

# HORROR BESTIARY TOOLKIT



*Paul "Wiggy" Wade-Williams*

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# INTRODUCTION

Whether you've created your own Savage Setting, converted one, or using a published GWG product, the one thing every horror setting needs is scary monsters.

This product is designed to be a one-stop shop for all your horror monster needs. The majority of the monsters are new, but a small few have been copied from existing products, simply because they are generic horror creatures.

Sidebars show how you can make stock creatures different simply by tweaking their Abilities. Some horror games might have a wide range of vampires, for instance, with different powers depending on their country of origin. We've included a range of vampiric powers, weaknesses, and methods of destruction so you can make unique vampires by mixing and matching.

Of course, if you want to alter the vampires' traits or other Special Abilities, you're free to do so. Remember, this is a Toolkit to help you populate your world, not an official, never-to-be-changed A-Z of every beast imaginable.

One thing you'll notice while reading through is that not every monster has a Fear rating, despite this being a horror supplement. How come? Well, we'll be looking at creating atmosphere in the *Horror GM's Toolkit*, but for now just note that not everything scary in a horror game has to be related to monsters and that not all monsters appear scary.

Does the deranged serial killer look scary when he's working his day job and helping old ladies with their groceries at the local Shop-Til-You-Drop? No, of course not. Does the suave, sophisticated man in his tuxedo look scary? On the contrary, he has an alluring look and radiates charisma. He might get scary if he tries to rip your throat out, of course.

This book contains more than a sample of monsters to be slaughtered and robbed—it also contains stock Extras and Wild Cards. From mad cultists to occult investigators, Inquisitors to soon-to-be-dead high school students, there's a range of common horror stereotypes ready at your fingertips. Add a Hindrance or two, assign a personality, and you can turn even the simplest Extra entry into a fully developed character ready to aid or hinder the heroes.

The number of monsters available to your world is limited only by your imagination. We've provided a standard set you can use as presented or as templates for making your own, unique beasts. It's up to you to make your setting scary.



Hello, boys and girls.

What you have in your sweaty hands is the third in a new series of Toolkits designed primarily for the GM. Each book covers one important aspect of a genre. In case you missed it on the cover, this book details horror monsters and characters.

What's a toolkit do? Let me tell you what it doesn't do—it doesn't give you another rulebook.

Sure, it's got rules in, but they're optional with a capital "o." The aim of these toolkits is to make your life easier as a gm by giving you tools—remember that word, kiddies—to making your own setting as unique and exciting as anything my slaves produce.

They explore every aspect of a setting, and I mean every aspect. From designing a cool world to populating it with interesting cultures, from designing new weapons to cool artifacts, like grimoires and magic items.

A lot of what's in these toolkits is advice rather than gospel. You get to pick and choose the bits you want for your setting and discard the rest.

And if you don't like what Jack has to say, change it!

We're giving you the tools to make kick-ass settings—if your game falls flat after reading this, then it's your own fault for not following my advice.

Now, get reading and go make Jack proud!



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## IT'S ALIVE!

There are three ways to populate your horror setting with monsters. First, steal them from other Savage Settings. Many fantasy creatures work well as minor demons or malevolent sprites. Second, use the conversion guide in *Savage Worlds* to convert them from another system. Third, build your own from scratch. This section takes a brief look at the latter.

## MONSTERS

There's no need to sweat buckets when you're creating a new beast—chances are your group is either going to kill it or run away: depending on its strength, Fear rating, and the setting.

We'd like to tell you there's a set of tables or a magic formula for making monsters—but there isn't. Creating a new monster requires just two things—imagination and a modicum of common sense. Here's a quick look at making a monster in just a few minutes.

### APPEARANCE

A good horror monster isn't necessarily one that can destroy the whole group in seconds. Sure, it's scary to the players, as they watch their beloved characters get dismembered, but it's scary for the wrong reasons. If it's some elder god or demon lord, then that's fine, but most monsters don't have to be party killers.

What makes them scary is their appearance. Before you start listing traits and Special Abilities, think about the creature's appearance.

Let's look at the zombie, a favorite of many horror settings. One description is "a walking corpse." It sums up everything the players need to know to form their own image of the thing, but it's rather light on flavor. It's also a case of "tell don't show," and a good setting requires you to work the other way round.

How about describing it as, "A shambling corpse, its putrescent flesh rotted away in places to reveal the bones beneath. Crawling through its flesh are a horde of worms and beetles, which have grown bloated as they dine of the rotting muscles. As it nears, it opens its mouth, and a low, mournful groan escapes from the soulless body."

### FEAR

Should a horror monster have a Fear Special Ability? That depends on your setting. If the characters are everyday people who suddenly become exposed to the supernatural, which—according to their society—doesn't exist, then yes, every monster should have a Fear rating. However, if the characters know the supernatural exists and they spend their days battling it, then only truly scary monsters need to cause Fear.

A typical zombie probably won't have a Fear rating in the latter setting, as it's a "standard" supernatural monster the characters will face time after time. The ancient and tentacled god Bzz'or'kath, on the other hand, probably will.

Check out the Jaded section in *Savage Worlds* as well. If a monster is going to become a regular foe, then give it a Fear rating the first few times it is encountered, and then drop it.

Remember, if you set the Fear rating too high, or assign it to every monster, the characters are going to spend much of the time running away or gaining phobias, not to mention blowing bennies just to be able to stand and fight the thing.

Your players will soon get bored and look for another game to play. Use Fear sparingly. Creating a spooky atmosphere is much better than letting the die do the work for you. We'll look at creating atmosphere in the *Horror GM's Toolkit*.

## THE REST

Don't worry too much about balancing the monsters, but keep in mind how tough it will be. You don't need to give a monster a high Toughness for it to be a challenge, especially if it has the Undead Ability—assigning it a few nifty Special Abilities is just as good. Imagine a goblin-like creature that can turn ethereal. It may be puny physically, but now it can leap out of solid walls to attack, or vanish into the floor if the fight turns against it.

There are already a number of tools available to help making monsters easy—use existing monsters as templates, look through the Special Abilities listing in the rulebook, or check out powers attributed to supposed supernatural beasts.

## VILLAINS

A true villain isn't the lowly cultist trying to drag the characters away to be sacrificed—it's the mysterious hooded "master" leading the ceremony. Of course, it can also be the huge demon he's just summoned.

Villains may be incidental characters in an adventure or lie at the heart of your Plot Point, but they should be named Wild Card characters. If the cult leader is just listed in the adventure as "Cult Leader," he probably isn't worthy of being a true villain.

Creating a villain is no different to creating a monster—come up with an idea and assign suitable traits, Hindrances, Edges, and Special Abilities.

Special Abilities? Sure, even a human can have a Special Ability like Hardy or Poison. All you need is a plausible reason for him to possess the talent. A cultist might have scaly Armor as a dark blessing from his god, or maybe the serial killer with Invulnerability just can't be killed outright.

The important thing to remember with villains is not to build them as regular characters. Don't spend time building a Novice villain and advancing him. Give him everything you think he needs to fulfill his role in the adventure. Heck, you don't even have to worry about



meeting Edge requirements if you don't want to. *Savage Worlds* is more about telling cool stories than worrying about adhering to rules.

If you want to give your villain a backstory to help round out his personality and place in the world, then that's fine. Just remember though, he's a villain and the characters will probably be more interested in killing him than hearing about how he was seduced to evil against his will, but then came to enjoy the power.

## NEW MONSTROUS ABILITY

The *Fantasy Bestiary Toolkit* introduced demons as a potential new foe for your characters to encounter. In case you don't have that book, we've duplicated the entry here, as this tome also uses a variety of demons.

Demons have a new Monstrous Ability, entitled Demon, and an associated weakness.

The Ability is only a suggestion, not a must-have new addition—feel free to change it (maybe by adding a Weakness (Holy Water) ability to suit your vision of demons in your setting.

### DEMON

- +2 to recover from being Shaken
- Immune to poison and disease
- Half-damage from non-magical attacks except for cold iron.
- Weakness (Cold Iron): Demons take normal damage from cold iron weapons.

## TREASURE

The creatures in this book can be used in a pure horror game, or ported over to another genre, such as fantasy. Either way, they have a new entry just above their Special Abilities—Treasure. This is the Treasure Table entry the GM rolls on when the group runs into the beast (see below).

If you have the *Horror* or *Fantasy Gear Toolkits*, you can create or roll for a relic using any of the tables contained in those books. If you don't have either, or want something really special, you'll need to create something using the powers in the rulebook and your imagination.

Intelligent creatures use any special treasure they have if possible, or may have it stored in their hideout somewhere if it's not immediately useful to them (a good reason to take prisoners).

Creatures of animal intelligence don't usually hoard treasure, but may have dragged former victims to their lair. Their possessions remain there, so a Tracking roll might lead the party to the thing's lair—and long-lost treasures.

## TREASURE TABLE

Treasure	Silver & Gold	Relic
Treasure Trove	1d10 x \$1000	100%
Rich	1d10 x \$500	50%
Worthwhile	1d10 x \$100	25%
Meager	1d10 x \$10	1%

## GRIMOIRE OF HORRORS

### AMA-NO-JAKU

Translating roughly as "imp of heaven," ama-no-jaku are demonic children found in Japan, where they haunt abandoned temples. Although they appear to be normal children, they are sadistic, perverted killers.

There is not one ounce of goodness in their dark souls. They lie, cheat, and steal to lure strangers to their doom. Once their victim is dead, they skin them and use the skin as clothing. The flesh is then devoured.

**Attributes:** Agility d10, Smarts d10, Spirit d6, Strength d4, Vigor d6

**Skills:** Climbing d8, Fighting d6, Notice d8, Persuasion d12, Stealth d10, Taunt d12

**Pace:** 8; **Parry:** 6; **Toughness:** 5

**Treasure:** Worthwhile, in lair

#### Special Abilities

- **Acrobat:** Ama-no-jaku are fast and agile. They gain +2 to rolls to perform Agility Tricks and have +1 Parry.
- **Deathtraps:** Ama-no-jaku are solitary creatures and are unlikely to be able to subdue an adult. As such, they lure victims into deathtraps. If the ama-no-jaku is encountered in its lair and scores a raise on a Taunt roll, it tricks the victim into its trap (rather than Shaking the victim as usual). The victim takes 2d10 damage. A lair can contain an unlimited number of deathtraps.

## ASWANG

An aswang is a vampire-like creature from the Philippines. By day it assumes the form of a beautiful female, and lives a normal human life, even marrying and having children. By night, however, it comes a bloodsucking fiend. It uses its immensely long, hollow tongue to siphon blood, preferring to project it through cracks in the roof rather than enter buildings. Unlike most vampires, however, the aswang is not undead.

For its human form, use the Innocent Victim stats (see page



xxx) but add the Very Attractive Edge. The stats below are for its vampiric form.

**Attributes:** Agility d8, Smarts d6, Spirit d10, Strength d12+2, Vigor d10

**Skills:** Climbing d10, Fighting d10, Guts d10, Intimidation d10, Notice d8, Stealth d10

**Pace:** 6; **Parry:** 6; **Toughness:** 7

**Treasure:** Meager

#### Special Abilities

- **Blood Drain:** An aswang scoring a raise on its Fighting roll has impaled its victim with its long, hollow tongue. Each round the victim remains impaled, he suffers a Fatigue level until he dies. The tongue can be removed with an opposed Strength roll, as per breaking a grapple.
- **Shadow Lick:** A person whose shadow is licked by an aswang is cursed. The aswang must make a Touch Attack (+2). On a success, the victim loses all his bennies and cannot earn any more during the session. Non-Wild Card characters must make a Spirit roll or die within 24 hours from an accident.
- **Tongue:** Str+1. Reach 2.
- **Weakness (Dawn):** An aswang automatically returns to its human form at the first ray of dawn.
- **Weakness (Garlic):** An aswang must make a Spirit roll to attack anyone carrying garlic.

## BANSHEE

Banshees are always female spirits. They take one of three forms—a young maiden, a matron-like figure, or an old crone. All dress in either a grey, hooded cloak or a funeral shroud. Their long nails may be able to tear through flesh, but their most feared power is their terrible keening, which can drive a man mad.

A variant of the banshee, known as the “washer woman” comes in the form of a cloaked figure washing blood stained clothes. According to legend, these are the garments of those about to die from her wailing.

**Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d8

**Skills:** Fighting d6, Guts d8, Notice d8, Stealth d6

**Pace:** 6; **Parry:** 5; **Toughness:** 8

**Treasure:** Meager.

#### Special Abilities

- **Claws:** Str+1.
- **Keening:** Each round a banshee may keen. There is no roll associated with this, but it counts as an action. Anyone within a Large Burst Template centered on the banshee must make a Guts check, with a cumulative -1 penalty for each successive round the banshee keens. Those who fail must roll on the Fear Table, with a positive modifier equal to the penalty to the Guts roll they failed.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; Called shots do no extra damage; half damage from piercing weapons.

## ENCOUNTER DIFFICULTIES

This advice first appeared in 50 Fathoms. However, it applies to all settings, so we've printed it again.

You might be wondering about the difficulty of the encounters listed throughout this book. Are they intended for characters of Novice Rank? Seasoned?

The answer is none of the above. The encounters are created to reflect the natural organization of the characters or creatures listed. That means your group had best be warned that this isn't like certain other games that automatically set the challenge level to something they can deal with. Sometimes a dark god needs to be avoided, or clever tactics or hired guns are needed to defeat it.

We do this both because it's more natural, it's more of a challenge, and any system we created would have a difficult time fitting the nature of your characters. If the player characters hire 40 demon slayers, it doesn't make sense that every group of zombies and demons suddenly grows exponentially to defeat them. That means that just as in real life, exploring the world with a larger party is much safer. Of course it also means the heroes have to feed the extras and provide them a share of the pay (or treasure) as well. They must also contend with the many mutineers and other troublemakers who are likely to infiltrate their army. There are bad apples in every bunch, as the old saying goes.

All that said, the GM should tweak encounters to fit the nature of his party. If they truly are walking around in a group so large nothing is a threat, feel free to up the difficulty of encounters that make sense—such as a demon lord with a host of underlings or a trio of vampires. You'll have a good handle on what your party can handle after a few sessions without the need for some sort of formula. And don't worry if the heroes lose a few extras along the way. Even famous heroes rarely make it to the finale of their adventure with all their loyal men.

## BARROW DWELLER

Also known as wights and hagbui (literally “barrow dweller”), these undead are the corporeal remains of kings and heroes buried in ages past. They are common in northern Europe, especially areas the Vikings settled.

Their form is that of a mummified corpse, with tight, leathery skin drawn over wasted muscles. Their eyes burn with a pale, cold light. Although barrow dwellers can speak, they only speak languages known to them in the era they died.



## PETTY BARROW DWELLER

Petty barrow dwellers are minor nobles or lesser heroes. Although buried with wealth, their tombs are not as rich as those of their masters.

**Attributes:** Agility d6, Smarts d6, Spirit d10, Strength d8, Vigor d8

**Skills:** Fighting d8, Guts d10, Intimidation d10, Notice d6, Stealth d8

**Pace:** 6; **Parry:** 6; **Toughness:** 10 (2)

**Treasure:** Rich, in lair

**Gear:** Ancient armor (+2), long sword (Str+3)

### Special Abilities

- **Bony Claws:** Str+1.
- **Bound:** A barrow dweller may not move further than 50" (100 yards) from its burial place.
- **Fear:** Anyone who sees a barrow dweller must make a Guts check.
- **Numbing Touch:** Any creature touched by a barrow dweller must make a Vigor roll. On a failure, the victim suffers a cumulative -1 penalty to Agility roll and skills linked to Agility.
- **Undead:** +2 Toughness. Called shots to no extra damage to such creatures. +2 to recover from being Shaken. Arrows, bullets, and other piercing weapons do half damage.
- **Weakness (Sunlight):** Barrow dwellers are weakened by the sun. Each round in sunlight they must make a Vigor roll or become Exhausted.



## ROYAL BARROW DWELLER

These undead were once mortal rulers or great heroes, and retain that status in the eyes of other barrow dwellers. Their tombs are brimming with treasure, and they intend to ensure it remains that way for eternity.

**Attributes:** Agility d8, Smarts d8, Spirit d10, Strength d10, Vigor d10

**Skills:** Fighting d8, Guts d10, Intimidation d10, Notice d6, Stealth d10

**Pace:** 6; **Parry:** 6; **Toughness:** 12 (3)

**Treasure:** Treasure Trove, in lair

**Gear:** Ancient bronze breastplate (+3), bronze long sword (Str+3)

### Special Abilities

- **Bony Claws:** Str+1.
- **Bound:** A barrow dweller may not move further than 50" (100 yards) from its burial place.
- **Fear (-2):** Anyone seeing the creature must make a Guts roll at -2.
- **Magic:** Royal barrow dwellers have 15 Power Points and know the following powers: *fear* (unearthly scream), *lower trait* (curse), *quickness* (supernatural reflexes), *obscure* (mist).
- **Numbing Touch:** Any creature touched by a barrow dweller must make a Vigor roll. On a failure, the victim suffers a cumulative -1 penalty to Agility roll and skills linked to Agility.
- **Undead:** +2 Toughness. No wound penalties; Called shots to no extra damage to such creatures. +2 to recover from being

Shaken. Arrows, bullets, and other piercing weapons, even magic ones, do half damage.

