down by 10 points. Refer to the table below for which events raise public alarm, and by how much.

Event	Points
Serial murders*	10
Strange disappearance*	05
Strange murder*	10
Three or more witnesses to a creature (in one event)	50
Three or more witnesses to a strange sighting	20
Murder with multiple victims*	30
High crowd reaction result	10
*if law enforcement are victims	+30

Strange murders or disappearances involve some sort of unusual undertones. In the case of murders, a blood-drained corpse, half-eaten body, etc. would set off unusual suspicion. Serial murders is interpreted as when a second and beyond number of murders are identified to be linked somehow. So a murder viewed as serial would add 10 points total. The first murder, unless "strange," probably does not raise public alarm, so these points may not start until a link is found after the first victim. If the serial murders are also viewed as "strange" the total amount is 20 per murder.

For high crowd reaction results, a "C" response for mundane reactions, or any result above "L" for unexplained reactions, adds to the public alarm.

Public Alarm Effects

The following is a list of responses when the public alarm roll fails.

1. The media covers recent events relentlessly for 1d10 days. For each day the media coverage continues, there is a 10% chance (not cumulative) that additional witnesses

come out of the woodwork who didn't realize what they had seen. Each time this happens the media coverage continues for an extra day. There is a cumulative 10% chance per day of media coverage that a team of investigators will come to town. It is at the CM's discretion whether these are independent hunters or if they belong to an organization.

2. "Believers" flood the town. The people who start arriving are generally mentally and/or emotionally unstable, and believe in a wide variety of supernatural or unexplained creatures and phenomenon. They will hold vigils in sighting locations or near the scenes of crimes hoping for a glimpse of something unusual. They will be snooping around looking for more evidence, generally in a careless fashion. Believers hang around for 1d10/2 (round up) weeks. During this time, there is a 30% chance that 1d10 believers may catch the PC's trail and actually become a threat.

3. Other *things* become enraged. This is handled at the CM's discretion. There may be 1d10 (adjusted as the CM sees fit) other

things in the vicinity that value their privacy and have learned to operate in secrecy, and are not happy that the PCs are creating this imbalance. The *things* may seek to destroy the PCs, or perhaps allow them to stay if they carry out some task or other remuneration.

4. Law enforcement increases its presence. All encounter rolls to determine law enforcement presence or witnesses are doubled.

Ending Public Alarm

There must be no event to raise public alarm for a duration of four uninterrupted weeks. At that time all effects of public alarm end, even if the general alarm level is above zero. The masses have calmed down and the media has found the next hot topic to exploit. However, should a new event occur to raise public alarm, any points are added to the current level to determine daily percentages for the public alarm roll.



SECTION 4: VARIABLE DAMAGE

In the core CRYPTWORLD rulebook, missile combat is determined on a column of the Action Table that corresponds to a 1d10 roll by the target of the attack. This roll is used to account for random factors that could influence the outcome of missile attacks. All weapons deal the same damage because the system assumes that skill is more important than caliber of gun. A person shot in the head with a .22 is just as dead as someone shot with a .357, even if the hole is bigger in the latter case! So variability of damage is weighted toward skill level. Other game systems may split hairs about whether a gun deals 1d6 versus 1d8 damage, and both approaches are valid even if they come from slightly different philosophies.

However, some people prefer to have some differentiation of damage between weapons. This section provides a comprise of approaches. These optional rules allow each weapon to check damage on a specific column of the Action Table to account for greater or lesser damage. If this system is used, the target of an attack does not roll a d10 to determine the column. Refer to the table below to determine the column of the Action Table used to resolve missile attacks by weapon.

WEAPON TYPE	D.C.*
Thrown Weapons	
Axe/Tomahawk	8
Dagger/Knife	7
Javelin	8
Shuriken	6
Spear	7
Hand Grenade, up to 5'	3
Hand Grenade, up to 15'	4
Special Weapons	
Sling	9
Firearm Calibers	
Small (< .30 or 9 mm)	5
Medium (.30 to .40; 9 mm)	4
Large (> .40 or 10 mm)	3
Short Range Firearms	
Antique Pistol	6
Shotgun, up to 25'	2
Shotgun, over 25'	5

Long Range Weapons

Arquebus	4
Musket	4
Dragoon Musket	3
Photon Rifle	2

Bows and Arrows

Crossbow	6
Shortbow	7
Longbow	6

Beam Weapons

Laser Pistol	3
Laser Rifle	3

**defense column*

Automatic Weapons Bursts

When using these optional rules, ignore the +30 attack modifier for bursts. All other rules for bursts apply. Victims caught in a burst do not individually roll for defense column, instead using the defense column for the specific weapon or caliber type. Refer to the table below to determine how many bullets hit defenders, based on the number of defenders within the burst area. If there are more than 10 defenders in the area of a burst, a percentage is rolled for each. The highest 10 rolls are hit by one bullet each, the others are missed.

Defenders	Bullet hits per defender
1	10
2	5
3	3
4-5	2
6-10	1
11+	See above

Melee Weapons

In melee combat, determine the defense column as presented in the core rules, the column corresponding to the defender's skill level (or column 1 if surprised). Then apply the appropriate modifier in the following table to adjust the column. For example, if an attacker would normally use column 3 for a long sword, it becomes column 1 after the modifier. Of course, column 1 is as low as it may go and 10 is the highest.

WEAPON	D.C.*
Bayonet	-1
Blackjack	+2
Bullwhip	0
Club/Mace	0
Morning Star/Flail	-1
Dagger/Knife	0
Hand Axe	-1
Lance, Horseman's	-3
Polearms	-2
Short sword, Cutlass,	-1
Rapier, Scimitar	-2
Long sword	-2
Two-handed sword	-3
Spear	-1
Nunchaku	-2

**defense column*

Called Shots

Generally, called shots function the same as in the core CRYPTWORLD rules. However, if a called shot is used to inflict less than normal damage or to perform a fancy trick (like shooting something out of a defender's hand) then a special procedure is used. The weapon column from the rules presented here is compared to the column that would be used in the ordinary rules, and the most advantageous column (lower column number) for the attacker is used. The result must be "C" or "CK" to succeed. For example, if someone were using a hand ax and his skill indicated column 3, but the new rules here apply a -1 column shift to his benefit, then column 2 is used. If a small caliber firearm were used and the defender rolled 2, then column 2 would be used instead of column 5 (the column for small caliber weapons that is presented in these new rules). If the attacker succeeds in this roll, then it has the desired effect. If the roll fails, then the results for the column from these new rules is used for the results. Sometimes this will already be the column in use if the more advantageous column for the attacker is the one using these new rules, as in the hand ax example above. So if the attacker from the firearm example above failed the roll, then the results would be interpreted on column 5 instead of column 2.

