

All Hallows

Numenera

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Howls at the Moon is great, but there's got to be more scary monster options in Numenera.

Cackles in the Moonlight

You are a curse laying, broom riding embodiment of society's fears about empowered women.

Minor Effect Suggestion: You make a frightening cackle during your action, perhaps unnerving your foe.

Major Effect Suggestion: In addition to your action you lay a curse on your foe, causing them to suffer a penalty on all future rolls in this combat.

GM Intrusion: Your cackle attracts the attention of nearby townsfolk, causing them to attack you.

Tier One

Cauldron Stirring. You are trained in herbalism and intimidation. Enabler.

Tier Two

Biting Curse (3 Speed points). You speak a horrible curse at your foe, causing them to suffer the equivalent of a GM Intrusion. Action.

Tier Three

Broom Rider. You may fly on a broom as your movement. You may fly no faster than Short movement, and may fly no higher than Short distance off the ground. Enabler.

Tier Four

Hellfire (4 Speed points). You hurl green fire at your foe, causing 3 damage and lighting your foe on fire. Action.

Tier Five

Familiar. You may tame a single pet, placing part of your essence into it. So long as this pet is within Immediate range of you, you gain +1 to your Armor rating. Enabler.

Tier Six

Transformation (6 Speed points). You turn your foe into a small creature for one hour. Action.

Haunts the Living

You are a ghost of your former self. A translucent, moaning, monster bent on scaring the living into cherishing their lives.

Minor Effect Suggestion: You're a little scarier than normal.

Major Effect Suggestion: Your scary effect lasts twice as long as normal.

GM Intrusion: You get stuck in an object while passing through it, stopping you from moving until you find a way to get unstuck.

Tier One

Insubstantial. You pass through solid matter. You can carry no equipment, but you take no damage from solid objects. Enabler.

Spooky Floating. You can hover through the air, flying at a maximum speed of Short distance per round. It's good that you can do this, since otherwise you'd pass right through the ground and probably get stuck in the center of the earth. Enabler.

Tier Two

Chills (3 Intellect points). You cause a target within Long range to become frightened and flee the area for at least ten minutes. Action.

Tier Three

Rattling Chains. You are trained in intimidation. Enabler.

Greater Fear. Your Chills power lasts for one hour, rather than the usual ten minutes. Enabler.

Tier Four

Haunt (5 Intellect Points). For the next ten minutes, you are able to control what goes on in the target room, altering it in scary ways. The walls might drip blood or a portal to another universe may appear to erupt from a floor. All of these effects are mere illusions, but those who enter the room think it's real. Action to initiate.

Tier Five

Masterful Haunting. Your Haunt power lasts for up to an hour and can affect an entire building, not just a single room. Enabler.

Tier Six

Maddening Fright (6 Intellect points). Your target is driven temporarily mad by your frightful presence, taking 5 Intellect damage and acting extremely strangely for one hour. Action.

Hungers for Flesh

You are among the living dead, a zombie walking the earth in search of tasty human meat, or maybe some even tastier braaaaaaiinnssss. Your condition might even be a communicable disease, making your story a moral about fear of pestilence.

Suggested Minor Effect: You cause a great deal of damage during your physical attack, causing your foe to wince in pain next round (+1 on all difficulties).

Suggested Major Effect: You manage to rip off a small body part during your attack, causing 2 extra damage and allowing you to heal 2 Might damage from the food break.

GM Intrusion: A body part of yours falls off, causing you to take 5 damage. Woops.

Tier One

Undead. You are not living. As such you do not need to sleep, breath, or do much of any of the normal things that people do. You do enjoy eating raw flesh though. Enabler.

Flesh Eater. You consume raw human flesh to survive. Whenever you eat a sizeable quantity of human flesh you regain 2 pool points back. Enabler.

Tier Two

Sense the Living (2 Might Points). You intuitively sense living creatures, particularly human beings, up to Long range away. Action.

Tier Three

Movement Modes. You gain one of the following ways of moving around. From this point forward you are either a fast or a slow zombie:

- **Fast Zombie.** You move at incredible speeds, allowing you to chase down the living like a nightmare come alive. You may move up to Short distance while taking an action, and up to Long distance as your action without a Speed roll. Enabler.
- **Slow Zombie.** You move at a shambling pace, with your arms outstretched to help you keep your balance. You may never move Long distance as an action. All of your energy is put into tearing your foes limb from limb, granting you an Asset on all unarmed attacks. Enabler.

Tier Four

Brain Eater. Whenever you consume brains you regain 1d6 + Tier pool points back, rather than the usual two points given by the Flesh Eater power. Enabler.

Tier Five

Zombie Gang. You gain 4 level 2 zombie followers who are gained and replenished as per the rules in the Leads focus. Enabler.

Tier Six

Zombie Legion. You gain 10 additional level 2 zombie followers, adding to your Zombie Gang. Enabler.

Thirsts for Blood

You are an undead creature of the night, feeding on mortals for their precious blood. You are a hauntingly alluring, tortured creature. Your existence is a lesson in fearing the rich, powerful, and beautiful because all they want is to use us for our bodies.

Minor Effect Suggestion: Whatever you did, you did it with style.

Major Effect Suggestion: You accomplished your goal and something else as well in a blink of the eye (take one more action).

GM Intrusion: Your hunger for blood strikes at the least opportune moment, causing you to begin to feed on whatever living thing is closest to you.

Tier One

Night Life. You are an undead creature of the night. You must sleep only during the day, and you don't need to breath or eat in a conventional sense. If you go out in the day, you die. Sorry. Enabler.

Blood Letting. You feed on the blood of the living to survive. Whenever you drink a significant quantity of human blood you regain 2 points to your stat pools. Enabler.

Tier Two

Vampire Bite (2 Speed points). You're getting pretty good at this biting people thing. Your bite counts as a medium weapon during this unarmed attack and causes the target to enter a state of ecstasy incapable of taking action so long as you continue to Vampire Bite each round. Enabler.

Tier Three

Entrancing Gaze (4 Intellect points). You cause your target to become immobile and incapable of taking action for as long as you continue to use this power. Action to initiate.

Tier Four

Impossible Strength (5 Might points). You exhibit the incredible strength of the undead, granting you two assets on all feats of raw physical power, such as lifting large objects or holding foes up in the air by their throats. This effect lasts for ten minutes. Action to initiate.

Tier Five

Impossible Speed (6 Speed points). You move in a flicker. You may instantly travel to any location within Long distance while still taking an action on your turn. This ability lasts for ten minutes. Action to initiate.

Tier Six

Impossible Beauty (7 Intellect points). All bow down before your incredible grace and beauty. None may take action against you for the next ten minutes unless they take 5 Intellect damage for doing so. Action to initiate.