- **Weakness (Sunlight):** Barrow dwellers are weakened by the sun. Each round in sunlight they must make a Vigor roll or become Exhausted.

## BAT, GIANT

Giant bats are larger than regular bats. They can be encountered in isolation, but are usually found in groups of 2d6 members.

**Attributes:** Agility d8, Smarts d4(A), Spirit d6, Strength d8, Vigor d6

**Skills:** Fighting d6, Guts d6, Notice d12, Stealth d10

**Pace:** 0; **Parry:** 6; **Toughness:** 5

**Treasure:** None

### Special Abilities

- **Bite:** Str.
- **Echo Location:** Giant bats suffer no penalties for bad lighting, even in Pitch Darkness.
- **Flying:** Pace 8, Climb 4.
- **Size -1:** Giant bats are measure 3' long, but have a wingspan double that.



## THE BLACK COACHMAN

The black coachman has existed in one form or another for millennia. The Egyptians knew him as the "dark charioteer," the Romans called him the "black rider," and the Normans knew him as "death's wagoner." His current name stems from the Victorian era.

Whatever his name, the coachman is a skeletal figure. His current garb consists of a Victorian gentleman's outfit, complete with top hat and cane.

He serves no master. Instead, he collects souls, loads them into his coach, and offers them to whoever can afford his price. He has no qualms about ripping the souls from living creatures to sell and makes no distinctions based on sex, religion, or skin color.

**Attributes:** Agility d8, Smarts d8, Spirit d8, Strength d10, Vigor d10

**Skills:** Driving d10, Fighting d8, Notice d8, Riding d10, Stealth d6

**Pace:** 6; **Parry:** 6; **Toughness:** 9

**Treasure:** Rich

### Special Abilities

- **Bartering:** The coachman is willing to sell a soul he has captured, but his price is high. He demands a soul for a soul. The petitioners must deliver the soul to be exchanged.
- **Cursed Cane:** Str+1d6. Counts as a magic weapon.
- **Fear:** Anyone seeing the creature must make a Guts roll.
- **Soul Steal:** If the coachman's foe is Incapacitated, living or ghostly, he may (as an action) make a Spirit roll against that of his victim. If the coachman wins, the victim's soul is dragged kicking and screaming into his coach.
- **Undead:** +2 Toughness. No wound penalties; Called shots to



no extra damage to such creatures. +2 to recover from being Shaken. Arrows, bullets, and other piercing weapons, even magic ones, do half damage.

## BLACK COACHMAN'S HORSES

Four stallions, with coats as black as pitch and eyes like burning coals, pull the coachman's black coach. There are no reins attaching them to the coach, only strands of inky blackness. They fight only if attacked or if the coachman is attacked.

**Attributes:** Agility d6, Smarts d6(A), Spirit d6, Strength d12+4, Vigor d10

**Skills:** Fighting d8, Guts d12, Notice d8

**Pace:** 10; **Parry:** 6; **Toughness:** 10

**Treasure:** None

### Special Abilities

- **Fleet Footed:** Black horses roll a d8 for their running die. Black horses run just above the surface of the ground, and do not suffer movement penalties for Difficult Terrain.
- **Kick:** Str+2.
- **Size +3:** Black horses weigh between 800 and 1000 pounds.



## THE BLACK COACH

The black coach is a prison for souls awaiting delivery to whatever fate awaits them. The coach is a stagecoach, with absolutely no markings. Black curtains cover the windows.

**Acc/Top Speed:** Half animal's Pace/Top Speed is animal's Pace + running; **Toughness:** 14 (2); **Crew:** 1+special.

### Special Abilities

- **Armor:** In earlier centuries or in fantasy games, the coach's wooden frame provides 2 points of armor. In a modern setting, increase the Toughness to 18(4) and add a Heavy Armor Note.
- **Fear (-2):** Anyone who opens the coach door sees a writhing mass of screaming, tormented spirits. They must make a Guts roll at -2.
- **Freeing the Spirits:** The spirits trapped in the coach can be freed if the coach is destroyed. No other force on Earth can liberate them.



## THE BLACK JUDGE

For those who know the ancient rituals necessary to summon him, the black judge can be an ally in the fight against evil. He takes the form of a cowed figure clad in robes of darkest night. Over his face he wears a vaguely skull-like mask. Although predominantly black, the mask has burning yellow eyes and fangs. What lies beneath the mask has never been revealed.

The black judge is at best a neutral figure. His advice on how to defeat evil is given only to those he finds worthy of his knowledge. Those found wanting, or who summon him without a foe to face, receive his curse of self-doubt.

**Attributes:** Agility d8, Smarts d10, Spirit d12, Strength d8, Vigor d8

**Skills:** Fighting d4, Intimidation d10, Notice d8, Persuasion d10, Stealth d8, Taunt d10

**Pace:** 6; **Parry:** 4; **Toughness:** 6

**Treasure:** None

### Special Abilities

- **Ethereal:** Immune to normal damage. The black judge suffers normal damage from magic items, weapons, and supernatural powers.
- **Fearless:** Immune to Fear and Intimidation.
- **Judge:** Whoever summons the black judge had best have a good reason, for he does not suffer fools gladly. If they seek his aid in overcoming a supernatural foe, he judges their worth. The character must make a Spirit roll. The GM should assign positive modifiers if the character has kept true to his calling (and the player has role-played his Hindrances), and negative ones if he has wavered (avoided his Hindrances).
- **Advice:** If a summoner passes judgment, the black judge gives them advice on how to defeat a supernatural foe. The summoner gains +2 to all rolls (+4 with a raise on the Spirit roll) in his next encounter with the evil creature.

A summoner found wanting (fails his Spirit roll), or who summons the black judge on a whim, is cursed with self-doubt. The victim must make an opposed Spirit roll. On a failure, the victim suffers a -4 penalty to all trait rolls. Each day thereafter, the victim may make another opposed Spirit roll to rid himself of the curse. Until he succeeds, the penalty remains.

The black judge is basically a tool the GM can use to aid players who have roleplayed well but who find themselves outgunned by some monster. It also makes a very handy plot device if the characters have overlooked a vital clue in your adventure.

## BLACK WOOD

Black woods are malevolent trees. Some are formed by desecration of old burial grounds, some are possessed by spirits or demons, and others exist where chemical dumping has corrupted the land.

They resemble standard trees, but their dark is black and a sticky red sap oozes continually for gaps in the bark. Most have "facial" features, formed from knots and twists in the wood.

**Attributes:** Agility d6, Smarts d4(A), Spirit d10, Strength d12+4, Vigor d12

**Skills:** Fighting d8, Guts d10, Intimidation d10, Notice d8

**Pace:** 6; **Parry:** 6; **Toughness:** 19 (3)

**Treasure:** None

### Special Abilities

- **Armor +3:** Thick bark.





THE BLACK JUDGE



- **Branches:** Str+2. Reach 1. A black wood has four branches and may use them all each round with no multi action penalty. Only two branches may be used to attack a single foe, however.
- **Fear:** Anyone seeing the creature must make a Guts roll.
- **Huge:** Attackers add +4 to attack rolls against a black wood because of its size.
- **Impale:** A black wood scoring a raise on its Fighting roll has impaled its foe on a sharp branch. Each round thereafter, the victim must make a Vigor roll or suffer a level of Fatigue as the black wood drains his blood. Victims may escape as if breaking a grapple. Lost Fatigue recovers at the rate of one level per 24 hours.
- **Immunity (Piercing Weapons):** A black wood suffers half damage from piercing attacks.
- **Size +8:** Black woods stand up to 50' high.
- **Sticky Sap:** An attacker who strikes a black wood with a melee weapon finds his weapon stuck to the sap. He must make a Strength roll at -4 to free his weapon. With success, he frees the weapon but it takes the entire round. With a raise, he frees the weapon and may still perform other actions this round.
- **Trip:** Rather than attack with a branch, a black wood can make an Agility Trick roll to trip opponents. A successful trip leaves a foe Prone, or Prone and Shaken with a raise.
- **Weakness (Fire):** A black wood suffers +4 damage from fire attacks.



## BLOB

A blob is basically a blob of black jelly with an insatiable hunger. In your setting it might be an alien entity brought to Earth on a crashed satellite, a creature from another dimension, or the result of pollution.

**Attributes:** Agility d4, Smarts d4(A), Spirit d12, Strength d12+2, Vigor d12

**Skills:** Fighting d8, Notice d8

**Pace:** 4; **Parry:** 6; **Toughness:** 10

**Treasure:** None

**Special Abilities**

- **Blob:** +2 to recover from being Shaken; Cutting and piercing weapons cause half damage; No wound penalties; Immune to poison and disease.
- **Engulf:** A blob may make a grapple attack against every creature under its template. On a success, it has engulfed its foe. Each round the grapple is maintained thereafter, the victim suffers a Fatigue level from suffocation. Victims reaching Death are absorbed.
- **Fear:** Anyone seeing the creature must make a Guts roll.
- **Mindless:** Immune to Fear and Tests of Will.
- **Variable Size:** The blob begins as a Small Burst Template (Size +2). For each victim it absorbs, it grows 1" and adds +1 Size (and Toughness), with no limit.

## BLOOD MIST

The destruction of an ancient vampire's physical body isn't necessarily the end of its existence. Through dark magic, they can be brought back into existence as near-mindless, ethereal clouds of vapor with an insatiable bloodlust. They appear as grey clouds until they feed, when they change to pink through to dark red as they consume more blood. Their preferred tactic is to mingle with natural mist, allowing them to approach unsuspecting victims with ease.

**Attributes:** Agility d6, Smarts d4, Spirit d8, Strength d6, Vigor d8  
**Skills:** Notice d6, Stealth d12+2

**Pace:** 4; **Parry:** 2; **Toughness:** 8

**Special Abilities**

- **Arcane Resistance:** +2 Armor versus magic, and +2 to rolls made to resist magic effects.
- **Blood Drain:** A blood mist covers an area equal to a Medium Burst Template, hitting automatically and causing 2d4 damage to everyone in the template (victims in completely sealed suits are immune).
- **Immunity:** Blood mists suffer no damage from mundane attacks. Magic items, weapons, and supernatural powers affect them normally.
- **Undead:** +2 Toughness. Called shots to no extra damage to such creatures. +2 to recover from being Shaken. Arrows, bullets, and other piercing weapons, even magic ones, do half damage.

## CHILD SNATCHER

A child snatcher is an ugly, goblin-like creature with clawed hands and feet. It preys on young children, dragging them back to its lair where it then skins and eats their flesh. It uses the skins to make dolls, which it talks to as if they were real children.

**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6  
**Skills:** Climbing d10, Fighting d6, Guts d8, Notice d8, Stealth d8, Taunt d8,

**Pace:** 6; **Parry:** 5; **Toughness:** 4

**Treasure:** None

**Special Abilities**

- **Claws:** Str+1.
- **Infravision:** Child snatchers halve penalties for dark lighting against living targets (round down).
- **Size -1:** Child snatchers stand 3-4' tall.

## CHONCHON

Chonchon are flying heads. On death, the followers of certain gods allow their disciples to serve them as chonchon. Their ears grow to enormous size and begin flapping like wings. The head then rips itself away from the body and begins a new life.

**Attributes:** Agility d10, Smarts d6, Spirit d6, Strength d8, Vigor d6



**Skills:** Fighting d6, Guts d6, Notice d8, Stealth d8

**Pace:** 0; **Parry:** 5; **Toughness:** 4

**Treasure:** None

## Special Abilities

- **Bite:** Str+2.
- **Blood Drain:** A chonchon scoring a raise on its Fighting roll latches onto to its prey like a leech and begins sucking blood. Each round thereafter it remains attached, the victim suffers a level of Fatigue. Removing the chonchon is an opposed Strength roll.
- **Fear:** Anyone seeing the creature must make a Guts roll.
- **Flying:** Pace 12, Climb 4.
- **Size -1:** A chonchon is a small target, being little more than a head with wings.

## CHOSEN SLAYER

Many are called, but most die before they get chance to prove themselves. Whether a chosen slayer is a feisty young maiden hunting vampires or a mean hombre packing state-of-the-art technology depends on your setting. What they all have in common is a calling to serve a higher power.

### TYPICAL CHOSEN SLAYER

This stat block is for a chosen slayer at the start of their career.

**Attributes:** Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

**Skills:** Climbing d6, Fighting d8, Guts d8, Intimidation d6,

Notice d8, Shooting d6, Stealth d6, Taunt d4, Throwing d8

**Charisma:** 0; **Pace:** 6; **Parry:** 7; **Toughness:** 6

**Hindrances:** Heroic, Loyal

**Edges:** Acrobat, Arcane Resistance, Champion, Danger Sense, Quick

**Treasure:** Meager.

**Gear:** Sword (Str+3), sharpened stake (Str+1), crossbow with wooden bolts.



### VETERAN CHOSEN SLAYER

Slayers who survive their first few years have learned how to handle themselves in battle against a variety of supernatural foes.

**Attributes:** Agility d12, Smarts d6, Spirit d8, Strength d10, Vigor d10

**Skills:** Climbing d6, Fighting d12, Guts d10, Intimidation d8,

Notice d8, Shooting d10, Stealth d8, Taunt d6, Throwing d10

**Charisma:** 0; **Pace:** 6; **Parry:** 10; **Toughness:** 7

**Hindrances:** Heroic, Loyal

**Edges:** Acrobat, Arcane Resistance, Block, Champion, Combat Reflexes, Command, Danger Sense, Dodge, Hard to Kill, Level

Headed, Quick

**Treasure:** Meager, but with a Worthwhile chance of a relic.

**Gear:** Sword (Str+3), sharpened stake (Str+1), crossbow with wooden bolts.

## COPS

Cops in a horror setting? Cops make useful allies in a modern game, but can also be antagonists. The characters may be doing the right thing by gunning down evil cultists and their demon gods, but murder is still murder.



### POLICE LIEUTENANT

While the Chief of Police usually calls the shots, it is these officers who manage the day to day operations of the department and oversee operations during a crisis.

**Attributes:** Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

**Skills:** Driving d10, Fighting d8, Investigation d8, Streetwise d6, Knowledge (Battle) d6, Shooting d8, Swimming d6, Throwing d6

**Pace:** 6; **Parry:** 6; **Toughness:** 8 (2)/10 (4) vs bullets

**Hindrances:** Loyal

**Edges:** Command

**Gear:** Kevlar vest (+2/+4), 9mm pistol (Range 12/24/48, Damage 2d6)

### POLICE PATROL

Whether they are foot cops, riding in a squad car, or patrolling on bikes, the beat cops are the grunts who fight crime in the trenches day after day.

**Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

**Skills:** Driving d8, Fighting d8, Shooting d8, Streetwise d6, Swimming d6, Throwing d6

**Pace:** 6; **Parry:** 6; **Toughness:** 8 (2)/10 (4) vs bullets

**Hindrances:** Loyal

**Edges:** Dodge

**Gear:** Kevlar vest (+2/+4), 9mm pistol (Range 12/24/48, Damage 2d6), baton (Str+1)

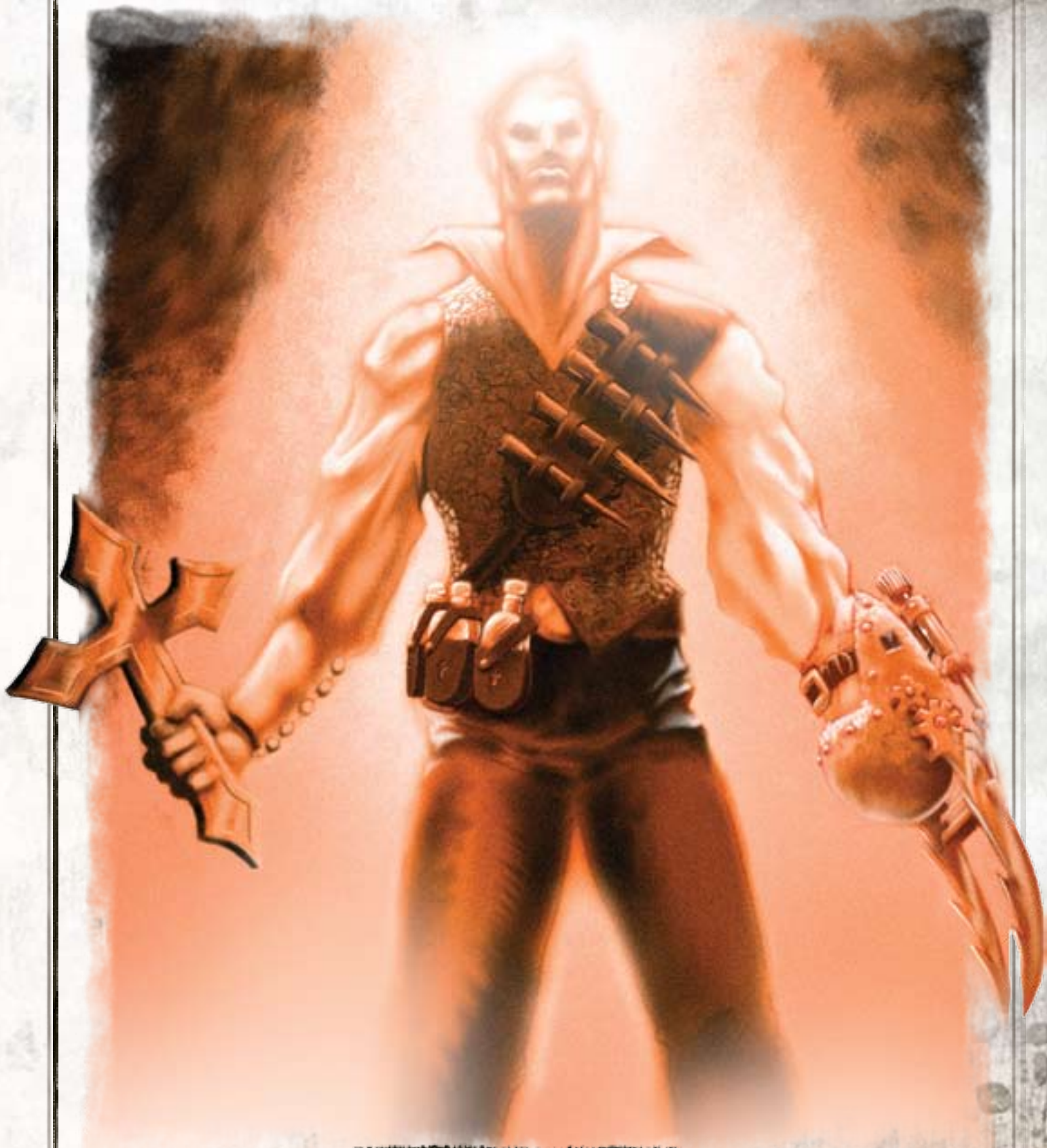
## SWAT TEAM

Most departments have a group of officers on call for the Special Weapons and Tactics team. These are highly trained officers who are often ex-military and equipped to deal with any terrorist or criminal threats (or heavily-armed characters).

**Attributes:** Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d8

**Skills:** Driving d8, Fighting d8, Shooting d8, Swimming d6, Throwing d8





CHOSEN



**Pace:** 6; **Parry:** 6; **Toughness:** 8 (2)/10 (4) vs bullets

**Hindrances:** Loyal

**Edges:** Dodge, Marksman

**Gear:** Kevlar vest (+2/+4), 9mm pistol (Range 12/24/48, Damage 2d6), SMG (range 12/24/48, Damage 2d6, ROF 3), baton (Str+1)

## CORPSE WORM SWARM

Corpse worms are 1" long red worms with a taste for flesh. Although they usually feed on carcasses, they are partial to warm, living flesh. Their bite carries a paralyzing venom. While an individual worm possess little threat to a healthy human, a swarm can render a man incapable of defending himself very quickly.

Corpse worm swarms fill a Medium Burst Template and cannot Split.

**Attributes:** Agility d10, Smarts d4(A), Spirit d12, Strength d8, Vigor d10

**Skills:** Notice d6

**Pace:** 4; **Parry:** 4; **Toughness:** 7

**Treasure:** None

**Special Abilities**

- **Bite:** Corpse worm swarms inflict hundreds of tiny bites every round to their victims, hitting automatically and causing 2d4 damage to everyone in the template (victims in completely sealed suits are immune).
- **Paralysis:** Any one Shaken or wounded must make a Vigor roll or be paralyzed for 2d6 rounds.
- **Swarm:** Parry +2; Because the swarm is composed of scores, hundreds, or thousands of creatures, cutting and piercing weapons do no real damage. Area-effect weapons work normally, and a character can stomp to inflict his damage in Strength each round. Corpse worm swarms are foiled by jumping in water.

## CORRECTOR

Sometimes people cheat death. It may be they missed a plane or bus that later crashed and killed everyone on board, or it may be they died on the operating table and were revived. Either way, death can't be cheated.

Correctors are flying monsters, like miniature dragons but without the fire. They come into existence only when death needs to correct a mistake.

**Attributes:** Agility d8, Smarts d6(A), Spirit d8, Strength d12+2, Vigor d10

**Skills:** Climbing d6, Fighting d8, Guts d8, Intimidation d8, Notice d8

**Pace:** 6; **Parry:** 6; **Toughness:** 12 (2)

**Treasure:** None

**Special Abilities**

- **Armor +2:** Thick scales.
- **Bite:** Str+2.
- **Improved Frenzy:** Correctors may make two Fighting attacks in the same round at no penalty.
- **Invisible:** Only the intended victim of a corrector can see it. Another character may detect the corrector's presence if he has a reason to look and makes a Notice roll at -6. Once detected, he may attack the foe at -6 as well.
- **Size +3:** Correctors weigh around 1500 pounds.

## CREEPING HAND

Creeping hands are animated severed hands. Three different varieties have been recorded, though all share the same traits.

The first are those of murderers. In this instance, the hand somehow reanimates after death and sets out on a murderous spree. The second belong to sorcerers who have learned how to detach their hands and send them to perform errands. Not all of these are necessarily evil. The third sort are vengeful creatures, usually belonging to accident victims who have had their hands severed but seek revenge. The hand seems to take on a will of its own, carrying out a terrible revenge on those who have wronged their former owner.

**Attributes:** Agility d10, Smarts d6(A), Spirit d10, Strength d12+2, Vigor d8

**Skills:** Climbing d10, Fighting d10, Notice d4, Stealth d10

**Pace:** 4; **Parry:** 7; **Toughness:** 4

**Treasure:** None

**Special Abilities**

- **Scuttle:** Creeping hands roll a d4 running die, instead of a d6.
- **Size -2:** Creeping hands are small creatures.
- **Small:** Attackers suffer a -2 penalty to attack a creeping hand due to its size.
- **Throttle:** A creeping hand scoring a raise on a Fighting attack has grabbed its opponent's throat. Each round the grip is maintained, the victim takes the hand's Str damage. The victim may remove the hand with a successful opposed Strength roll.

## CULTISTS

The mortal worshippers of insane gods, demons, and other supernatural entities are called cultists. Many are stark-raving mad and all are fanatically loyal to their masters, both human and inhuman.

### TYPICAL CULTIST

**Attributes:** Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

**Skills:** Fighting d6, Guts d6, Notice d6, Stealth d6



**Pace:** 6; **Parry:** 5; **Toughness:** 5

**Hindrances:** Loyal (to cult)

**Edges:** —

**Treasure:** Meager for each 5 cultists

**Gear:** Ceremonial robes, dagger (Str+1)

**Special Abilities**

- **Fanatical:** If a cultist is adjacent to a cultist leader, he takes the blow for his master. Any attack against the leader is instead made against the cultist.



## CULTIST PRIEST

At the top of every cult is the “high priest,” “grand wizard,” or some such high-titled lunatic. Most have supernatural powers, granted to them by their deity. Despite believing in the power of their “god,” they actually use arcane magic rather than invoke miracles.

The spell trappings are suggestions. Ideally, you should alter them to fit the nature of the cult the characters are facing.

**Attributes:** Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d8

**Skills:** Fighting d8, Guts d10, Notice d8, Spellcasting d10

**Pace:** 6; **Parry:** 6; **Toughness:** 6

**Hindrances:** Arrogant

**Edges:** Arcane Background (Magic), New Power, Power Points  
Powers: *Bolt* (screaming skull), *fear* (unearthly shriek), *obscure* (cloud of darkness), *puppet* (hypnotic voice), *smite* (balefire along blade), *zombie* (special powder)

**Treasure:** Worthwhile

**Gear:** Ceremonial robes, cursed dagger (Str+3 damage; wounds can only be healed naturally).



## DANSE MACABRE

A danse macabre is both a singular entity and an event. The creature itself, often called the Dance Master to differentiate it from the event it leads, is a skeletal figure clad in brightly colored robes. Although it has no capacity to breathe, it plays on a set of pipes crafted from the bones of the damned. The tune is not only spellbindingly haunting, it is deadly to mortals.

Following the Dance Master are a number of skeletons. These are its previous victims and defend their master from attack.

**Attributes:** Agility d6, Smarts d8, Spirit d12, Strength d8, Vigor d8

**Skills:** Intimidation d8, Notice d6

**Pace:** 8; **Parry:** 2; **Toughness:** 8

**Treasure:** None

**Special Abilities**

- **Dance of Death:** Each round the Dance Master plays its pipes, every creature within a Large Burst Template must make an opposed Spirit roll. On a failure, the victim becomes a member of the dance troupe and blindly dances along to the tune.

Victims may make another roll every hour to break free. Each hour they remain in the dance, they suffer a wound as their flesh rots away. A victim reaching Incapacitated dies, becoming a skeleton permanently ensnared in the dance of death.

- **Fear (-2):** Anyone seeing the danse macabre must make a Guts roll at -2.
- **earless:** Immune to Fear and Intimidation.
- **Skeletal Dancers:** Surrounding the Dance Master are 4d6 skeletons. Treat them as regular skeletons (see *Savage Worlds*).
- **Undead:** +2 Toughness. No wound penalties; Called shots to no extra damage to such creatures. +2 to recover from being Shaken. Arrows, bullets, and other piercing weapons, even magic ones, do half damage.

## DARK GODS

Whatever setting you choose, the sentient races are likely to follow gods. Some are true gods, being omnipotent beings with no true physical form, able to grant their most trusted followers special powers. Others are demigods, saints, or powerful spirits.

Yet lurking in the shadows of civilization are other types of being. Although possessed of terrible powers and worshipped as gods, these beings are not omnipotent, nor do they grant their minions powers. Indeed, most only use their followers to achieve their goals (such as summoning them to Earth), and then devour them without so much as a thought.

Dark gods are physical beings. Although immensely powerful, they are not indestructible. Whether they are super aliens, beings from another dimension, demon lords, or merely avatars of true gods is up to you.



## ARACHNOS THE MANY LEGGED

Many people are afraid of spiders. If they knew their true origin, everyone would be afraid of them. Arachnos. Mother of Spiders, takes the form of a monstrous tarantula.

Crawling across her back are thousands and thousands of small spiders—her young. Because of this, Arachnos is usually referred to as a goddess by her deranged followers.

**Attributes:** Agility d10, Smarts d6, Spirit d8, Strength d12+4, Vigor d12+2

**Skills:** Climbing d10, Fighting d8, Notice d8, Shooting d10, Stealth d8

**Pace:** 6; **Parry:** 6; **Toughness:** 22 (3)

**Treasure:** None

**Special Abilities**

- **Armor +3:** Chitinous shell.
- **Bite:** Str+2.
- **Fear (-4):** Anyone seeing the creature must make a Guts roll at -4.





## DANSE MACABRE

- **Fearless:** Immune to Fear and Intimidation.
- **Gargantuan:** Heavy Armor. Creatures add +4 when attacking the body of Arachnos due to her great size. Add Size to damage when crushing but subtract Size of victim.
- **Hardy:** If Shaken, further Shaken results have no effect.
- **Improved Arcane Resistance:** +4 Armor versus magic, and +4 to rolls made to resist magic effects.
- **Poison (-4):** The bite of the spider causes instant death for those who fail their Vigor roll.
- **Regeneration (Slow):** Arachnos makes a natural healing roll every day.
- **Size +10:** Arachnos is over 60' across.
- **Swarm:** Each round, Arachnos may release a swarm of her young. These fill a Large Burst Template. Use the Swarm stats. She may release a maximum of 10 swarms. If a swarm is killed, she births more young at the rate of one swarm per week.
- **Webbing:** Arachnos can cast webs from her thorax that are the size of Large Burst Templates. This is a Shooting roll with a range of 10/20/40. Anything in the web must cut or break their way free (Toughness 7 per 1"). Webbed characters can still fight, but all physical actions are at -4.



## CRAZALPHASALIUS, THE FIRE STORM

Crazalphasalius is aptly titled. His form is that of a vast fire ball of no fixed dimensions. It ebbs and flows to its own tide, engulfing everything it touches in searing flame. Few materials can withstand his fiery wrath for long.

His other titles include the Living Flame, the Howling Inferno, Purifying Flame, and the Burning Maelstrom.

**Attributes:** Agility d8, Smarts d6, Spirit d10, Strength d10, Vigor d12+8

**Skills:** Fighting d6, Intimidation d12, Shooting d10

**Pace:** 10; **Parry:** 5; **Toughness:** 22

**Treasure:** None

### Special Abilities

- **Engulf:** Crazalphasalius fills an area some 12" in diameter. Objects within this template take 2d10 damage per round, +1 per 1" they are inside his body. They have a chance of catching fire.
- **Fear (-4):** Anyone seeing the creature must make a Guts roll at -4.



- **Fireball:** Crazalphasalius can spit three fireballs each round without incurring a multi action penalty. They are aimed using Shooting. Range: 50/100/200, Damage: 2d10 damage (with a chance of the victim catching fire), Large Burst Template. Heavy Weapon.
- **Fearless:** Immune to Fear and Intimidation.
- **Gargantuan:** Creatures add +4 when attacking the body of Crazalphasalius due to its great size.
- **Hardy:** If Shaken, further Shaken results have no effect.
- **Improved Arcane Resistance:** +4 Armor versus magic, and +4 to rolls made to resist magic effects.
- **Invulnerability:** Immune to all forms of attack other than water-based ones.
- **Size +10:** Crazalphasalius averages 80' in width.
- **Weakness (Water):** Crazalphasalius can only be harmed by water-based attacks. A bucket of water inflicts 1d6 damage, whereas a fire hose causes 3d6 damage.



## JJRIKILLIMSG THE HOWLER OF TRUTH

Jjrikillimsg is mad. Not just slightly off his rocker, but totally and utterly mad in a way no mortal can ever hope to understand or emulate. His titles include such epithets as the Insane, One Without True Form, Revealers of Secrets, and Enlightener of Closed Minds.

If it has a true form, no one has ever recorded it. Jjrikillimsg flits between many form, changing so rapidly that the human eye cannot keep up. Every now and then, however, he pauses in one form just long enough for the brain to analyze what it has seen. Madness usually follows shortly afterward.

**Attributes:** Agility d8, Smarts d4(A), Spirit d12, Strength d12+2, Vigor d12+4

**Skills:** Fighting d8, Intimidation d12, Notice d6

**Pace:** 8; **Parry:** 6; **Toughness:** 18

**Treasure:** None

### Special Abilities

- **Fear (-6):** Anyone seeing the creature must make a Guts roll at -6.
- **Fearless:** Immune to Fear and Intimidation.
- **Hardy:** If Shaken, further Shaken results have no effect.
- **Howl:** Once per round, Jjrikillimsg emits an unearthly, howling babble. This counts as an action. Everything within a Large Burst Template centered on the god must make a Spirit roll. A failure causes the victim to lose his mind, permanently lowering his Smarts and Spirit by 1 die. If either reaches zero, the victim is insane and becomes an NPC.
- **Huge:** Creatures add +4 when attacking the body of Jjrikillimsg due to its great size.
- **Improved Arcane Resistance:** +4 Armor versus magic, and +4 to rolls made to resist magic effects.
- **Insane:** A character trying to affect Jjrikillimsg's mind through arcane powers, such as *puppet*, automatically fails his opposed roll. Contact with the insane creature also causes the arcane

## DARK GODS

As it says in the text, dark gods may be super aliens, avatars of gods, or demon lords. What they're not are easy creatures to fight. Stick one of these against your group of Novice characters and a bloodbath is the only result. Any dark god should be a challenge for even a group of Legendary characters.

Although we've created some sample dark gods, you may wish to create some of your own or convert your favorite god/demon lord from another setting.

These are no firm and fast rules for this, but here are some handy tips on the sorts of Special Abilities every dark god should possess.

- **Fear:** Most dark gods are abominations and the mere sight of one can drive a mortal insane. As a minimum, dark gods should have a Fear rating of -6. Feel free to crank this as high as -10 for a truly foul entity.
- **Fearless:** As far as dealing with mortals goes, all dark gods should be Fearless. Dark gods are unlikely to encounter each other.
- **Hardy:** Dark gods are either too big or too alien in their physiology to be wounded by cumulative Shaken results.
- **Improved Arcane Resistance:** Whether or not gods use magic, their bodies and minds are alien to humans.
- **Regeneration:** Dark gods are not easily vanquished. Most should have some form of Regeneration, preferably the Fast variety.
- **Size:** A human-size dark god can be scary, it can even be Hardy, but its also got a low Toughness, which makes it easily killable. If possible, make the creature Gargantuan, as this gives it Heavy Armor.
- **Weapons:** The weapon of a dark god should have the capacity to kill even a Wild Card in a single blow. Those that use natural weapons should be augmented by a Strength rating comparable to that of their Size. For those that prefer ranged weapons, the minimum damage should be 2d10.