SECTION 5: RANDOM ORGANIZATIONS

The following tables may be used to randomly design agencies and societies for use as either PC organizations or NPC groups. In either case, the Crypt Master can customize results or simply use them as inspiration depending on the needs of the campaign.

Focus

Some organizations investigate all phenomenon of the unexplained, while others specialize in hunting a specific type or category of *thing*. Roll on the table below to determine the focus of the organization.

d10 Specialty

1-2 **All.** The organization investigates all phenomenon and *things*.

3-4 **Cryptids.** These groups specialize in investigating undocumented creatures. These organizations generally take a scientific approach, and do not investigate the supernatural.

5-6 **Demons and Ghosts.** Organizations specializing in these phenomenon seek to banish demonic forces, hauntings, and similar forces of the unexplained.

7-8 **Undead.** Agencies that investigate the undead include creatures like ghouls, vampires, mummies, revenants, and other such *things*.

9-10 **Specific Thing.** These organizations have a particular ax to grind (and sink into!) with a specific creature. The CM can determine a creature randomly or choose based on the needs of the campaign.

Organization Type

The following table can be used to determine the broad nature of an organization. The CM (possibly with the input of the players, if desired) can then customize the result. For example, a corporate organization could be one that is involved in

technology, such as aerospace, and is looking for alien technology. An informal group could be an international group loosely organized around an Internet message board or some other online or offline hub, sharing information about monster hunting. An institute may operate under the pretense of recovering cultural artifacts or works of art for preservation, but members also investigate the unexplained.

d10 Sponsorship

1 **Corporate.** Such groups are generally interested in harnessing the unexplained for profit. *Things* may provide new paths for the creation of technology, medicine, or other products. Profit may also be garnered from capturing and displaying creatures, especially in the case of cryptids.

2 **Government.** The organization is an arm of government. It could be a secret investigative or policing agency, or an agency that operates in the open but has additional secret activities hidden from the public.

3 **Informal.** There is no formal organization, only loosely connected groups or individuals with a common cause. People may get together occasionally to share information, and may be available to help when needed. However, a sense of camaraderie is not a given. Such groups will have no organizational resources, only those possessed by affiliates.

4 **Institute.** This is a private research group that probably has educational leanings. It may be affiliated with such institutions as libraries or museums.

5 **Military.** A military organization may have similarities to and overlap the interests of government agencies. However, military

groups are generally focused on exterminating the unexplained, or specifically interested in weaponizing it.

6 **None.** There is no organization. The PCs are on their own. They may or may not know of others who investigate the unexplained.

7 **Religious.** The organization is affiliated with a religion. Although the most frequently associated religion is Catholic or a Protestant religion, other world religions are possible. Groups may be special Orders tasked with hunting and destroying evil. Members may or may not be priests or similar religious practitioners; parishioners with faith may also be involved.

8 **Society.** A society is built on certain tenets or other beliefs. It may be secular, religious, or have other mystic leanings. It is lush with its own lore and involves a selective hierarchy.

9 **Thing.** The organization is actually led by a *thing* or multiple *things*! The PCs will be unaware of this. Any organization could have monsters at the core. Roll again to determine the type of organization that is secretly led by a monster. If no organization is indicated, a member of the group may be a creature. Such an organization will have secret objectives known only by the hidden *things(s)* in charge.

10 **Unknown.** The PCs do not know who is in charge. They may receive instructions or other information from an unknown source which they generally think is out for their best interests, but the true leaders are unknown to them.

Resources

The following system to determine an organization's resources should be seen as a guideline only. The CM

should alter any of the details as necessary, and use them to extrapolate in the case that additional types of resources need to be determined.

Column Organization Type

7	None, Informal
6	Unknown
5	Thing
4	Society, Institute, Religious
3	Military
2	Corporate, Government

Roll on the Action Table using the column indicated for the organization type. Interpret the results below ignoring "K" results.

S = Scant: There are little to no resources available to members. Members must use their own money, or borrow money from other members. No transportation is provided, no weapons, and no equipment. The members do not earn a salary; they must use their own money from other jobs. Better make do with bake sales!

L = Little: There is some small fund to cover a portion of member expenses. For a given scenario members may be reimbursed for 40% of travel and miscellaneous costs incurred, not to total more than \$5,000 for the entire group. This excludes weapons and equipment. The organization can provide lower cost weapons, ammunition, and equipment (nothing contraband or difficult to obtain), not to exceed \$5,000 in a "mission" or scenario. Weapons and equipment remain the property of the organization but may be used again, counting toward costs on future excursions.

M = Moderate: As *little*, but 60% of travel and miscellaneous expenses are reimbursed up to \$10,000. Up to \$10,000 in weapons and equipment may be provided for a scenario, using the same terms as in *little*. A small salary may be provided, but not likely enough to earn a full living. This is determined by the CM.

H = High: All travel and expenses up to \$30,000 are covered. Weapons

and equipment, including high end or contraband, may be obtained for up to \$30,000. A vehicle may also be issued to the group, not to exceed \$100,000. Members may receive a modest salary, to be determined by the CM. Rarely (maybe one-time only at CM discretion), up to \$500,000* can be made available for a special circumstance.

C = Considerable: As *high*, but up to \$100,000 of travel and expenses, and a like amount for weapons can be used per scenario. The issued vehicle may value not more than \$200,000. The members receive an above average salary, determined by the CM. At CM discretion a one-time fund might be made available as with *high* of up to one million dollars*.

**More money might be made available depending on the circumstances and the nature of the organization. Profit-driven organizations might fork over more if the return is high.*



SECTION 6: TANGLED THREADS

Introduction

The players are summoned to Arcola, Pennsylvania, to investigate a series of seemingly random disappearances. The four people who have turned up missing—Steven Bradford, Tyler Houston, Shirley Croft, and Eugene Gordon—disappeared within the last month without a trace. The PCs are sent to investigate the situation. It is left to the Crypt Master's discretion which PC organization the characters belong to from the core rulebook. Alternatively, the PCs may just be locals who take it upon themselves to see why something weird is going on.

How To Run The Scenario

Before starting, the Crypt Master should review the scenario, first to get an idea about the nature of the disturbance and to prepare for the game session. Be sure to make a note of any clues the PCs may find so you

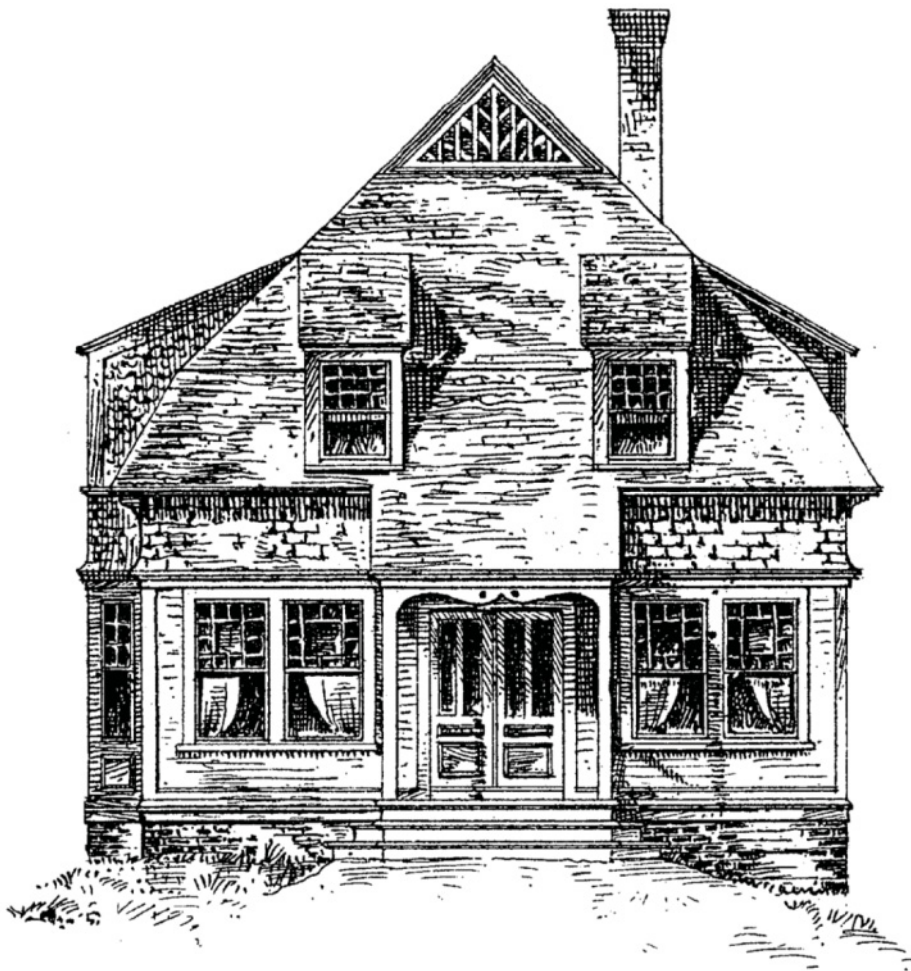
can pass them along as they're discovered. It is important to carefully review the layout of the Provencher homestead, the events that could take place within, and where the *things* are lurking. Also, at the CM's discretion, require fear checks on column 4 each time the PCs encounter something frightening or unsettling.

Crypt Master Background

As a child, Wilbert Gordon was fascinated with insects. He'd spend hours intently studying them, the ways they moved, hunted, and fed. On some level, he felt a kinship with these most-primal of creatures. However, he was mercilessly teased for his obsession, mocked and bullied until Wilbert began to pursue "normal" hobbies and interests. But he never forgot that "connection" with the insect world he once had...

As an adult, Wilbert and his brother Eugene are co-owners of Gordon's Realty, the fourth-largest real estate brokerage firm in the area. The economy is floundering, and Gordon's Realty is in danger of going bankrupt. While in a near-panic and fearful of losing his livelihood, Wilbert toured a recently purchased property, the abandoned Provencher manor on the edge of town. As he entered the decrepit domicile, Wilbert was immediately set upon by a den of monstrously huge black widow spiders that had taken up residence in the home. The gargantuan arachnids bit and clawed at Wilbert, trussing him up in a thick, soft layer of webbing. His terror-filled eyes widened as he watched their queen lower herself from the ceiling—a black widow tarantulord as large as a Great Dane. As the *thing* approached, Wilbert screamed "No!" and was shocked to see the huge spider and its spawn stop their approach. "Back!" he shouted, and the spiders did as commanded. As Wilbert freed himself, he recalled his childhood affinity toward insects. As he aged, that connection had become even stronger, giving him a powerful mental connection with the insect world. (Wilbert's paranormal talent *arachnid control* allows him to communicate with and command any spiders within 100 feet at a cost of 20 WPR per use.)

Seizing the opportunity, Wilbert befriended his new "pets," training them to follow his commands. Over the next two weeks, Wilbert directed the black widow drones to attack and retrieve Bradford, Houston, and Croft—the owners of three competing real estate firms. With them out of the way, he reasoned, their firms would fold, and Gordon's Realty would again flourish. Excited about the company's future prospects, Wilbert took his brother to the infested property to reveal what he had done. Eugene, horrified by the arachnid carnage as well as his brother's admission, threatened to go to the police. Wilbert couldn't let that



happen, and Eugene was dragged clawing and screaming into the spider's den.

It's been a week, and Wilbert has begun to settle into his new position as primary owner of Gordon's Realty after the "unfortunate disappearance" of his brother. But when the players come sniffing around, Wilbert will be more than happy to point them to his brother's last-known whereabouts—the Provencher manor on the edge of town...