Of course, there's nothing stopping you from having a dark god cause instant death. Any creature struck either has to make a Vigor or Spirit roll with a suitable penalty, both depending on the god, or drop dead.

character to make a Spirit roll at -6 or become a gibbering idiot for 2d6 rounds. During this time he acts as if Shaken and runs around randomly. Roll a d12 to determine his direction each round. He moves his full Pace (as reduced by being Shaken).

- **Natural Weapons:** Str+3. The dark god always has some form of weapon, be it claws, teeth, a multiple barbed tail, or whatever.
- **Size +8:** Jjrikillimsg's form varies, but averages around 30' tall.





## TODOTO, THE MUTATOR

Todoto takes the form of a huge giant, with dark green skin. His skin bubbles and writhes, as if some unholy force were fighting for release.

Todoto is a chaos god, warping life through the power of his blood. Nothing is safe from his corruption, and once corrupted, his victims can never be returned to their normal form. Be warned: introducing Todoto into a game is a recipe for a total party kill!

As with most dark gods, Todoto has many titles, including the Spawner, Chaos Breeder, Dark Warper, and the Unholy Shaper.

**Attributes:** Agility d6, Smarts d6, Spirit d10, Strength d12+6, Vigor d12+4

**Skills:** Fighting d12, Notice d8

**Pace:** 8; **Parry:** 8; **Toughness:** 20

**Treasure:** None

### Special Abilities

- **Blood Spray:** Any wound caused to Todoto causes a fountain of blood to spray from his warped body. Place the thin end of a Cone Template on Todoto, facing toward the direction the damage came from. Any character under the template must make an Agility roll or be struck by the blood (see below).
- **Fear (-4):** Anyone seeing the creature must make a Guts roll at -4.
- **Fearless:** Immune to Fear and Intimidation.
- **Gargantuan:** Heavy Armor. Creatures add +4 when attacking the body of Todoto due to its great size. Add Size to damage when crushing but subtract Size of victim.
- **Hardy:** If Shaken, further Shaken results have no effect.
- **Improved Arcane Resistance:** +4 Armor versus magic, and +4 to rolls made to resist magic effects.
- **Mutating Blood:** Any creature struck by Todoto's blood must make a Vigor roll at -2 or be transformed into a Minion of Todoto (see below). The process takes one round, during which time the victim can take no action. The process is irreversible.
- **Regeneration (Fast):** Todoto makes a natural healing roll every round.
- **Size +10:** Todoto is over 70' tall.

## MINION OF TODOTO

Those unfortunate souls sprayed with Todoto's blood become twisted and warped. No two forms are the same. Some may grow extra limbs or tentacles, others turn inside out, transform into an unholy blend of man, plant, and animal, while some become putrescent blobs of jelly. Minions are loyal to Todoto, though he has no special powers to control their actions.

**Attributes:** Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

**Skills:** Fighting d6, Guts d10, Intimidation d8, Notice d6,

Stealth d6

**Pace:** 6; **Parry:** 6; **Toughness:** 6

**Treasure:** Whatever they have in life (usually Meager)

### Special Abilities

- **Fear:** Anyone seeing a Minion must make a Guts roll.
- **Natural Weapons:** Minions have a variety of attacks including bite, claws, tentacle slaps, and tails. All inflict Str+1 damage.



## VRALKRESH OF THE THOUSAND MAWS

Vralkresh is a monstrous-sized bag of pulsating jelly, with blood red segments mixing with ichor green, putrefying blue, and all manner of other vile colorations.

When lying dormant, Vralkresh has no discernible features. Once awakened, however, a throng of slimy tentacles, each tipped with a grasping mouth, sprouts from his gelatinous form.

Vralkresh is known by many other names, including Lord of Many Mouths, He Who Feeds Endlessly, and the Slithering Maw.

**Attributes:** Agility d6, Smarts d6, Spirit d12, Strength d12+8, Vigor d12+4

**Skills:** Fighting d12, Notice d8

**Pace:** 8; **Parry:** 8; **Toughness:** 26 (4)

**Treasure:** None

### Special Abilities

- **Armor +4:** Gelatinous body.
- **Fear (-4):** Anyone seeing the creature must make a Guts roll at -4.
- **Fearless:** Immune to Fear and Intimidation.
- **Gargantuan:** Heavy Armor. Creatures add +4 when attacking the body of Vralkresh due to its great size. Add Size to damage when crushing but subtract Size of victim.
- **Hardy:** If Shaken, further Shaken results have no effect.
- **Improved Arcane Resistance:** +4 Armor versus magic, and +4 to rolls made to resist magic effects.
- **Improved Frenzy:** Vralkresh makes two Fighting attacks against every opponent within 2" of him each round without incurring a multi action penalty.
- **Regeneration (Fast):** Vralkresh makes a natural healing roll every round.
- **Size +12:** Vralkresh is over 100' wide.
- **Tentacles:** Str+3. Each tentacle has a single wound, but damaging a tentacle causes no harm to Vralkresh. Vralkresh can sprout a new tentacle to replace a damaged one as a free action.

## DARK MAN

Although often referred to as "the" Dark Man, evidence suggests that this creature is not a unique entity. A dark man is a humanoid figure of inky darkness with no visible facial features.



A dark man is a source of pure necromantic energy, and its power lies in its ability to boost undead. As such, they are never summoned except to “lead” a host of undead. Their abilities work on Wild Card undead as well as Extras.

**Attributes:** Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d10

**Skills:** Fighting d6, Notice d6, Stealth d12+2

**Pace:** 6; **Parry:** 5; **Toughness:** 7

**Treasure:** None

#### Special Abilities

- **Boost Undead:** Any undead within 5” adds +1 to recover from being Shaken, Fighting damage rolls, and Toughness.
- **Fear:** Anyone seeing the creature must make a Guts roll.
- **Fearless:** Immune to Fear and Intimidation.
- **Immunity:** A dark man is immune to all non-magical attacks.
- **Improved Arcane Resistance:** +4 Armor versus magic, and +4 to rolls made to resist magic effects.
- **Necromantic Surge:** A dark man may spend a benny to send forth a wave of necromantic energy. This fills a Large Burst Template centered on the creature. Any Shaken undead within the template automatically recover and may act on their action card. In addition, Wild Card undead automatically recover one wound. Supernatural good creatures caught in the template must make a Vigor roll at -2 or suffer a wound.

## DEFORMED MINION

Every mad scientist or cult leader has a trusty sidekick, and they’re usually deformed in some way. Deformed minions are fanatically loyal to their master.

**Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d10, Vigor d8

**Skills:** Climbing d6, Fighting d8, Guts d8, Intimidation d6, Notice d6, Stealth d6, Taunt d6

**Pace:** 4; **Parry:** 6; **Toughness:** 5

**Treasure:** None

**Gear:** Knife (Str+1)

#### Special Abilities

- **Fanatical:** Minions go berserk, as per the Edge, if they see their master take a wound.
- **Lame:** Minions roll a d4 running die instead of a d6.
- **Size -1:** Minions are usually stunted or twisted.

## DEMON/DEVIL

Demons and devils (the term is interchangeable) may be minions of Hell or servants of evil gods, depending on your setting.

Regardless of their origin, they are supernatural evil beings completely devoid of positive qualities, though some feign good virtues to lure unwary prey to their doom.

## EXISTING MONSTERS & THE TREASURE TABLE

If you’ve decided to use the Treasure Table, you might be asking what entry line horror creatures from the main rules use. Here’s a suggestion. As usual, feel free to change the entries to suit your specific setting.

- **Liche:** Treasure Trove in lair and a minimum of 3 relics.
- **Skeleton:** Usually none, but you might allow Meager for every five.
- **Vampire, Ancient:** Rich in lair, with a minimum of 2 relics.
- **Vampire, Young:** Meager.
- **Werewolf:** Worthwhile, in lair.
- **Zombie:** Usually none, but you might allow Meager for every three.

Monsters taking from the *Fantasy Bestiary Toolkit* retain the same Treasure entry as in that volume.

Demons speak many languages, including a demonic tongue rarely spoken by mortals not involved with the dark arts. Whether they bother to talk to lowly mortals is a matter of personal choice

## CHAIN DEMON

Stories of ghosts rattling changes are common enough. In truth, however, the cause of the noise is not an ethereal spirit, but a demon. Chain demons take the form of a shrouded figure wrapped in heavy chains.

**Attributes:** Agility d10, Smarts d6, Spirit d6, Strength d10, Vigor d8

**Skills:** Fighting d8, Guts d6, Notice d6, Stealth d4

**Pace:** 6; **Parry:** 6; **Toughness:** 6

**Treasure:** None

#### Special Abilities

- **Chains:** Str+1, Reach 1.
- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks except for cold iron.
- **Entangle:** Rather than cause damage, a chain demon can attempt to ensnare foes. If it succeeds at a Touch Attack, its foe suffers a -2 penalty to Pace and skills linked to Agility and Strength. A raise restrains the target fully. He cannot move or use any skills linked to Agility or Strength. Each following round, the victim may make an Agility or Strength roll to break free.
- **Fear:** Anyone seeing the creature must make a Guts roll.
- **Frenzy:** Chain demons may make two Fighting attacks each round at -2.



- **Improved Sweep:** Chain demons can attack all adjacent foes with a single Fighting roll.
- **Weakness (Cold Iron):** Demons take normal damage from cold iron weapons.



## DEMON WORM

Summoned from the depths of Hell, demon worms are actually more akin to slugs. Their mottled green skin drips with foul ichor, and leaves a slimy trail wherever they go. Unlike a slug, however, they have a vast, round mouth full of needlelike teeth, surrounded by a mass of writhing tentacles.

Some cultists worship them as gods, though are far from omnipotent and can bestow no powers to their misguided followers.

**Attributes:** Agility d6, Smarts d4(A), Spirit d10, Strength d12+10, Vigor d10

**Skills:** Fighting d6, Guts d8, Intimidation d10, Notice d10, Stealth d6

**Pace:** 6; **Parry:** 5; **Toughness:** 19 (4)

**Treasure:** None

### Special Abilities

- **Armor +4:** Thick layers of fat.
- **Bite:** Str+3
- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks except for cold iron.
- **Fear (-2):** Anyone seeing the creature must make a Guts roll at -2.
- **Hardy:** The creature does not suffer a wound from being Shaken twice.
- **Huge:** Attackers add +4 to their Fighting or Shooting rolls when attacking a worm due to its size.
- **Size +8:** Demon worms are usually well over 30' long and 10' or more in diameter.
- **Slam:** Demon worms attempt to rise up and crush their prey beneath their massive bodies. This is an opposed roll of the creature's Fighting versus the target's Agility. If the worm wins, the victim suffers 4d6 damage.
- **Tentacles:** A demon worm may make up to four attacks each round. On a raise, the creature has grappled the victim. A entangled victim may only attempt an opposed Strength roll each round to escape. Once grappled, the demon worm does its Strength damage automatically by rending with its teeth. A victim killed by a demon worm's tentacles is usually devoured.
- **Weakness (Cold Iron):** Demons take normal damage from cold iron weapons.

## DEMONIC STEED

Demonic steeds are primarily used by demons to travel around Hell. Rarely, they are gifted to loyal mortals to use as they will. Demonic steeds are jet black, with red eyes. Their bit and

bridle are made from twisted, barbed wire, and their horseshoes hammered in with nails made from the ribs of sinners.

**Attributes:** Agility d6, Smarts d6(A), Spirit d6, Strength d12+2, Vigor d10

**Skills:** Fighting d8, Guts d10, Notice d6

**Pace:** 10; **Parry:** 6; **Toughness:** 10 (3)

**Treasure:** None

**Gear:** Some necromancers give their nightmares barding (+3)

### Special Abilities

- **Fleet Footed:** Demonic steeds roll a d8 for their running die.
- **Kick:** Str+2.
- **Rider Empathy:** If the rider of a demonic steed is evil, whether mortal or supernatural, he gains +2 to Riding rolls. Should he be good, he suffers a -4 penalty and the steed attempts to dismount him at every opportunity.
- **Size +3:** Demonic steeds weigh between 800 and 1000 pounds.

## GLUTTONY DEMON

Gluttony demons have the bodies of large, bloated toads, and the limbs of a pig. So obese are they, their body actually wobbles from side to side, like a vast jelly being shaken.

Their jaw can expand wide enough to swallow a man-sized object in a single gulp. Their appetite is endless, and they can swallow an unlimited number of foes during a single combat.

**Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d12, Vigor d10

**Skills:** Fighting d8, Guts d8, Intimidation d10, Notice d6, Stealth d6

**Pace:** 5; **Parry:** 6; **Toughness:** 12

**Treasure:** None

### Special Abilities

- **Bite:** Str+2.
- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks except for cold iron.
- **Fear (-2):** Anyone seeing the creature must make a Guts roll at -2.
- **Large:** Attacks are +2 to attacks roll against the demon due to its size.
- **Obese:** Gluttony demons roll a d4 running die, instead of a d6.
- **Size +4:** Gluttony demons are the same size as small elephants.
- **Swallow:** A gluttony demons scoring a raise on its Fighting roll has swallowed its prey. The victim suffers 2d6 damage per round and is immobile. He can be released only when the demon is dead.
- **Weakness (Cold Iron):** Demons take normal damage from cold iron weapons.

## LIBRARIAN

While it's doubtful that many demon lords have libraries, these unusual demons are the scholars of the underworld. The





DEMONWORM



# HORROR BEASTIARY TOOLKIT

epithet, perhaps given in jest, has become common parlance.

Librarians are tall, blue-skinned humanoids with red eyes. Their heads are completely bald, and runes of power and knowledge are burned into their skull. When traveling in mortal realms, they wear heavy cowl'd cloaks to conceal their appearance.

Unusually for a denizen of Hell, librarians seem quite willing to help mortals in return for a small reward, such as a relic or a tome of knowledge. What use they have for these items in Hell is anyone's guess.

**Attributes:** Agility d6, Smarts d12, Spirit d10, Strength d8, Vigor d8

**Skills:** Fighting d4, Investigation d12, Knowledge (Any one) d12+2, Knowledge (Any two) d12, Knowledge (All others) d10, Notice d8, Stealth d10, Taunt d8

**Pace:** 6; **Parry:** 4; **Toughness:** 6

**Treasure:** Rich, but always three relics.

## Special Abilities

- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks except for cold iron.
- **Scholar:** Librarians apply the Scholar Edge to all their Knowledge skills.
- **Size +1:** Librarians are taller than humans.
- **Weakness (Cold Iron):** Demons take normal damage from cold iron weapons.

## PAZUZU

Pazuzu have the head of a man with a lion's mane, leonine claws on its hands and feet, the wings of an eagle, and a scorpion's tail.

When on Earth they prefer hot, dry climates. They are said to be masters of illusion, and desert nomads believe mirages are their work.

They enjoy cruel and often lethal pranks. One common trick is to appear to desert travelers as a nomad. It then questions them about how much water they have. If they are low, it offers to lead them to an oasis in return for money. In reality, it leads them deeper into the desert, and then abandons them to await a lingering death. Once its victims have died, it returns to feast on their flesh.

**Attributes:** Agility d6, Smarts d10, Spirit d8, Strength d12+2, Vigor d10

**Skills:** Fighting d8, Notice d8, Persuasion d10, Stealth d8, Taunt d12

**Pace:** 6; **Parry:** 6; **Toughness:** 9

**Treasure:** None

## Special Abilities

- **Claws:** Str+2.
- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks except for cold iron.
- **Fear:** Anyone seeing the creature must make a Guts roll.
- **Flight:** Flying Pace 12", Climb 3".
- **Illusory Appearance:** Pazuzu can assume the form of a

human (or nonhuman if your setting allows such races).

- **Improved Frenzy:** A pazuzu in the air may make two Fighting attacks each round at no penalty.
- **Size +2:** Pazuzu stand over 9' high.
- **Untrickable:** Pazuzu are masters of deception and are not subject to Tests of Will.
- **Weakness (Cold Iron):** Demons take normal damage from cold iron weapons.

## PLAGUE DEMON

Plague demons are followers of Beelzebub, the Lord of the Flies. They have haunted mankind for millennia, spreading sickness and disease wherever they go.

They resemble humans (or any other race if you're playing a fantasy or sci-fi horror game), but are covered in weeping sores, pus-filled boils, and are always surrounded by a dark halo of flies.

**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

**Skills:** Fighting d6, Guts d8, Intimidation d8, Notice d6, Stealth d6

**Pace:** 6; **Parry:** 5; **Toughness:** 6

**Treasure:** None

## Special Abilities

- **Claws:** Str+1.
- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks except for cold iron.
- **Disease (-2):** Anyone touched by a plague demon who fails a Vigor roll catches a virulent plague. Each day thereafter, they must make a Vigor roll or lose one die of Strength and Vigor. If either attribute reaches zero, the victim dies. On a roll of 1 on any Vigor roll, regardless of Wild Die, the disease becomes contagious. Any one the victim physically contacts must also make a Vigor roll or catch the disease. A Healing roll at -4 may be attempted each day to cure the disease. Reduced attributes return at the rate of one die per week.
- **Fear (-2):** Anyone seeing the creature must make a Guts roll at -2.
- **Halo of Flies:** The swarm of flies around a plague demon make it hard to hit. Attackers suffer a -2 penalty to all attack rolls.
- **Weakness (Cold Iron):** Plague demons take normal damage from cold iron weapons.