Wilbert Gordon

STR: 45 **WPR:** 65
DEX: 55 **PER:** 35
AGL: 43 **PCN:** 75
STA: 28 **WND:** 11
USM: 44 **MV:** L 150
Skills: *Sciences, Entomology* – Master, 125; *Humanities, Accountancy* – Specialist, 85; *Pistol* – Specialist, 70
Paranormal Talents: *Arachnid Control* – 56

Experience: 500

Investigating Arcola

Upon arriving in town, the players will probably wish to begin investigating any connection the victims may have had with each other. A basic check versus any appropriate Investigation skill will reveal all four of the victims were owners of the four competing real estate firms in the area. Further Investigation checks into the nature of their businesses will reveal:

- There was no "bad blood" amongst any of the missing victims, other than the usual "professional competition" for business.
- The real estate market in the area had taken a dire downswing, and each of the real estate companies was struggling to stay solvent.

If any of the players has police or law enforcement connections, they may make arrangements to visit the locations of the victims' last known whereabouts:

- Steven Bradford of Bradford Homes was the first to disappear about three weeks ago. He was working late in his office when he disappeared. The building was

found locked from the inside, and there was no sign of forced entry or struggle. While investigating the scene, if any player asks for alternate ways to enter the office, allow them to make a general check versus their PCN. Success means they've noticed an air duct cover high on the wall that appears to be unsecured. It leads to the outside and is big enough for a man to fit through, although it would be tight. (The drones entered the office through the duct, poisoned and cocooned Bradford, then dragged him back out via the same route.)

- Tyler Houston of Arcola Real Estate disappeared three days after Bradford. She had just eaten dinner with friends at a local restaurant. She left the building before they did, but when they came outside, they found her car still in the lot, running, with the driver's window shattered. A scrap of her dress was found snagged on the window glass, but no other clue was discovered. The spiders swarmed her car, broke the window to gain access, and dragged her web-bound body away into the darkness. Any player who examines Houston's car in the police impound lot who also makes a general check versus PCN will discover numerous faint scratches and gouges in the door paint. If a player has Biology, Zoology, Tracking, or other animal-related skill, allow a specific check to identify the nature of the scratches. Success with an "H" result or better means the player can tell the scratches were made by some kind of sharp bristles or quills. (Actually caused by the stiff hairs found on the giant spiders' legs.) A "C" result means a player has found one of those hairs in one of the cracks of the door, although it would take a very specialized laboratory to identify it as insectile in nature. (CM's discretion as to whether the players have access to such equipment "in the field.")

- Shirley Croft of Pennsylvania Prime was the next to vanish four days later from her suburban home. Unlike the other two disappearances, there were signs of a struggle as furniture was overturned in the foyer and hallway, and the front door was left standing open after the abduction. Neighbors reported hearing her screaming, unlike the silent disappearances of Bradford and Houston. Croft heard scratching at the front door and, upon opening it to investigate, was overrun by the black widows. She tried to fight them off before being subdued. A successful Investigation skill check with a "C" result or better will reveal a small sample of sticky thread-like residue on the floor. (Some of the spider's webbing. CM's discretion as to whether the players have the tools at-hand to identify the nature of the "residue.")
- Eugene Gordon of Gordon's Realty was the most recent disappearance about a week ago. According to Wilbert Gordon, his brother and business partner, Gordon was last seen leaving the office. He never showed up the next day. No further clues or details have been discovered, and Wilbert has been running the business since that day.

Growing Suspicious

As the only real estate business owner who has not been abducted, the players will probably immediately suspect Wilbert of having something to do with the disappearances. Wilbert is no fool, and knowing he'd be a prime suspect, he has an airtight alibi for each abduction: having dinner one night in public, a late-night staff meeting on another night, etc. In fact, Wilbert was the one who reported his brother's "disappearance" in another attempt to avert suspicion. Wilbert is also playing up the "terrified next victim" role, pretending to be panicked that he'll be the next to go. He'll be very happy to assist the players in their investigations, though he claims to be

unable to offer any additional information.

However, as the players grow suspicious of Wilbert and/or if they discuss any of the evidence they've discovered in front of him, Wilbert will "suddenly remember" that his brother was heading out to the Provencher manor they recently acquired. If pressed as to why he didn't reveal this earlier, Wilbert will blame his forgetfulness on his state of terror. Wilbert will offer to accompany the players to the Provencher homestead, claiming that he feels safer with them around and that he wants to get to the bottom of his brother's disappearance as well. In actuality, Wilbert hopes to lead the meddlesome players into a spider-infested deathtrap at his command. He will attempt to lead the players to the queen black widow in the upstairs master bedroom (area M). He will also subtly attempt to use his *arachnid control* paranormal talent to goad the spiders into attacking the players or coming to his aid if the players figure out he's behind the abductions. Wilbert will also have a fully-loaded handgun hidden in his coat just in case he needs it.

Conversely, if the players demand he stay behind while they investigate the abandoned house, Wilbert will acquiesce, though he'll follow them at a distance and sneak in when no one's watching just to ensure there are no survivors.

The Provencher Manor

The Provencher house is about 3 miles outside of town centered on 10 acres of farmland that has gone to scrub over the years. At one time, it was a beautiful two-story farmhouse, but it has fallen into a general state of dilapidation. The house should be described to the players as once-opulent, but now on the verge of being condemned: windows cracked or missing, much of the wood is rotting, plaster falls in chunks from the walls and ceiling, etc. All of the utilities are also shut off, so there is no power, lights, or water in the building. If the players believe they should just burn the place down and be done with what may lurk within,

remind them that the missing victims may still be alive if they're inside.

The door to the house is locked, although the players can easily kick their way in through the rotting door and rusty hinges. The CM should keep in mind that loud noises will certainly alert the giant spiders lurking within!

The CM should note that there is no furniture or bric-as-brac in the house unless otherwise noted. There is a thick layer of dust on the floors, and those with Tracking or other appropriate skills may notice disturbances or tracks in the dirt when appropriate (CM's discretion). Every room is strewn with thick, choking cobwebs across the ceilings and in the corners. If a player wants to burn away the cobwebs, warn them that the house is a virtual tinderbox due to age and rot, and a fire will be unstoppable once it starts.

First Floor

A. Foyer – The front door opens onto the foyer of the home. A grand staircase to the second floor is here, and there are open doorways on the other four walls. This room—as with most of the others—is devoid of any furnishings, having been emptied out long ago. Fallen plaster exposes much of the wall's underlying lath. An unusually thick blanket of cobwebs coat much of the ceilings and walls, giving the room a downy look.

Unless the players are actively looking up when entering, they'll miss seeing the three black widow drones lurking above the doorway. They will drop upon the first person who enters the house, biting with powerful poison-tipped fangs. If desired, have the players make a fear check on column 3 when they first see a giant spider. If successfully bitten, a player will first take Armed combat damage, then they should make a general check versus their current STA. There is no effect if successful; failure results in 2d10 additional points of STA loss due to poison. The player will also drop into unconsciousness for 1d10 hours unless someone with the Medicine skill is able to deliver an antivenom.



Giant Black Widow Drones (3)

STR:	45	WPR:	45
DEX:	NA	PER:	NA
AGL:	45	PCN:	45
STA:	35	PWR:	NA
ATT:	1/45%	WND:	11
MV:	L 100 (50 - vertical surface)		

Powers: *throw webbing*

Experience: 400

Hanging in a corner of the ceiling is a human-sized cocoon. If the players are able to retrieve it and open it, they'll find the unconscious body of Steven Bradford. He is covered with spider bites and suffering from severe blood loss due to the numerous spider feedings he's been subjected to, but he is still alive, though his mind may be permanently scarred from the experience. If the players are able to revive him, he'll be able to summarize his abduction by the spiderlings. He'll then mention the presence of a monstrously huge spider lurking inside the house before he loses consciousness again.

B. Living Room – This room was once the home's living room. Any wallpaper fragments left on the walls are peeling away from the plaster, and the only remnant of the house's former residents is a moldering area rug in the center of the floor. Anyone who makes a general PCN check can tell that the ceiling is sagging dangerously in the center and could collapse at any time. The floor joists in the Master Bedroom above (area M) have nearly rotted away, and the weight of the black widow tarantulord that resides in the room is causing the floor to buckle. An additional 500 pounds in the room above will cause the entire floor to give way, crushing anyone who's in this room at the time.

C. Family Room – The family room is completely empty. The only feature is a crumbling brick fireplace in the eastern wall. If anyone is foolish enough to stick their hand or—worse—their face, into the

fireplace, they'll be attacked by the single giant spider that has made the fireplace its home.

Giant Black Widow Drone (1)

STR: 45 WPR: 45
DEX: NA PER: NA
AGL: 45 PCN: 45
STA: 35 PWR: NA
ATT: 1/45% WND: 11
MV: L 100 (50 - vertical surface)
Powers: *throw webbing*

Experience: 400

D. Kitchen – The kitchen consists of a single countertop bracketed by a doorless refrigerator on one end and a decrepit gas oven on the other end. A slight smell of natural gas comes from the oven, although there is no danger. (The gas was shut off long ago; it's just a residual odor.) The kitchen sink in the center of the counter is filled with stagnant water. If anyone decides to go fishing in the sink, they'll find an old kitchen knife at the bottom, rusty from years of lying in the brackish water. There is a pantry against the south wall, and a successful general PCN check will reveal the sounds of scurrying from within. A nest of rats have taken up residence in here. If the pantry is opened, a small swarm of the creatures spills out, squealing and biting at the intruders. If desired, have the players make a fear check on column 1 from the shock of the rat swarm.

Rats (7)

STR: 15 WPR: 15
DEX: NA PER: NA
AGL: 75 PCN: 60
STA: 15 PWR: NA
ATT: 1/45% WND: 1
MV: L 100

Experience: 0

They will scatter in random directions, fleeing the kitchen and the house as quickly as they can. The ravenous spiders have dramatically culled their numbers, and they know to escape now that their nest is exposed. Anyone who is bitten by a rat has a 10% chance of contracting a disease of potency level 2 (see page 42 of the CRYPTWORLD rulebook).

E. Nook – This small area could have once held a small kitchen table

or breakfast nook. Now it holds nothing more than a number of small basketball-sized cocoons in one corner. If examined, the cocoons hold the dried remnants of several small animals (dogs, cats, a fawn, etc.) that the spiders have caught and consumed long ago. There is nothing else of interest.

F. Dining Room – In the center of the former dining room is a broken table with three legs that leans wobbly to the side. Above it is a crystal chandelier that must've been opulent in the past. The fixture is barely identifiable due to the thick coating of webbing that envelops it. (Players might misidentify it as another human-sized cocoon.) Three of the smaller black widow drones are sitting still in the corners of the room, waiting to surround anyone who moves to the center of the room.

Giant Black Widow Drones (3)

STR: 45 WPR: 45
DEX: NA PER: NA
AGL: 45 PCN: 45
STA: 35 PWR: NA
ATT: 1/45% WND: 11
MV: L 100 (50 - vertical surface)
Powers: *throw webbing*

Experience: 400

G. Small Bathroom – This small bathroom is virtually filled with webbing from wall to wall and ceiling to floor. It appears that there is a human-sized cocoon propped upright in the shower stall. If anyone pokes at the cocoon, the mummified remains of a past victim will crumble into dust. If desired, have the players make a fear check on column 2 when the body disintegrates. The body is that of an unfortunate derelict who stumbled into the infested Provencher house long ago. Two giant spiders that had been tunneling through the corpse will attack those who destroyed their husk-home.

Giant Black Widow Drones (2)

STR: 45 WPR: 45
DEX: NA PER: NA
AGL: 45 PCN: 45
STA: 35 PWR: NA
ATT: 1/45% WND: 11
MV: L 100 (50 - vertical surface)
Powers: *throw webbing*

Experience: 400

Second floor:

H. Upstairs Landing – The landing upstairs has doors to the west and east and a hallway to the north. There are three cocoons here. Two of them hold unidentifiable bodies of former spider victims. (A future search of the Arcola PD database will ID them as two persons who were reported missing months ago. CM's discretion as to their identities.) The last cocoon holds the unconscious form of Tyler Houston. As with Bradford in the foyer (area A), Houston has suffered numerous poison bites as well as blood loss. However, he will not regain consciousness without extensive treatment at a hospital or medical center.

I. Bedroom – Although filled with dust and a thick layer of cobwebbing, this former bedroom is empty. There is a closet in the north wall that is empty as well except for a few wire hangers that remain.