## POSSESSOR

In their natural form, possessors are dark shadows of discernible shape. They drift like clouds, changing form in response to an imaginary wind.

Possessors exist only to possess mortal hosts and use them as puppets to wreak havoc and misery. Although they can possess alert and awake victims, possessors prefer to infest those who are sleeping, if only to keep their presence a secret.

**Attributes:** Agility d6, Smarts d6, Spirit d10, Strength d6, Vigor d6

**Skills:** Notice d6, Stealth d10, Taunt d12



**Pace:** 6; **Parry:** 2; **Toughness:** 5

**Treasure:** None

#### Special Abilities

- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks except for cold iron.
- **Ethereal:** Cannot be harmed by normal attacks. Take normal damage from magic items and weapons, cold iron weapons, and supernatural powers.
- **Exorcism:** A possessor demon can be exorcised by a character with the Holy Warrior Edge. This requires an opposed Spirit roll. On a success, the demon is forced from its host and cannot try to repossess them for a year and a day. It's free to pick another target, however.
- **Possession:** A possessor moving adjacent to a character can try to possess him. This requires an opposed Spirit roll. With a success, the demon is now inside the body. The demon can assume control of the body using the *puppet* power. It uses Spirit as its arcane skill and has 30 Power Points for this purpose. Unlike the standard *puppet* power, a possessor can make his host kill his friends and commit heinous acts without giving the host chance to resist.
- **Weakness (Cold Iron):** Demons take normal damage from cold iron weapons.

## REVEALER

Not all fallen angels were members of Lucifer's renegade legion. Back before the Flood, angels wandered the Earth. Some grew attached to a particular mortal and questioned their future, pondering what God had written in the Book of Life. So they snuck a look, and were banished from Heaven for their crime. Or so the myth goes.

Revealers wear the long, cowl'd robes of a librarian demon, but are a different species altogether. Indeed, there is nothing tangible, or visible, beneath their cloak.

Whereas librarians prefer to research answers, revealers, having seen the Book of Life, are blessed, and cursed, with knowledge of all things. Their services do not come cheap, however. A minimum of one relic of at least \$3000 value must be paid for each question asked of them.

A revealer will only answer one question per fee. So, for example, if a character pays the fee and asks, "Where is the Book of Doom, and what creatures guard it?" the revealer will only answer the first part of the question.

**Attributes:** Agility d6, Smarts d10, Spirit d10, Strength d6, Vigor d6

**Skills:** Fighting d4, Notice d12, Stealth d10

**Pace:** 6; **Parry:** 4; **Toughness:** 5

**Treasure:** None

#### Special Abilities

- **Death Vision:** The only tangible aspect of a revealer is its cloak. Anyone pulling aside the cloak sees the image of their own death as it will come to pass. The character must make a

Guts check at -4.

- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks except for cold iron.
- **Ethereal:** Cannot be harmed by normal attacks. Take normal damage from magic items and weapons, cold iron weapons, and supernatural powers.
- **Reveal:** For a fee, a revealer will answer one question to the best of its ability. Although it can discern the future, it cannot make guarantees about the veracity of its vision as the future is subject to the whims of fate. Neither is it truly omnipotent.
- **Weakness (Cold Iron):** Demons take normal damage from cold iron weapons.

## SEDUCER

Whereas incubi and succubi seduce mortals to feed on their life energy, seducer demons work at corrupting the soul. They favor the innocent. Although harder to corrupt, the end result is worth the long game.

Seducers work by approaching mortals and asking what they want. Through their demonic contacts, they can grant almost any wish, though it takes time for grandiose requests (such as becoming king). Seducer's are subtle creatures—they don't walk around saying, "Who wants to be king?" They work slowly, and the player may never know who his mysterious patron really is.

If a target wants a higher Strength, the seducer might reveal where a magic ring with *boost Strength* in it can be found. If he wants a position of power, the demon opens doors of opportunity. Maybe a manager in the character's company dies and he gets promoted one step up the ladder. Whatever gift is asked for, the demon will always fulfill the minimum it has to in order to honor the agreement.

Let's assume a character wants to be king. Rather than just warping reality and making it happen, the seducer works along a plan that will take many steps (each one a separate gift). First, he arranges for the character to attend a party at which the king's only daughter (who's single) is attending (gift #1).

She blows him off, so the seducer offers to make the character more attractive or charismatic (gift #2). The king gets wind of the blossoming relationship and forbids his daughter from seeing the commoner. Hey presto, the seducer produces paperwork to prove the character's noble title. It's a lapsed one, but it's still valid (gift #3).

The king, however, shows no signs of dying any time soon. The seducer arranges for the king to meet a nasty accident (gift #4). This is a simplified path, but it shows how the seducer works—small steps, each a step on the path to eternal damnation.

Although many GMs may be loath to start handing out bundles of cash, powerful relics, or positions of power, seducers don't understand game mechanics. Mortal life is temporary, and at the end of the day, the ranks of Hell will be swelled by another greedy soul.



Seducers can appear in any form they wish, though they are usually attractive. Their native form is humanoid, but has a snake's head and scaly skin. They are servants of the demon princes of material greed, jealousy, lust, and pride.

**Attributes:** Agility d6, Smarts d12, Spirit d12, Strength d8, Vigor d8

**Skills:** Fighting d6, Guts d10, Intimidation d8, Notice d8, Persuasion d12+2, Streetwise d12, Taunt d10

**Charisma:** +4; **Pace:** 6; **Parry:** 5; **Toughness:** 6

**Treasure:** None, but it has access to an unlimited hoard

## Special Abilities

- **Charismatic:** Seducers are both Attractive and Charismatic in their mortal guise.
- **Corruption:** Every gift a mortal accepts from a seducer corrupts him. Each time he accepts a gift, no matter how small, the victim must make a Spirit roll with a penalty of -1 per previous gift he has accepted.  
On a failure, the victim gains the Greedy (Minor) Hindrance, or Major if he has the minor version already. Should he already have the Major Hindrance, he loses 1 point of Charisma instead.  
If the Spirit roll is 1 or lower, regardless of the Wild Die, the victim becomes totally corrupt. He gains the Greedy (Major), Mean, and Vengeful (Major) Hindrances. He's also damned his soul for eternity.
- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks except for cold iron.
- **Fear:** Anyone seeing the creature in its natural form must make a Guts roll.
- **Weakness (Cold Iron):** Demons take normal damage from cold iron weapons.

## SPINED DEMON

Spined demons are hunched humanoids with scaly skin covered in short, sharp spines. They have no visible facial features, yet have little difficulty detecting their foes.

**Attributes:** Agility d8, Smarts d6, Spirit d8, Strength d12, Vigor d8

**Skills:** Climbing d10, Fighting d10, Guts d8, Intimidation d10, Notice d6, Shooting d10, Stealth d8

**Pace:** 6; **Parry:** 7; **Toughness:** 6

**Treasure:** None

## Special Abilities

- **Claws:** Str+2.
- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks except for cold iron.
- **Fear:** Anyone seeing the creature must make a Guts roll.
- **Spines:** Anyone who grapples or is grappled by a spined demon suffers 2d6 damage per round from its spines.
- **Volley of Spines:** Each round, a spine demon may launch a volley of sharp spines in a Cone Template. Everyone under the

template must make an opposed Agility vs Shooting roll of suffer 2d6 damage.

- **Weakness (Cold Iron):** Demons take normal damage from cold iron weapons.

## DEVILKIN

Although Satanists often claim to have summoned the Devil, Lucifer is too powerful to answer to the beck and call of mortals. The creature summoned by these misguided fools is actually a devilkin, a minor minion of the Devil. Devilkins are humanoid, but have cloven hooves and the head of a goat.

**Attributes:** Agility d8, Smarts d10(A), Spirit d8, Strength d8, Vigor d8

**Skills:** Fighting d6, Guts d10, Intimidation d8, Notice d6, Spellcasting d8, Stealth d6

**Pace:** 6; **Parry:** 5; **Toughness:** 6

**Treasure:** None

## Special Abilities

- **Fear:** Anyone seeing the creature must make a Guts roll.
- **Kick:** Str+1.
- **Powers:** Devilkin have 20 Power Points and know the following spells: *barrier* (invisible wall), *bolt* (fiery bolts from eyes), *detect/conceal arcana* (word of power), *fear* (curses), *obscure* (cloud of darkness), *puppet* (hypnotic gaze), and *stun* (word of power).

## DHAMPYR

Among the Slavonic Gypsies, it is believed that a vampire can sire a child with a mortal. Despite what Hollywood would have us believe, dhampirs do not possess the strengths of a vampire without its weaknesses. They are mortal beings, though they do have one special power.

Dhampirs, it is said, have the ability to detect vampires. Many hired themselves out as vampire hunters and earned a decent living. The last known dhampir was operating as late as the 1950's in Eastern Europe.

**Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

**Skills:** Climbing d6, Fighting d8, Guts d10, Intimidation d6, Notice d6, Shooting d8, Stealth d8, Tracking d6

**Pace:** 6; **Parry:** 6; **Toughness:** 6

**Hindrances:** —

**Edges:** Combat Reflexes

**Treasure:** Worthwhile

**Gear:** Sword (Str+3), stake (Str+1), pistol or crossbow (depending on era), crucifix

## Special Abilities

- **Sense Vampire:** Dhampirs can use the *detect arcana* power to detect vampires. They use their Spirit as their arcane skill and have 10 Power Points. They cannot use *conceal arcana* at all, nor may they use *detect* for any other purpose.



# DISMEMBERED CORPSE

When first encountered, a dismembered corpse looks exactly like a zombie. However, after they take their first wound, they fly apart into four limbs, a torso, intestines, and a head—each acting as an independent entity.

The various parts remain at a height as if they were attached to the body, rather than crawl on the ground. Each part moves at the creature's full Pace. Each part of the corpse must be adjacent to at least one other piece, or it becomes inanimate until a piece moves adjacent.

**Attributes:** Agility d6, Smarts d4, Spirit d4, Strength d8, Vigor d8

**Skills:** Fighting d6, Notice d4, Stealth d6

**Pace:** 6; **Parry:** 5; **Toughness:** 8 (7 for each part)

**Treasure:** Meager

## Special Abilities

- **Fear (-1):** Anyone seeing the dismembered corpse after it has separated must make a Guts roll at -1.
- **Fearless:** Immune to Fear and Intimidation.
- **Immunity:** The first wound a dismembered corpse takes causes it to separate, but causes no actual damage.
- **Separate Limbs:** Each limb acts as an independent character. Thus, the fiend can make seven attacks a round without incurring a multi action penalty. Treat each limb as an Extra. Only by destroying all seven parts can the corpse be vanquished.
- **Head:** Head butt for Str damage.
- **Torso:** Slam for Str damage.
- **Intestines:** Grapple.
- **Arms (2):** Claws for Str+2 damage.
- **Legs (2):** Claws for Str+1 damage.
- **Size-1:** After the corpse has divided, each part is a smaller target.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; No additional damage from called shots; Piercing weapons do half damage; Immune to disease and poison.



# DRAUGR

Draugr are a form of undead known to the Vikings. Necromancers are the most likely to rise as draugr, although sometimes the gods curse evil individuals to suffer the fate. Despite being zombie-like in appearance, draugr are intelligent and quick moving. Former spellcasters raised as draugr cannot wield magic, but their supernatural powers more than compensate.

**Attributes:** Agility d8, Smarts d8, Spirit d10, Strength d12+4, Vigor d10

**Skills:** Fighting d8, Intimidation d10

**Pace:** 8; **Parry:** 6; **Toughness:** 9

**Treasure:** Worthwhile, in lair.

## Special Abilities

# DHAMPIR CHARACTERS

The special ability of a dhampir (a half vampire) can easily be turned into an Edge, if you want to allow such creatures in your setting.

Although on Earth dhampirs are, obviously, human, in a fantasy or sci-fi setting they can belong to any race.

# DHAMPIR (BACKGROUND EDGE)

## Requirements: Novice

Dhampirs can use the *detect arcana* power to detect vampires.

They use their Spirit as their arcane skill and have 10 Power Points. They cannot use *conceal arcana* at all, nor may they use *detect* for any other purpose.

If the character takes an Arcane Background, he may use his arcane Power Points to power this ability, but he may not use the Power Points from this Edge to power any other arcane powers.

- **Claws:** Str+1.
- **Fear (-2):** Anyone seeing the blackened, decaying corpse must make a Guts roll at -2.
- **Fearless:** Draugr are immune to Fear and Intimidation.
- **Invulnerability:** Draugr can be Shaken by weapons and magic, but only take wounds from being grappled.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; No additional damage from called shots; Piercing weapons do half damage; Immune to disease and poison.
- **Weakness (Grappling):** Defeating a draugr requires a hero to grapple them. Unlike a regular grapple, draugr suffer damage equal to the attacker's Strength each round the grapple is maintained.



# DREAD LICHE

Liches are considered by many to be the most powerful undead. The dread liche, however, is an even more abominable creation. Created using even darker magic than that used for regular liches, dread liches are true leaders of the undead.

Aside from having greater magic and enhanced control over lesser undead, they can avoid destruction by transferring their essence to lesser undead.

**Attributes:** Agility d6, Smarts d12+2, Spirit d12, Strength d10, Vigor d10

**Skills:** Fighting d10, Guts d12, Intimidation d12, Knowledge (Battle) d10, Knowledge (Occult) d12+2, Notice d10,



Spellcasting d12

**Pace:** 6; **Parry:** 7; **Toughness:** 15 (6)

**Treasure:** Treasure Trove in lair (no relics)

**Gear:** Magic armor (+6), bane greatsword (Str+1d10), 1+1d4 relics

## Special Abilities

- **Damned Leader:** Non Wild Card undead within 5" add +1 to recover from being Shaken and +1 to Fighting damage rolls.
- **Death Touch:** Liches drain the lives of those around them with a touch. Instead of a normal attack, a liche may make a touch attack. Every raise on its Fighting roll automatically inflicts one wound to its target. An Incapacitated victim must make a final Vigor roll or join the ranks of the damned as a zombie 1d4 rounds later.
- **Fear:** Anyone seeing the creature must make a Guts roll.
- **Immunity:** Dread liches can only be harmed by magical attacks.
- **Spells:** Liches have 65 Power Points and know most every spell available.
- **Transfer Essence:** A dread liche may transfer its essence to any Extra undead within 5". This requires a Spellcasting roll and uses 20 Power Points. On a success, the old body crumbles to dust and the new body becomes a dread liche.
- **Undead:** +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage to such creatures. Arrows, bullets, and other piercing attacks do half-damage.
- **Zombie:** Dread liches are necromancers first and foremost. The undead they raise through the *zombie* spell or their death touch ability are permanent, so they are usually surrounded by 4d10 skeletons or zombies as they choose. Some liches have entire armies of the undead at their disposal.

## DREAM EVIL

At certain times of the year, evil holds great sway. All Hallows Eve is one such occasion, but there are others. During this time, creatures born in sleepers' nightmares gain the power to enter the physical world.

Their exact form varies from sleeper to sleeper. Some take the form of demonic clowns, others as tentacled beasts or maniacal versions of abusive parents. All use the same stats, however.

**Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d12, Vigor d8

**Skills:** Fighting d10, Guts d10, Intimidation d10, Notice d6, Stealth d8

**Pace:** 8; **Parry:** 7; **Toughness:** 6

**Treasure:** None

## Special Abilities

- **Dusk Til Dawn:** Dream evils are born at dusk and automatically disappear at dawn.
- **Fear:** Anyone seeing the creature must make a Guts roll.
- **Fleet Footed:** Dream evils roll a d8 running die, instead of a d6.
- **Power of Darkness:** Dream evils grow in power as the time nears midnight, and weaken as it nears dawn. They begin, at dusk, with the stats above. For each hour after dusk but before midnight, they gain a one die step increase in Strength

and Size. For each hour after midnight, they lose one die step, to a minimum of their starting stats.

- **Weaponry:** Dream evils may use claws, teeth, swords, or any other weapon, depending on their form. All weapons inflict Str+2 damage, however.

## DREAMREAPER

Dreamreavers are the source of human nightmares, able to invade a sleeper's mind and warp their dreams into a nightmarish reality from which they cannot easily escape. Although capable of assuming any form in a dreamscape, their actual guise is that of a dark cloud of mist with ten piercing red eyes. A dreamreaver could be easily used as the basis for a group adventure, with the characters sharing a nightmare and being transported from one horrifying situation to another.

**Attributes:** Agility d8, Smarts d10, Spirit d8, Strength d6, Vigor d6

**Skills:** Fighting d4, Notice d6, Stealth d10

**Pace:** 6; **Parry:** 4; **Toughness:** 5

**Treasure:** None

## Special Abilities

- **Dream Warp:** If the dreamreaver makes a successful opposed Spirit roll against a sleeping victim within 1", it turns their dream into a terrible nightmare. If the victim loses, he must make a Guts roll at -4. Even if the victim passes his roll, he awakens the next morning Fatigued and remains that way until he has a good night's sleep.
- **Ethereal:** Cannot be harmed by normal attacks. Take normal damage from magic items, weapons, and supernatural powers.