J. Bedroom – This bedroom has a small stack of moldering cardboard boxes in the northwest corner, left behind long ago when the last residents moved out. The closet door to the south is hanging open. One of the boxes at the bottom of the stack has a hole in the side as it's being used as a small nesting area for three of the giant spiders. A fourth spider is in the closet. When either the closet or boxes are disturbed, all four arachnids will come swarming out from their hiding spots.

Giant Black Widow Drones (4)

STR: 45 WPR: 45
DEX: NA PER: NA
AGL: 45 PCN: 45
STA: 35 PWR: NA
ATT: 1/45% WND: 11
MV: L 100 (50 - vertical surface)
Powers: *throw webbing*

Experience: 400

K. Bedroom – This spare bedroom is the primary carnal feeding area for the spiders infesting the house. The entire room is filled with webbing to the point that the walls of the room are undefined. Numerous bodies trussed up with webbing hang from the walls and ceiling – five in total. If the players

examine all of the cocoons, four corpses will be unrecognizable (though fingerprints and/or DNA testing will ID them as other missing persons from the area). The fifth is the body of Shirley Croft. She died days ago, having succumbed to the venom and blood loss. There are five giant black widows that will swarm out when the players disturb the webbing throughout this room.

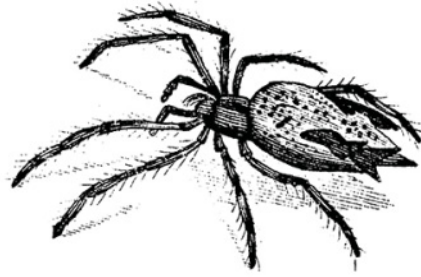
Giant Black Widow Drones (5)

STR: 45 WPR: 45
 DEX: NA PER: NA
 AGL: 45 PCN: 45
 STA: 35 PWR: NA
 ATT: 1/45% WND: 11
 MV: L 100 (50 - vertical surface)
Powers: *throw webbing*

Experience: 400

L. Bathroom – This guest bathroom is in ruins with broken ceramics and tiles everywhere. An overwhelming smell of sewer gas explodes from the room when the door is opened. Players must make a successful general check versus their current STA or spend 1d10 rounds retching uncontrollably from the overwhelming odor. Other than the stench, there is nothing else in this room.

M. Master Bedroom – The largest room on the upper floor is the master bedroom. The black widow queen has made this her nesting grounds. The windows in this room have been blackened out (by Wilbert Gordon at the queen's request), so the room is nearly pitch-black. The queen waits on the ceiling of the room, hidden in the darkness and amongst the dusty webs. When anyone enters the room, she scuttles in to attack. If desired, have the players make a fear check on column 5 the first time they encounter the monstrous queen.



Black Widow Tarantulord

STR: 90 WPR: 45
 DEX: NA PER: NA
 AGL: 90 PCN: 90
 STA: 75 PWR: 90
 ATT: 2/90% WND: 15
 MV: L 200 (100 - vertical surface)
Powers: *summon arachnids, throw webbing*

Experience: 800

Perceptive players may see the floor bowing when they enter, cluing them in that the floor joists are about to give way. The floor will only hold 1,000 pounds before collapsing. The queen black widow weighs around 500 pounds, so an additional 500 pounds (two or three average-sized adults) will cause the collapse. The queen is somewhat aware that the floor is unsafe and will cling to the walls for most of her attacks, drawing the team in. If it feels the players are winning, it will drop to the floor causing the collapse. Treat the floor collapse as catastrophic damage with a strike number of 80 (see the entry on catastrophes on page 41 of the CRYPTWORLD rulebook).

The queen can also summon all remaining drones to come to her aid if the conflict goes badly. (Hopefully the players have been doing a bit of exterminating first!) If Wilbert is present, he will defend "his queen" to

the death, firing at the players with his hidden gun and doing anything he can to kill everyone involved, even if it leads to his own death in the process.

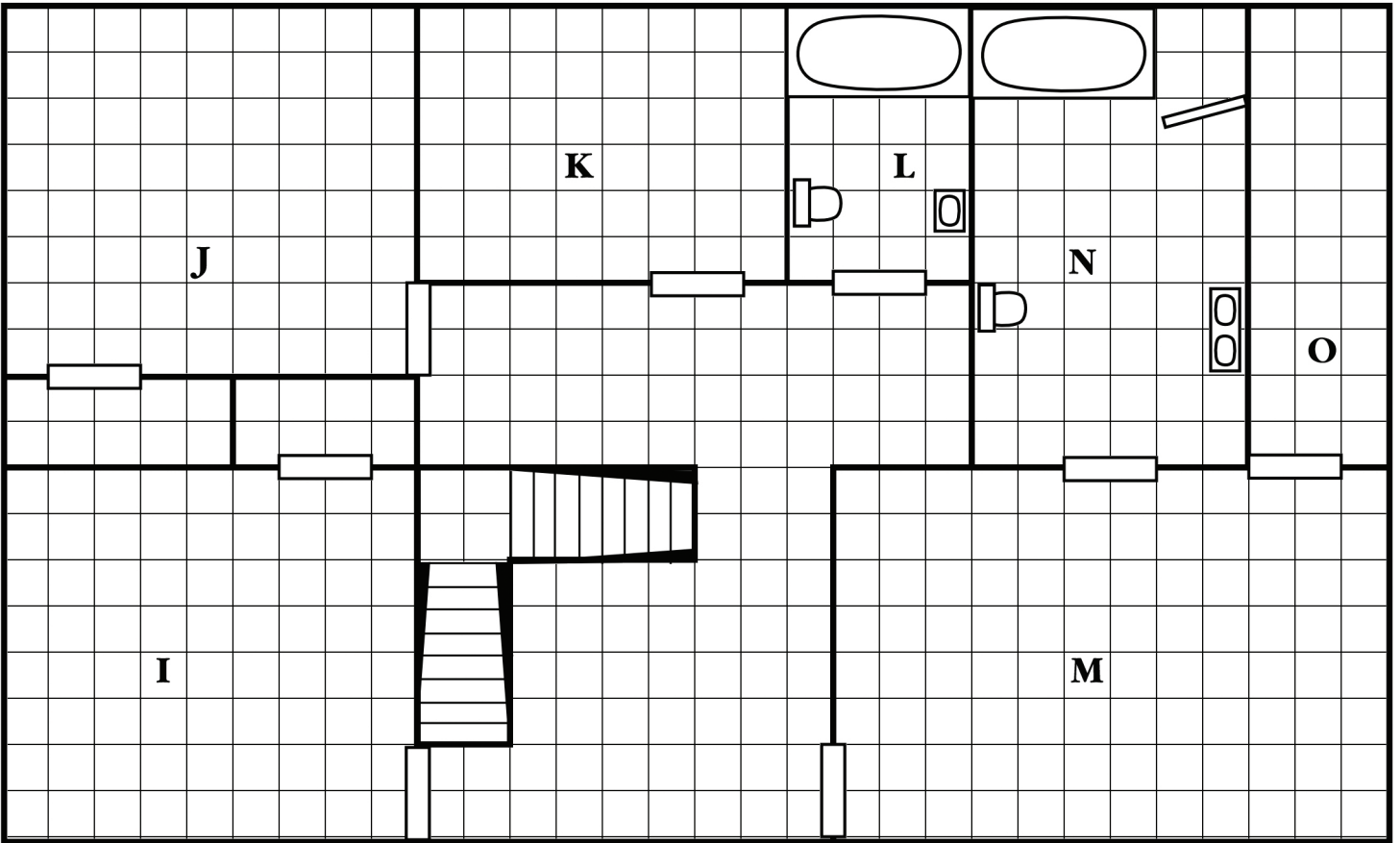
N. Private Bathroom – The bathroom just off the master bedroom is dusty, but surprisingly cobweb-free. The queen black widow never enters this room, and the drones are too cowed to enter as well. The bathroom could make a good place for a "last stand" for the players if it comes to that!