## DROWNLING

Although death is never fun, drowning is said to be a particularly nasty way to die. Drownings are drowning victims come back to unlife. They look like they did in life, but wear watersoaked clothes which never dry out.

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d6

**Skills:** Fighting d6, Notice d6, Stealth d6

**Pace:** 6; **Parry:** 5; **Toughness:** 7

**Treasure:** None

## Special Abilities

- **Drown:** A drowning that succeeds in a grapple attack transfers water from its lungs to those of its victim, drowning them. Each round the grapple is maintained, the victim must make a Vigor roll at -2 or suffer a level of Fatigue. When he reaches Death, he drowns.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; Called shots do no extra damage; half damage from piercing weapons.





DREAMREAPER



## EMOTION SPIRIT

Emotion spirits are non-corporeal embodiments of a dark or negative emotion, such as hatred or greed. Their form varies by type, so a greed spirit may appear as a fat, but ghostly, human weighed down by riches, whereas a cruelty spirit might be covered in weeping whip marks.

**Attributes:** Agility d6, Smarts d4, Spirit d10, Strength d6, Vigor d6

**Skills:** Fighting d6, Guts d10, Notice d6, Stealth d8

**Pace:** 6; **Parry:** 5; **Toughness:** 5

**Treasure:** None

### Special Abilities

- **Dark Emotion:** An emotion spirit that succeeds at a Touch Attack tries to possess its victim. It makes an opposed Spirit roll against its victim. On a success, it possesses the victim and bestows a dark emotion, dependent on its type.
- **Avarice:** Victim gains the Greedy Hindrance, or the Major version if the spirit scored a raise on the Spirit roll.
- **Cowardice:** Victim gains the Yellow Hindrance.
- **Cruelty:** Victim gains the Bloodthirsty Hindrance, but rather than kill prisoners, he tortures them instead.
- **Gluttony:** Victim gains the Greedy Hindrance, or the Major version if the spirit scored a raise on the Spirit roll, but only with regard food. The victim becomes a compulsive eater, and gets irate if forced to stop eating.
- **Hate:** Victim gains the Bloodthirsty Hindrance.
- **Hopelessness:** The victim has one less benny.
- **Selfishness:** Victim gains the Mean Hindrance.
- **Vanity:** Victim gains the Arrogant Hindrance.
- **Vengeance:** Victim gains the Vengeful Hindrance, or the Major version if the spirit scored a raise on the Spirit roll.
- **Ethereal:** Immune to normal damage. Magic items, weapons, and supernatural powers affect them normally.
- **Exorcism:** An emotion spirit can be exorcised by a character with the Holy Warrior Edge. This requires an opposed Spirit roll. On a success, the spirit is forced from its host and cannot try to repossess them for a year and a day. It's free to pick another target, however.

## EVIL CLOWN

Clowns are meant to be funny, yet people seem to have an irrational fear of them. Most are amusing, but a few are actually supernaturally evil creatures who delight in the tortured screams of their young victims.

**Attributes:** Agility d10, Smarts d6, Spirit d8, Strength d10, Vigor d10

**Skills:** Climbing d6, Driving d6, Fighting d8, Guts d10, Intimidation d8, Notice d6, Persuasion d10, Stealth d8, Taunt d10

**Pace:** 6; **Parry:** 7; **Toughness:** 7

**Treasure:** Meager

### Special Abilities

- **Acrobat:** Clowns are experts at tumbling. They are +2 to perform Agility Tricks and have +1 Parry.
- **Claws:** Str+1.
- **Lure:** Evil clowns lure their young victims away with promises of candyfloss and pony rides. Persuasion works fine for most kids. When the kids are stubborn or parents get involved, the clown uses supernatural means. It can use the *puppet* power using its Spirit as its arcane skill. It has 10 Power Points for this purpose only.

## FEAR STALKER

Fear stalkers are created when a person shows true fear. In game terms, they come into being whenever someone critically fails a Guts roll or if a die roll is a critical failure as a result of a Phobia.

They attack their victims by forcing them to relive the source of their fear, adding more and more horrific details until either the victim dies of fright or they themselves are defeated by the victim conquering his fear. A fear stalker has no true physical form, and exists only in the victim's mind.

**Attributes:** Agility d6, Smarts d4(A), Spirit d6, Strength d6, Vigor d6

**Skills:** Intimidation d10

**Pace:** 6; **Parry:** 2; **Toughness:** 5

**Treasure:** None

### Special Abilities

- **Facing the Fear:** Fear stalkers try to scare people to death. Each round, the stalker makes an opposed Intimidation roll vs the Guts of its "creator." On a success, the victim must roll on the Fear Table, adding +1 for each previous success the stalker has scored against the victim in the combat. On a failure, the victim conquers his fear and the stalker is destroyed.
- **Fearless:** Immune to Fear and Intimidation.
- **Invulnerable:** Can only be harmed by someone "facing the fear."

## FETCH DOG

Fetch dogs are spiritual companions to mortals. Traditionally, only people born on a Saturday could have a fetch dog. The animal grants its companion the power to heal the sick and fight undead.

In Icelandic legend, fetches could also be a bird, horse, wolf, bear, or dragon (more suitable for fantasy games). If the fetch dies, the character does not get a replacement.

**Attributes:** Agility d8, Smarts d6(A), Spirit d8, Strength d6, Vigor d6

**Skills:** Fighting d6, Guts d12, Notice d10, Stealth d6

**Pace:** 8; **Parry:** 5; **Toughness:** 5

**Treasure:** None.



### Special Abilities

- **Bite:** Str+2.
- **Bestowed Blessing:** So long as the fetch remains within 5" of its companion, the companion gains the benefits of the Champion Edge. If he already has the Edge, he gets a further +1 bonus.
- **Bestowed Healing:** So long as the fetch remains within 5" of its companion, the companion gains a one die increase in Healing and the Healer Edge. If he already has the Edge, he gets a further +1 bonus.
- **Fleet Footed:** Fetch dogs have a d10 running die.
- **Go for the Throat:** If a fetch dog gets a raise on its attack roll, it strikes its opponent's least armored location.
- **More Wounds:** Although a fetch dog is not a Wild card, it does have wound levels like a Wild Card character.
- **Size (-1):** Dogs are small creatures.

## FLASHBACK

Flashbacks are related to ghosts. Whereas a ghost is a spiritual remnant of a person, flashbacks have only one memory—that of their death, which they seek to share with the living. Like ghosts, most flashbacks are created by violent deaths.

Flashbacks resemble the victim who created them, complete with death wounds. Thus, the victim of a fire appears as a burnt corpse, whereas a soldier blown to pieces by a shell and left behind by his comrades to die a lingering death may be missing chunks of flesh or have jagged pieces of shrapnel protruding from his body.

**Attributes:** Agility d6, Smarts d6, Spirit d10, Strength d6, Vigor d6

**Skills:** Fighting d4, Notice d6

**Pace:** 6; **Parry:** 4; **Toughness:** 5

**Treasure:** None

### Special Abilities

- **Ethereal:** Immune to normal attacks. Magic items, weapons, and supernatural powers cause normal damage.
- **Fear:** Anyone seeing the creature must make a Guts roll.
- **Fearless:** Immune to Fear and Intimidation.
- **Shared Fate:** A flashback can make its victims share the memory of its death. If it succeeds at a Touch Attack, the victim must make an opposed Spirit roll. On a failure, he witnesses the flashback's former death as if he were the victim. The victim must roll on the Fear Table, with a +4 modifier.

A victim who dies shows wounds as per the vision. Thus, a fire victim may be hideously burnt, even though nothing around him is affected and there is no sign of an ignition point. A gunshot victim has bullet wounds, but there are no bullets in his flesh.

## FLYING HEAD

Among certain tribes of North American Indians, there exist stories of the flying heads. They existed long before white men discovered North America. Each head is as tall as a man, and rests

## FETCH DOGS

Can a character begin play with a fetch dog (or any other type of fetch animal)? Sure he can, if you want them in your game. You can either give them away free, or make the player purchase an Edge.

Alternately, you could make every character roll a d8. On a roll of 1, the character was born on a Saturday and can buy the Edge. On an 8, not only was he born on a Saturday, but he also gets a fetch dog for free.

### FETCH DOG (BACKGROUND EDGE)

#### Requirements: Novice

The character has a fetch dog, a companion animal sent by the forces of good to aid him. See page xxx for the fetch's stats.

The character may take the Beast Bond Edge with regard to the beast, but taking Beast Master confers no bonuses—the character cannot replace a fetch dog if it dies.

upon two short legs. At the end of each leg were a set of powerful claws. Their most fearsome aspect was their cry, which could turn a warrior's blood to ice. Although it is believed the flying heads were destroyed long ago, pockets of them may still exist to this day.

**Attributes:** Agility d8, Smarts d6, Spirit d10, Strength d8, Vigor d8

**Skills:** Fighting d8, Guts d6, Notice d8, Stealth d6, Swimming d10

**Pace:** 4; **Parry:** 6; **Toughness:** 6

**Treasure:** None

### Special Abilities

- **Cry:** As an action, a flying head can emit a terrifying howl. Any creature within a Large Burst Template centered on the creature must make a Guts roll. If multiple heads howl in the same round, there is -1 penalty to the Guts roll for each additional template a character is in.
- **Fear:** Anyone seeing the creature must make a Guts roll.
- **Fearless:** Immune to Fear (except lightning) and Intimidation.
- **Flying:** Pace 8", Climb 4".
- **Kick:** Str+4.
- **Weakness (Lightning):** Flying heads fear lightning. Seeing lightning causes them to make a Guts check. On a failure, they immediately flee the area, seeking refuge away from the blinding light.

## FOUL SCARECROW

Pumpkin Jack is probably the most famous foul scarecrow, but he isn't the only one of his kind. Foul scarecrows are most



# HORROR BEASTIARY TOOLKIT

commonly awakened by evil spirits, but sometimes the spilling of blood can awaken them. Old battlefields now turned over to agriculture are good candidates.

**Attributes:** Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

**Skills:** Fighting d10, Guts d10, Notice d6, Stealth d10

**Pace:** 6; **Parry:** 6; **Toughness:** 6

**Treasure:** None

**Gear:** Scythe (Str+4, -1 Parry, requires 2 hands)

## Special Abilities

- **Camouflage:** A foul scarecrow standing still in a field looks like a regular scarecrow. It gains +4 to Stealth rolls in an environment where one would expect to find a scarecrow.
- **Construct:** +2 to recover from being Shaken; No additional damage from called shots; Piercing attacks do half-damage; Immune to poison and disease.
- **Sweep:** Can attack all adjacent targets at -2 penalty.
- **Weakness (Fire):** Foul scarecrows suffer +4 damage from fire attacks and are treated as combustible material.

## GHOUL

Ghouls are vile scavengers, feasting off carrion and unfortunate victims who cross their path. Whether they are a natural species or the creations of foul magic is open to debate.

Ghouls have pale, rubbery skin with the texture of uncooked pastry. Their eyes are large and glow with a pale feral-yellow color. They have sharp claws and teeth, often with shreds of rendered flesh hanging from them.

**Attributes:** Agility d10, Smarts d6, Spirit d6, Strength d8, Vigor d8

**Skills:** Fighting d6, Guts d8, Intimidation d8, Notice d8, Stealth d10, Tracking d8

**Pace:** 6; **Parry:** 5; **Toughness:** 8

**Treasure:** Meager per 3 ghouls

## Special Abilities

- **Claws:** Str+1.
- **Infravision:** Ghouls halve penalties (round down) for bad lighting when attacking living targets.
- **Keen Nose:** Ghouls get +2 to Notice and Tracking rolls against living targets.
- **Paralysis:** Victims of a ghoul's claw attacks must make a Vigor roll at -2 or be paralyzed for 2d6 minutes.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; No additional damage from called shots; Piercing weapons do half damage; Immune to disease and poison.

## GLADIATOR

Whether or not the gladiator is a demon has yet to be discovered. It is commonly found in Hell, fighting for the amusement of demon princes, but it has also been encountered on the mortal realm.

A gladiator is a towering mass of muscle. Metal plates have been crudely riveted onto its flesh, and its arms below the elbow

end in large, jagged blades, the tips of which scrape along the ground when the beast moves. Even when calm, a gladiator froths at the mouth and has a mad look in its eyes.

**Attributes:** Agility d10, Smarts d6, Spirit d8, Strength d12+3, Vigor d10

**Skills:** Fighting d12, Intimidation d8, Notice d6

**Pace:** 7; **Parry:** 10; **Toughness:** 14 (2)

**Edges:** Ambidextrous, Berserk, Combat Reflexes, Improved Block, Improved Dodge, Level Headed, Quick, Two Fisted

**Treasure:** None.

## Special Abilities

- **Armor +2:** Pieces of metal.
- **Blades:** Str+4, Reach 1.
- **Fear:** Anyone seeing the creature must make a Guts roll.
- **Fearless:** Immune to Fear and Intimidation.
- **Infravision:** Gladiators halve penalties for bad lighting when attacking living targets (round down).
- **Large:** Attackers are +2 to attack rolls against the creature because of its size.
- **Size +5:** Gladiators are over 15' tall.

## GOLEMS

Golems are artificial creatures, created using magic. Some, like the clay golem of Prague, were created to act as servitors. Others, like the monster of Doctor Frankenstein, were an attempt to play God that went horribly wrong.

Few sane men of science put belief in such creations, and even fewer have the finances, skill, or urge to dabble in God's realm. Such monstrosities are instead created by deranged scientists, necromancers, and the misguided.

Despite being inhabited by a spirit, true golems cannot talk.

## BEAST GOLEM

Dr Frankenstein may have created the first flesh golem, but deranged scientists or unholy priests have taken his work a step further and created truly horrific beasts.

Most animal golems are stitched together using parts from a variety of beasts. This particular specimen uses the torso and legs from a bear, and the forearms and head from a lion.

**Attributes:** Agility d6, Smarts d4, Spirit d10, Strength d12+2, Vigor d10

**Skills:** Climbing d8, Fighting d8, Intimidation d10, Notice d6, Stealth d6, Tracking d6

**Pace:** 6; **Parry:** 6; **Toughness:** 10 (2)

**Treasure:** None

## Special Abilities

- **Armor +1:** Hard muscle.
- **Bite/Claws:** Str+2.
- **Berserk:** Beast golems have the Berserk Edge.
- **Construct:** +2 to recover from being Shaken; No additional damage from called shots; Piercing attacks do half-damage;





GHOUL



Immune to poison and disease.

- **Fear:** Characters seeing a beast golem must make a Guts check.
- **Fearless:** Golems are immune to Fear (with the exception of fire) and Intimidation.
- **Frenzy:** May make two Fighting attacks each round at -2.
- **Size +2:** Being based on a bear, this particular beast golem stands over 8' tall.
- **Weakness (Fire):** Beast golems are afraid of fire. They subtract 2 from attack rolls against a person carrying a burning torch or similar object.

## BLOOD GOLEM

Blood golems are created by magically binding together the blood of over 30 creatures. Blood congeals quickly, so the blood must be fresh when the ritual is conducted. Once the ritual is concluded, the blood turns to a thick jelly.

Blood golems are dark red in color, humanoid in shape, but with no facial features other than two yellow slits for eyes.

**Attributes:** Agility d6, Smarts d4, Spirit d8, Strength d10, Vigor d10

**Skills:** Fighting d8, Intimidation d8, Notice d6, Stealth d6

**Pace:** 6; **Parry:** 6; **Toughness:** 8

**Treasure:** None

**Special Abilities**

- **Construct:** +2 to recover from being Shaken; No additional damage from called shots; Piercing attacks do half-damage; Immune to poison and disease.
- **Fear (-2):** Anyone seeing the creature must make a Guts roll at -2.
- **Fearless:** Blood golems are immune to Fear and Intimidation.
- **Immunity:** The semisolid body of a blood golem gives it limited resistance to attacks. Nonmagical attacks of any sort cause half-damage.
- **Infravision:** Blood golems halve penalties for poor lighting against living targets.
- **Size +1:** Blood golems stand slightly taller than a human.
- **Slam:** Str+1.
- **Smother:** If a blood golem scores a raise on a grapple attack it has enveloped its target. Escaping requires an opposed Strength roll. Each round the victim remains smothered he suffers a Fatigue level until he escapes or drowns.

## BONE GOLEM

Crafted from bones, bone golems are usually humanoid in appearance. Unlike skeletons, they are a mishmash of bones bonded together through dark magic. Many are given bony spines to add to their already grotesque appearance.