O. Walk-in Closet – In this walk-in closet is the cocooned body of Eugene Gordon, Wilbert's brother. Eugene is covered with bites, but the spiders have not fed on him per Wilbert's command. (They are, after all, still brothers.) Wilbert has kept Eugene relatively unharmed in the insane hope of trying to bring him around to his way of seeing things. Eugene has humored him to try to stay alive, thus far. Although frightened out of his wits, Eugene is conscious and willing to fight his way out if freed. He'll be more than happy to tell the players everything once they escape.

Wrapping Up

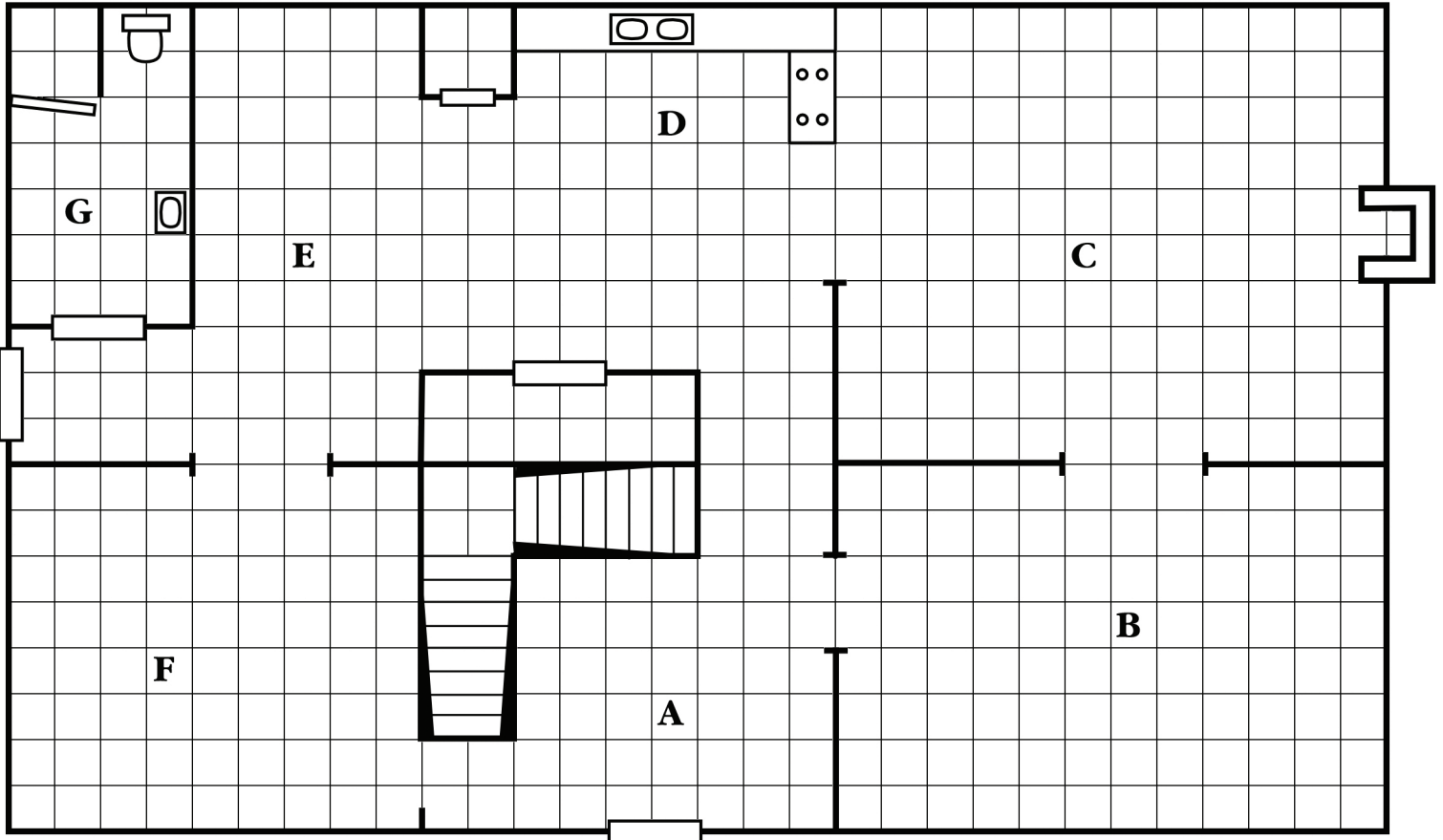
Wilbert will not allow the players to escape alive, especially if they've done massive damage to his "pets." If the spider horde has been defeated but Wilbert remains alive and on the loose, he will make one last attempt to kill the players by setting the house on fire while they're still inside. The players will need to escape before the house comes crashing down around them! If he's able to get away, Wilbert may one day return with a new insect army to get revenge on those meddlesome PCs!

Second Floor



Scale 1 square = 5 feet

First Floor



CRYPTWORLD

THING CHARACTER SHEET

Character:

Player:

BASIC STATISTICS/COLUMN

DESCRIPTION

Strength (STR): /

Willpower (WPR): /

THING Type:

Brief Background:

Dexterity (DEX): /

Perception (PCN): /

Features:

Agility (AGL): /

*Luck (LUCK):

Personality (PER): /

Stamina (STA): /

Power (PWR): /

Unskilled Melee:

Penetration Bonus:

(STR+AGL)/2

Current Stamina:

WOUNDS

Experience Points:

Current Willpower:

□□□□□□□□
□□□□□□□□

STA Recovery Rate:

□□□□□

Armor:

AR:

Stamina Loss/Round:

Items Worn:

*For the purposes of generating some skills or other base scores. This ability is not used in the same way as human luck.

SKILLS

POWERS

Name

Base

Level

Score

Name

Base

Score

WEAPONS

Name

Range
Mod.

Base

Gear/Notes:

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CRYPTWORLD™

MONSTERS MACABRE™ *THING* BACKGROUND SHEET

Thing type:

Age (at death):

Date of death (if applicable):

Physical Description:

Player:

GENERAL BACKGROUND

Place of birth:

Education:

Occupation:

Social/Economic Class:

FAMILY BACKGROUND

Parent names, status (living/deceased), age, relationship:

Children/Descendants, status (living/deceased), age, relationship:

Spouse(s), status (living/deceased), age, relationship:

Associates/Friends, status (living/deceased), relationship:

Enemy individuals/groups and reason for relationship:

PERSONAL BACKGROUND

Personal History (write on back of this form if necessary):

Home/lair:



CRYPTWORLD™

PUBLIC ALARM TRACKING SHEET

For use when *thing* PCs are in play

Current public alarm level:

*Weeks since last event:

Days:

**Effects of public alarm end if four weeks have passed without a new event.*

**Subtract 10 from current public alarm for each month without an event.*

Event	Points
Serial murders*	10
Strange disappearance*	05
Strange murder*	10
Three or more witnesses to a creature (in one event)	50
Three or more witnesses to a strange sighting	20
Murder with multiple victims*	30
High crowd reaction result	10
*if law enforcement are victims	+30

**See text in Monsters Macabre*

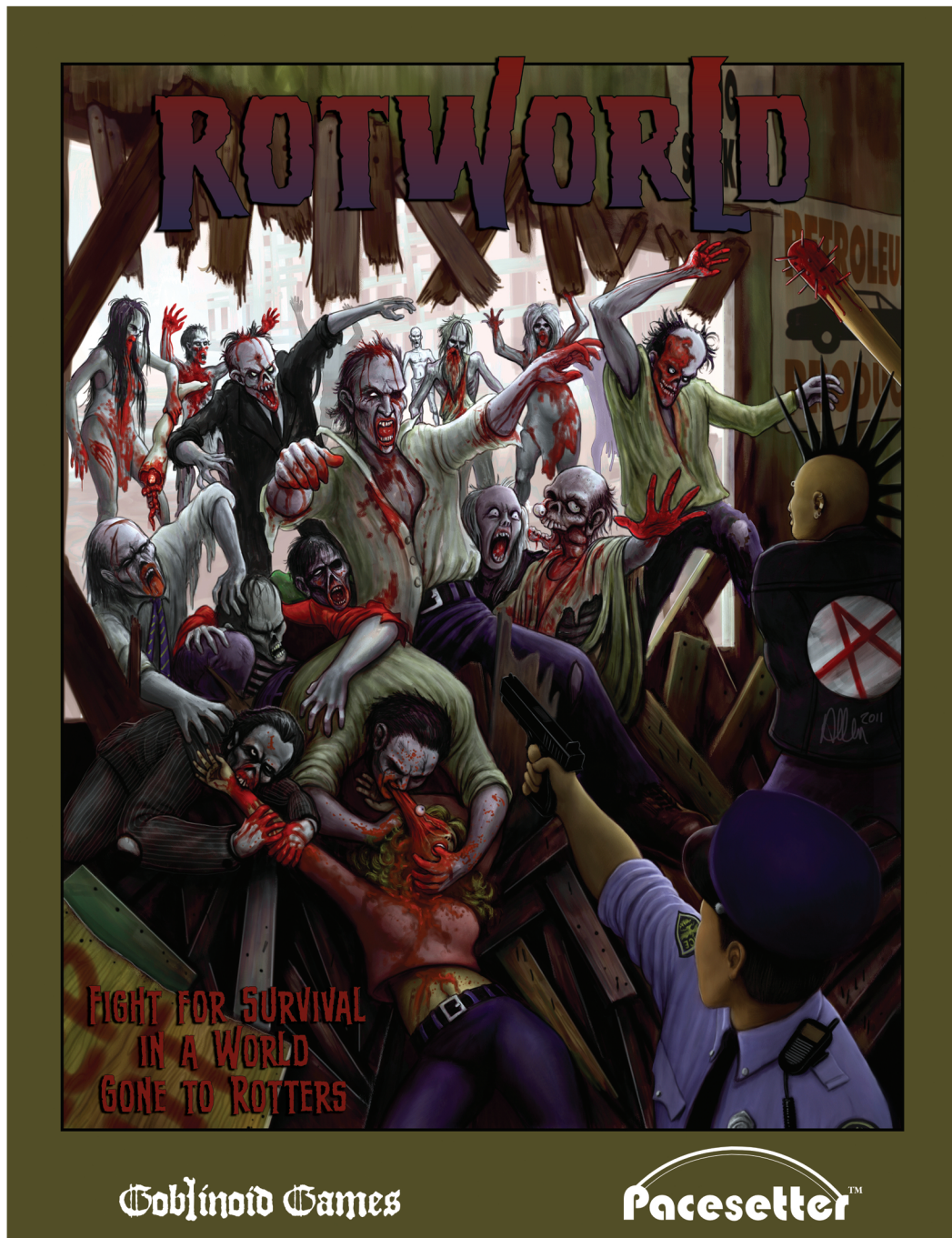
Record of Events

Specific Event	Points Assigned



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