**Attributes:** Agility d8, Smarts d4, Spirit d8, Strength d12, Vigor d12

**Skills:** Fighting d10, Intimidation d8, Notice d6, Stealth d8

**Pace:** 8; **Parry:** 6; **Toughness:** 12 (2)

**Treasure:** None

**Special Abilities**

- **Armor +2:** Bone.
- **Bony Claws:** Str+1.
- **Construct:** +2 to recover from being Shaken; No additional damage from called shots; Piercing attacks do half-damage; Immune to poison and disease.
- **Fear:** Characters seeing a bone golem must make a Guts check.
- **Fearless:** Blood golems are immune to Fear and Intimidation.
- **Frenzy:** May make two Fighting attacks each round at -2.
- **Size +2:** Bone golems are usually over 9' tall.

## CORPSE WALL GOLEM

Although creating a golem from graverobbed body parts is fairly vile, it pales next to the corpse wall golem. As the name implies, a corpse wall is a wall made of writhing corpses merged into a single mass, but it also contains the spirits of the dead. Few necromancers have learned the art of creating these vilest of abominations.

Unlike other golems, a corpse wall is treated as an undead, rather than a construct. It has animal intelligence because the spirits trapped in the wall have been driven insane from their tormented existence.

**Attributes:** Agility d4, Smarts d6(A), Spirit d10, Strength d12, Vigor d10

**Skills:** Fighting d8, Notice d8

**Pace:** 0; **Parry:** 6; **Toughness:** 9

**Treasure:** Worthwhile, embedded in the corpses

**Special Abilities**

- **Absorption:** If a corpse wall succeeds at a grapple, it attempts to pull its victim into its writhing mass. Victims may try to break free of the grapple as normal, but if they roll a 1 on their escape roll, regardless of Wild Die, they pulled into the wall and their body and spirit absorbed. The victim is instantly killed and the corpse wall recovers one wound.
- **Fear (-2):** Anyone seeing the creature must make a Guts roll at -2.
- **Fearless:** Corpse walls are immune to Fear and Intimidation.
- **Join Us:** Despite being tormented themselves, the spirits seek to enslave others and continually call out the words, "Join us," in a haunting wail. The wall can use the *puppet* power as an action. It uses its Spirit as the arcane skill and has 10 Power Points for this purpose only. Victims are ordered to walk into the wall. A victim is allowed one roll to escape the lure once he is adjacent to the wall. On a failure, he is Absorbed.
- **Multiple Arms:** Str+1. For each game inch the wall is wide, it receives one Fighting attack per round. Larger walls do not suffer a multi action penalty for attacking more than once a round, but each inch of wall may only make a single attack.
- **Multiple Wounds:** A corpse wall has one wound level for each 1" of width. It never suffers wound penalties.



- **Undead:** +2 Toughness; +2 to recover from being Shaken; No additional damage from called shots; Piercing weapons do half damage; Immune to disease and poison.
- **Variable Size:** A corpse wall is typically 1 game inch across. For each additional inch of width, the wall has +1 Size (and Toughness).

## MARIONETTE GOLEM

Stories of possessed marionettes (stringed puppets) have dated back centuries. What do you think Pinnochio is really about? More modern marionette golems may be disguised as dolls or teddy bears.

**Attributes:** Agility d10, Smarts d8, Spirit d8, Strength d8, Vigor d10

**Skills:** Climbing d6, Fighting d8, Intimidation d6, Notice d6, Stealth d10, Taunt d8, Throwing d6

**Pace:** 6; **Parry:** 6; **Toughness:** 8 (2)

**Treasure:** None

**Gear:** Knife (Str+1)

### Special Abilities

- **Armor +2:** Wooden body.
- **Construct:** +2 to recover from being Shaken; No additional damage from called shots; Piercing attacks do half-damage; Immune to poison and disease.
- **Fearless:** Golems are immune to Fear and Intimidation.
- **Size -1:** Marionettes stand no taller than 2'.
- **Small:** Attackers suffer a -2 penalty when attacking a marionette.

## GRAVEBANE

Before they die, many necromancers make pacts with demons or dark gods for eternal life. Most end up as skeletons or zombies, while a select few return as vampires, or more rarely, liches.

When a powerful necromancer dies unexpectedly before making a pact with darkness, however, his body putrefies in his grave while his spirit refuses to let go of existence. The result is a gravebane.

Gravebanes are large blobs of putrescent flesh, sometimes with bits of bone sticking out. They retain a small degree of intelligence, but are primarily interested in feasting.

The gravebane's favored tactic is to remain hidden, and use its zombies to kill nearby creatures. Once all the prey are dead, the zombies bring the corpses to the gravebane for absorption.

**Attributes:** Agility d4, Smarts d8(A), Spirit d8, Strength d6, Vigor d10

**Skills:** Climbing d8, Fighting d6, Notice d8, Shooting d8, Stealth d10

**Pace:** 4; **Parry:** 5; **Toughness:** 9

**Treasure:** Worthwhile, in grave

### Special Abilities

- **Bloat:** As an action, a gravebane can greatly expand its mass. On the first round it swells to the size of a Small Burst Template. The next round it increases to a Medium Burst Template, and

then a Large Burst Template on the third. On the fourth round, it shrinks back to normal size. Once started, the process must be seen through to the end. Anyone caught in the Small Template suffers 3d6 damage, the Medium template 2d6, and the Large Template 1d6. The gravebane has no other form of direct attack.

- **Fear:** Anyone seeing the creature must make a Guts roll.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; No additional damage from called shots; Piercing weapons do half damage; Immune to disease and poison.
- **Zombie:** Gravebanes retain the power to animate the dead, but not as true undead creatures. Instead, the zombies are attached to the gravebane by thin tendrils of putrescent flesh, which has a maximum reach of 20". Controlling the zombies does not count as an action. Cutting a tendril requires a wound and deactivates the zombie, but does not harm the gravebane. A gravebane, when found, has 1d3 zombies already under its control. It may add new zombies using *zombie*. It has 15 Power Points and uses its Spirit as the arcane skill.

## HATE

A hate is formed when multiple souls suffer a collective fate. They are most commonly found on battlefields, at scenes of massacres, and in death camps. When the bodies of the victims die, their souls flock to form a mass of swirling, screaming spirits. Hates are filled only with thoughts of vengeance. Although initially they target those who oppressed them in life, their desire for revenge can never be truly sated.

**Attributes:** Agility d6, Smarts d6, Spirit d10, Strength d6, Vigor d10

**Skills:** Notice d6

**Pace:** 6; **Parry:** 4; **Toughness:** 7

**Treasure:** None

### Special Abilities

- **Ethereal:** Hates are immune to normal attacks. Magic items, weapons, and supernatural powers affect them normally.
- **Fear:** Anyone seeing the creature must make a Guts roll.
- **Fearless:** Immune to Fear and Intimidation.
- **Rage:** A hate fills a Large Burst Template. Any character in the template must make an opposed Spirit roll. On a failure, the victim goes berserk (as the Edge) and launches a violent attack against the nearest character, friend or foe. The character may try to end his rage as normal, but must succeed at an opposed Spirit roll rather than making a Smarts roll as normal.
- **Swarm:** Parry +2. Because the hate is composed of scores, hundreds, or thousands of souls, cutting and piercing weapons do no real damage. Area-effect weapons work normally.

## HAUNTED ARMOR

Haunted armor may be possessed by a ghost, or brought to life by arcane magic as a golem. The vast majority resemble suits of medieval



plate armor, such are as common in old houses or museums.

These animated guardians are also known as bane armor, ghost armor, and doom knights.

**Attributes:** Agility d6, Smarts d4(A), Spirit d8, Strength d10, Vigor d8

**Skills:** Fighting d8, Notice d6, Stealth d6

**Pace:** 6; **Parry:** 7; **Toughness:** 9 (3)

**Gear:** Sword (Str+3) or mace (Str+2). Some also carry a medium shield (+1 Parry).

**Treasure:** None

## Special Abilities

- **Armor +3:** Old-fashioned plate armor.
- **Block:** +1 Parry.
- **Construct:** +2 to recover from being Shaken; No additional damage from called shots; Piercing attacks do half-damage; Immune to poison and disease.
- **Fearless:** Immune to Fear and Intimidation.
- **Sweep:** May make a single Fighting roll at -2 to attack all adjacent characters.

## HAUNTED CAR

Haunted cars, or indeed other vehicles, don't crop up very often in horror settings. They're not a great talking role, they have difficulty climbing stairs, and once you know a car is haunted you're unlikely to go joyriding in it (unless you're a victim waiting to die).

Haunted cars aren't overly dangerous to the people trapped inside them, but if you're a pedestrian you're fair game. These maniacal vehicles attack by running down their victims.

In terms of game mechanics, haunted cars present a slight problem. After all, the car's the star. As such, we've used the basic vehicle profile (this one's an old Caddy) and combined it with the usual monster stat block. If you want to use a different vehicle, just swap the vehicle stats and leave the rest the same.

Acc/Top Speed: 20/40; **Toughness:** 12 (3); Crew: 1+5.

**Attributes:** Agility d4, Smarts d6(A), Spirit d10, Strength d12+4, Vigor d10

**Skills:** Driving d10

## Special Abilities

- **Armor:** The car's Toughness relates to every part of the vehicle, even the windows.
- **Door Control:** The car can hold the doors closed using its Strength. Anyone wishing to escape the car, must make an opposed Strength roll.
- **Fearless:** Immune to Fear and Tests of Will.
- **Regenerate (Slow):** Haunted cars make a natural healing roll every day. Dents become undented, tires reinflate, bumpers reattach, and so on. Even crushing it is only a temporary "death" for the vehicle.
- **Wounds:** As a vehicle, haunted cars have four wound levels.

## OTHER SOURCES

Although this book contains fiends specifically designed for a horror setting, other *Savage Worlds* volumes contain many creatures easily transplanted across genres.

The *Fantasy* and *Sci-Fi Bestiary Toolkits* both contain many monsters suitable for a modern setting, as well as being easily moved to a fantasy/historical or sci-fi game. Feel free to borrow from setting books as well. *Tour of Darkness*, for instance, has a few beasts that work just as well in the forests of Eastern Europe as they do in the jungles of Southeast Asia. The spiders from *Evernight* could grace any fantasy horror game, or be used as an alien race in a modern or futuristic game. You can even swipe things like orcs to use as minor demons, or perhaps hobgoblins from some evil faerie realm.

In the end, the true atmosphere of a horror game doesn't come from the monsters, which rely on game mechanics to induce terror, but from the GM. Even a dolphin can be scary if used correctly.

## HAUNTED PORTRAIT

Did the eyes really move on that old painting? They probably did if its haunted. A haunted portrait is a painting possessed by a malevolent spirit. Sometimes this is the spirit of the person in the portrait, other times it has nothing to do with the image.

Though haunted portraits might seem easy to destroy, they have a few tricks up their sleeves (so to speak). Many so-called haunted houses are the work of a haunted portrait.

**Attributes:** Agility d4, Smarts d8, Spirit d10, Strength d4, Vigor d10

**Skills:** Guts d10, Notice d8, Spellcasting d10, Taunt d10

**Pace:** 0; **Parry:** 2; **Toughness:** 7

**Treasure:** None

## Special Abilities

- **Animate:** The spirit can animate the image of any person in a portrait. Although the image cannot attack, it can move its eyes to follow people, open its mouth to speak, and even move its hand to make gestures.
- **Arcane Powers:** Haunted portraits have 25 Power Points to use on the following powers: *armor*, *bolt*, *fear*, *puppet*, and *telekinesis*.
- **Invulnerability:** The spirit can only be injured in the painting it calls home. For obvious reasons, they are loath to reveal which painting this is.
- **Teleport:** Haunted portraits have a special form of *teleport*. They can move between any painting in the same building, no matter the distance, without requiring an arcane skill roll or



using Power Points. This counts as the spirit's movement for the round.

- **Weakness (Fire):** Haunted portraits suffer +4 damage from fire.

## HEADSLINGER

Like the black wood (see page xxx), a headslinger is a possessed tree. It resembles a willow with up to a dozen large pods hanging from its branches.

When the tree attacks, it either tries to wrap its branches around its foe's neck, club them with a pod, or opens the pods and flings the contents—a mangled human head.

**Attributes:** Agility d6, Smarts d4(A), Spirit d10, Strength d12+2, Vigor d10

**Skills:** Fighting d8, Guts d10, Intimidation d10, Notice d8, Throwing d8

**Pace:** 6; **Parry:** 6; **Toughness:** 14 (1) (8(1) for branches)

**Treasure:** None

### Special Abilities

- **Armor +1:** Bark.
- **Branches:** The branches of a headslinger are +1 Reach. Each has a single wound and a Toughness of 8. Only slashing weapons can be used to damage them, however.
- **Decapitate:** A headslinger making a successful called shot to the head (-4) wraps one of its branches around its victim's neck and tries to remove his head. This is an opposed Strength roll and may be made each round. On a success, the victim takes Strength damage. With a raise, the victim's head is torn from his shoulders, killing him instantly. The headslinger may now use it as a pod club or a ranged weapon. Escaping from the ensnarement is the same as breaking a grapple.
- **Fear:** Anyone seeing the contents of a pod must make a Guts roll.
- **Fling Heads:** A headslinger has 2d6 heads when encountered and may fling up to three per round with no multi action penalty. Range 5/10/20, Damage Str.
- **Immunity (Piercing Weapons):** A headslinger's trunk suffers half damage from piercing attacks.
- **Improved Frenzy:** A headslinger may make two Fighting attacks each round at no penalty.
- **Large:** Attackers add +2 to attack rolls against a headslinger because of its size.
- **Pod Club:** Str+1.
- **Size +6:** Headslingers stand up to 30' high.
- **Weakness (Fire):** A headslinger suffers +4 damage from fire attacks.



## HELLDRAKE

Helldrakes are akin to dragons but have seven heads, each inscribed with a blasphemous name. Their thick scales are fiery red, like the fires of Hell in which they are spawned, and engraved with unholy runes and sigils. Unlike dragons, however, helldrakes do not have fiery breath or tail, nor can they fly.

It is said that each demon prince of Hell has a helldrake as his mount, spawned by the great dragon defeated by Saint Michael during Lucifer's rebellion.

**Attributes:** Agility d8, Smarts d8, Spirit d10, Strength d12+9, Vigor d12

**Skills:** Fighting d10, Guts d12, Intimidation d12, Notice d12, Spellcasting d12

**Pace:** 10; **Parry:** 7; **Toughness:** 20 (4)

**Treasure:** None.

### Special Abilities

- **Armor +4:** Scaly hide.
- **Blasphemous Heads:** Each of the seven heads knows one power. If a head is severed, the helldrake loses the use of that power. The helldrake has a communal pool of 40 Power Points. The powers are: *blast* (hellfire; victims may catch fire), *burst* (rots flesh from bones), *fear* (unholy curses), *lower trait* (curse; no *boost*), *puppet* (seductive words), *stun* (roar), and *zombie* (corpse possessed by unholy spirit).
- **Claws/Bite:** Str+3.
- **Fear -2:** Anyone who sees a helldrake must make a Guts check at -2.
- **Hardy:** Helldrakes do not suffer a wound from being Shaken twice.
- **Huge:** Attackers add +4 to their Fighting or Shooting rolls when attacking a Helldrake due to its massive size.
- **Improved Arcane Resistance:** +4 Armor versus magic, and +4 to rolls made to resist magical effects.
- **Improved Level Headed:** Helldrakes act on the best of three cards.
- **Multiple Heads:** Helldrakes have seven heads. Each head may make a Fighting roll in a round without incurring a multi-action penalty, though no more than two heads may attack a single target, regardless of its size. Every head has 1 wound and is severed if it is Incapacitated. Damage caused to heads does not affect the helldrake, though it dies when the last head is severed.
- **Size +8:** Helldrakes measure over 40' long.
- **Unholy Power:** A helldrake has the Champion (against supernatural good creatures) and Unholy Warrior Edges.

## HELLHOUND

Hellhounds are monstrous dogs, often with black skin which steams from the heat of the beast's demonic blood. Their eyes burn with demonic fire and their teeth are oversized, protruding from their jaw at all angles. Certain demons often keep them as pets, though they may also be found in the company of necromancers and other evil wizards. They are sometimes known as "black dogs."

**Attributes:** Agility d8, Smarts d6(A), Spirit d8, Strength d10, Vigor d10

**Skills:** Fighting d6, Guts d8, Notice d10, Stealth d6

**Pace:** 8; **Parry:** 5; **Toughness:** 7

**Treasure:** None.

### Special Abilities

- **Bite:** Str+2.
- **Fear:** Anyone who sees a hellhound must make a Guts roll.



- **Fleet Footed:** Hellhounds have a d10 running die.
- **Go for the Throat:** If a hellhound gets a raise on its attack roll, it strikes its opponent's least armored location.
- **Immunity (Fire):** Hellhounds take no damage from fire.
- **Terrible Wounds:** The jagged teeth of a hellhound inflict terrible wounds, which do not heal quickly. Healing rolls, including magical and natural healing, are subject to a -2 penalty on top of any wound penalties.

## HYBRID

Hybrids are the results of mad scientists messing with genetics. Most are part-human part-animal, but a few are the mixture of two breeds of animal.

To create a hybrid animal of your own, mix the templates of two creatures. A hybrid has all the Special Abilities of both species. If the species have shared Abilities, such as Claws or Armor, use only the highest value. If Pace is different, add the two values together and halve it, rounding down.

Traits work slightly differently, however. Look at the traits of both creatures. If one is two or more steps higher than the other, reduce it by one step and use this for the creature. Otherwise, use the highest trait as it stands.

For example, an alligator has a Spirit of d6 and a lion a Spirit of d10. Since the lion's Spirit is two steps higher, he reduce it by one to a d8 and use this for the beast. Vigor, however, is only one die different (d10 compared to a d8, so we use the d10).

## MAN-DOG HYBRID

A man-dog hybrid is humanoid, covered in fur, and has the head and tail of a dog. It stands hunched and, while it can run upright, prefers to move on all fours. Their fingers, though tipped in small claws, and dextrous enough to use weapons and tools. These foul beasts can talk, though have a growling, rough voice.

**Attributes:** Agility d8, Smarts d6(A), Spirit d6, Strength d6, Vigor d6

**Skills:** Climbing d6, Fighting d6, Guts d6, Notice d10, Shooting d6, Throwing d6

**Pace:** 6; **Parry:** 5; **Toughness:** 5

**Hindrances:** Loyal (to master)

**Edges:** —

**Treasure:** None

**Gear:** Whatever its master gives it.

**Special Abilities**

- **Bite:** Str+1.
- **Fear:** Anyone seeing the creature must make a Guts roll.
- **Fleet-Footed:** A man-dog hybrid running on all fours has a d10 running die.
- **Go for the Throat:** A hybrid scoring a raise on its attack roll automatically hits the target's most weakly-armored location.

## ALLIGATOR-LION HYBRID

This abomination has the body of a lion but the skin, tail, and jaws of an alligator. Additional changes allow it to function underwater.

**Attributes:** Agility d8, Smarts d6(A), Spirit d8, Strength d12, Vigor d10

**Skills:** Fighting d8, Guts d10, Notice d8, Swimming d8

**Pace:** 5; **Parry:** 6; **Toughness:** 11 (2)

**Treasure:** None

**Special Abilities**

- **Aquatic:** Pace 5.
- **Armor +2:** Thick skin.
- **Bite or Claw:** Str+2.
- **Fear:** Anyone seeing the creature must make a Guts roll.
- **Improved Frenzy:** Makes two Fighting attacks each round at no penalty.
- **Pounce:** It can leap 1d6" to gain +4 to its attack and damage. Its Parry is reduced by 2 until its next action when performing the maneuver, however.
- **Rollover:** If the beast hits with a raise on a bite attack, it causes an extra 2d4 damage to its prey in addition to its regular Strength damage.
- **Size +2:** This beast weighs over 500 pounds.

## IMPUNDULU

Hailing from the eastern Cape of Africa, the impundulu is a witch's familiar passed from mother to daughter. Unfortunately, it is also a curse. Although it appears in the form of a handsome man, the impundulu is actually a remorseless, insatiable killing machine. When attacking, its victims see it as a large, white bird with a red beak and legs.

The witch has little choice but to let it do its job, for to deny the creature its fill is to bring a terrible curse upon the family.

**Attributes:** Agility d8, Smarts d8, Spirit d10, Strength d12, Vigor d10  
**Skills:** Fighting d10, Guts d8, Intimidation d8, Notice d6, Stealth d8

**Charisma:** -4; **Pace:** 6; **Parry:** 7; **Toughness:** 7

**Treasure:** None

**Special Abilities**

- **Attractive:** +2 Charisma.
- **Beak:** Str+2.
- **Disease (-2):** A victim Shaken or wounded by an impundulu's bite must make a Vigor roll at -2 or catch a terrible wasting disease. Each day thereafter, the victim must make another Vigor roll (at -2) or suffer a level of Fatigue. A raise on the Vigor roll ends the disease, and lost Fatigue can be recovered at the rate of one level per 24 hours.
- **Merciless:** The impundulu has the Bloodthirsty and Mean Hindrances.





## HELLDRAKE

### INQUISITION

When people talk of the Inquisition, they usually mean the Spanish Inquisition. In truth, the Inquisition has been around for millennia, acting covertly to protect mankind from supernatural evil. As the dominant culture and religion changes, so does the public face of the Inquisition.

In truth it serves no master, brooks no rivals, and is more than willing to sacrifice a few innocent lives to protect the greater whole. Given they were around long before Christianity, it seems unlikely they are servants of God.

Of course, in your game, they may well be servants of God on a holy mission. If this is so, give Inquisitors the Champion Edge, Grand Inquisitors the Champion and Holy Warrior Edges, and change their Arcane Background to Miracles.

### TYPICAL INQUISITOR

These are the frontline soldiers in humanity's war against evil. They are obedient to their superiors to the point of fanaticism.

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8  
**Skills:** Driving d6, Fighting d8, Guts d8, Intimidation d6, Notice d8, Shooting d8, Stealth d8

**Charisma:** 0; **Pace:** 6; **Parry:** 5; **Toughness:** 8 (2)

**Hindrances:** —

**Edges:** Combat Reflexes

**Treasure:** Meager per three Inquisitors

**Gear:** Kevlar vest (+2), sword (Str+3), SMG (Range 12/24/48, Damage 2d6), net, handcuffs, flashlight



### VETERAN INQUISITOR

Veteran Inquisitors are hardened soldiers.

**Attributes:** Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

**Skills:** Driving d6, Fighting d10, Guts d12, Intimidation d10, Notice d8, Shooting d8, Stealth d8

**Charisma:** 0; **Pace:** 6; **Parry:** 7; **Toughness:** 10 (4)

**Hindrances:** —

**Edges:** Combat Reflexes, Improved Frenzy

**Treasure:** Meager



## ENCOUNTERS

Most horror games don't use random encounter tables. The best horror adventures have scripted encounters, rather than collections of random beasts thrown into the story on the quirk of card draws or dice rolls.

When you're using an encounter, even one unrelated to the overall plot, think before setting it up. A few minutes pause before you hit the heroes with some terrible beast or dire situation can make a "random encounter" a very memorable experience.

For instance, if your heroes are exploring an old graveyard and you decide to spruce up the scene with a zombie attack, don't just have the zombies appear. You could describe the moaning as they approach from the shadows, have the characters smell decaying flesh on the wind, or have them see hands bursting through the soil.

Play on the characters' senses and taunt them with shadowy shapes before turning the encounter into another fight.

**Gear:** Kevlar vest w/inserts (+4), sword (Str+3), assault rifle (Range 24/48/96, Damage 2d8), net, handcuffs, flashlight



## GRAND INQUISITOR

Leading each Inquisition cell are the Grand Inquisitors. They are blessed with supernatural powers of their own.

**Attributes:** Agility d8, Smarts d10, Spirit d10, Strength d8, Vigor d10

**Skills:** Driving d6, Fighting d8, Guts d12, Intimidation d12, Notice d8, Shooting d8, Spellcasting d10, Stealth d8

**Charisma:** 0; **Pace:** 6; **Parry:** 6; **Toughness:** 11 (4)

**Hindrances:** —

**Edges:** Arcane Background (Magic), Champion, Combat Reflexes, Improved Frenzy, New Power, Power Points, Rapid Recharge, Wizard.

**Powers:** Grand Inquisitors have 25 Power Points and know the following powers: *armor* (white light), *bolt* (white light), *detect/conceal arcana* (chanting), *dispel* (word of power), *light* (glowing orb), and *stun* (word of power).

**Treasure:** Worthwhile

**Gear:** Kevlar vest w/inserts (+4), sword (Str+3), automatic pistol (Range 12/24/48, Damage 2d6), net, handcuffs, flashlight

## INQUISITORS THROUGH THE AGES

The above stat block assumes a modern setting. Of course, the Inquisition could just as easily turn up in a fantasy or

historical game, as well as in a sci-fi game.

For a fantasy or historic game, replace Driving with Riding. Obviously you'll need to alter the weapons and armor as well. Grand Inquisitors may use Miracles rather than Magic. In most games of this sort, the religious authorities hold far greater power than they do today. Acting against the Inquisition might see the characters hounded on charges of heresy.

In a sci-fi horror game, Inquisitors have Piloting at d6 as well. Depending on the style of game, they may be equipped with power armor or have access to starships. Grand Inquisitors may use Psionics rather than Magic. If so, give them the Mentalist Edge.



## INQUISITOR MALUS

The forces of good aren't the only powers with an Inquisition. Even necromancers can be swayed from their art, and those who have brokered a demonic pact may have a change of heart. It is the task of the Inquisitor Malus to root out these heretics and remind them of their calling.

These unholy Inquisitors wear robes swathed in balefire, hide their faces skull masks, and wield weapons capable of causing terrible wounds. They are usually accompanied on missions by 1d4 hellhounds (see page xxx).

Their origins are swathed in mystery, but the most common theory is that they were mortal Inquisitors who switched sides. Whatever their origin, they are now supernatural beings.

**Attributes:** Agility d8, Smarts d10, Spirit d10, Strength d8, Vigor d10

**Skills:** Fighting d10, Intimidation d12, Notice d8, Spellcasting d12, Stealth d10

**Pace:** 6; **Parry:** 8; **Toughness:** 9 (2)

**Hindrances:** Bloodthirsty

**Edges:** Ambidextrous, Arcane Background (Magic), Block, Champion, Combat, Improved Arcane Resistance, New Power, Power Points, Two Fisted, Unholy Warrior, Wizard.

**Powers:** Inquisitor Malus's have 25 Power Points and know the following powers: *armor* (balefire), *bolt* (dark energy), *detect/conceal arcana* (chanting), *dispel* (word of power), *fear* (threats of eternal damnation), and *stun* (word of power).

**Treasure:** Always one relic.

**Gear:** Balefire robes (+2), sword (See below), whip (See below)

**Special Abilities**

- **Fear:** Anyone seeing the creature must make a Guts roll.
- **Fearless:** Immune to fear and Intimidation.
- **Sword:** Str+3. The sword is swathed in balefire. Victims have a chance of catching fire (see *Savage Worlds*).
- **Whip:** Str. Reach 1. Any creature struck by the whip must make a Vigor roll or be Shaken for 1d6 rounds. They may only try to recover from being Shaken after this time.



## LEANHAUM-SHEE

Found in Irish folklore, the leanhaum-shee is a type of vampiric fairy. She uses her stunning appearance and seductive ways to enslave men, whom she then drains of their life force.

**Attributes:** Agility d8, Smarts d10, Spirit d10, Strength d6, Vigor d8

**Skills:** Fighting d6, Guts d8, Notice d6, Persuasion d12+2, Taunt d10

**Charisma:** +8; **Pace:** 6; **Parry:** 5; **Toughness:** 6

**Treasure:** None

### Special Abilities

- **Break the Hold:** The only way a mortal can be freed of the leanhaum-shee's seductive grasp is to find a replacement for him.
- **Enslave:** A leanhaum-shee uses her seductive charms to enslave mortals. This works as the *puppet* power but lasts indefinitely. A leanhaum-shee may only ever have one mortal bound to her at a time.
- **Life Drain:** Each week a slave remains enthralled, regardless of the distance between mistress and slave, he must make a Spirit roll or lose one die from his Vigor. When his Vigor drops below a d4, he dies. One die of Vigor is recovered with a natural healing roll made each week if the leanhaum-shee's hold over the slave is broken.
- **Unearthly Beauty:** A leanhaum-shee is incredibly beautiful, and has +8 Charisma.



## LIVING GOD

These abominations aren't true gods, but are instead supernatural servitors of gods. Commonly found among the ancient Egyptians, they have the bodies of humans but the heads of animals. Thus, one finds crocodile headed living gods following Sobek, jackal headed gods following Anubis, and cow headed gods following Hathor.

When found on Earth, they are usually leading a cult of worshippers. In a fantasy setting, they might just as easily be servitors of other gods, taking the head of sacred animals. In a sci-fi game, they could be an alien race posing as divine messengers among a primitive culture.

**Attributes:** Agility d8, Smarts d6, Spirit d10, Strength d12+2, Vigor d12

**Skills:** Faith d10, Fighting d8, Guts d10, Intimidation d10, Notice d6, Stealth d6, Throwing d8

**Pace:** 6; **Parry:** 7; **Toughness:** 10

**Hindrances:** —

**Edges:** Block, Combat Reflexes, Improved Frenzy, Level Headed, Quick, Sweep

**Treasure:** Rich

### Special Abilities

- **Bite/Claws:** Str+2.
- **Fear:** Anyone seeing the creature must make a Guts roll.
- **Magic:** Living gods have 35 Power Points and know the following powers: *beast friend* (command over animals of same

type), *bolt* (divine energy), *detect/conceal arcana* (divine sight), *fear* (howl), *quickness* (supernatural reflexes), *speak language* (divine understanding), *stun* (word of power), and *teleport* (blinding flash).

- **Size +2:** Living gods stand over 10' tall.



## LIVING GRIMOIRE

Grimoires are books containing dark knowledge or spells. Most are simply books, though they may be written in blood or contain images that turn even the strongest stomach. Living grimoires, however, are magical creations, designed to protect the book for nosy individuals.

Living grimoires are actually just the cover of the book. Usually they take the form of demonic faces, gaping maws, or perhaps just sharp claws used to clasp the book closed. They only make their presence felt when someone other than the book's rightful owner tries to pick up or open the book. Killing the grimoire does not damage the book (a by-product of the magic used in their creation).

Living grimoires speak many languages, but usually only converse to threaten or taunt people.

For more on grimoires and their contents, check out the *Horror GM's Toolkit*.

**Attributes:** Agility d4, Smarts d4(A), Spirit d12, Strength d8, Vigor d10

**Skills:** Fighting d6, Intimidation d10, Notice d6, Taunt d10

**Pace:** 0; **Parry:** 2; **Toughness:** 5

**Treasure:** None

### Special Abilities

- **Bite/Claws:** Str+3.
- **Construct:** +2 to recover from being Shaken; No additional damage from called shots; Piercing attacks do half-damage; Immune to poison and disease.
- **Immobilized:** A grimoire can only attack characters who try to pick it up. It's Fighting roll is a reflection of its ability to attack, not defend itself.
- **Powers:** A living grimoire whose contents include spells may use that magic to defend itself. A typical grimoire with access to magic has 15 Power Points, Spellcasting d8, and knows 1d4 of the following powers: *bolt* (dark energy), *deflection* (skeletal hands), *conceal arcana* (changes appearance to look like a regular tome; no *detect*), *fear* (demonic laugh), *obscure* (sphere of darkness), *teleport* (accompanied by insane laugh), and *zombie* (incantation).
- **Size -2:** Grimoires measure less than 2' across.
- **Small:** Attackers suffer a -2 penalty to attack a living grimoire due to its size.

## LIVING TOPIARY

Whether given life through magic or demonic possession, living topiaries haunt the recesses of stately homes and the homes



of people with dark secrets. Regardless of what form they take, these plant beings use the same stats.

**Attributes:** Agility d8, Smarts d4(A), Spirit d6, Strength d8, Vigor d8

**Skills:** Fighting d8, Guts d8, Intimidation d6, Notice d6, Stealth d10

**Pace:** 6; **Parry:** 6; **Toughness:** 6

**Treasure:** None

**Gear:** Knife (Str+1)

**Special Abilities**

- **Camouflage:** While not moving, topiary golems are indistinguishable from normal topiary. Characters actively searching for danger suffer -4 to their Notice rolls. Topiaries which aren't detected strike with surprise, getting The Drop on their unsuspecting foes.
- **Claws:** Str+2.
- **Construct:** +2 to recover from being Shaken; No additional damage from called shots; Piercing attacks do half-damage; Immune to poison and disease.
- **Plant:** Immune to Fear and Tests of Will.

## MAD SCIENTIST

Mad scientists are geniuses who have taken it upon themselves to play God. Doctors Frankenstein and Moreau were both mad scientists.

**Attributes:** Agility d6, Smarts d12, Spirit d10, Strength d6, Vigor d6

**Skills:** Fighting d6, Guts d10, Knowledge (Occult) d8, Knowledge (Misguided Science) d12, Intimidation d6, Notice d6, Stealth d6, Taunt d6

**Charisma:** 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

**Hindrances:** Delusional (Major; can create life)

**Edges:** Scholar

**Treasure:** Rich, in lair.

**Gear:** Improvised weapon (Str+1)

**Special Abilities**

- **Science Specialty:** A mad scientist has one specialty from the choices below.
- **Golem:** The scientist can create golems of any sort. He may make one golem per success and raise on a Knowledge (Misguided Science) roll. Each roll takes six months of time.
- **Hybrid:** The scientist has mastered the art of combining human and animal DNA to produce monstrous hybrids. He may make one hybrid animal (see page xxx) per success and raise on a Knowledge (Misguided Science) roll. Each roll takes three months of time.
- **Unlife:** The scientist has mastered the art of animating corpses. He has the *zombie* power, uses Knowledge (Misguided Science) as his arcane skill, and has 15 Power Points. Depending on the setting, he must either have access to a lab or use strange chemicals to use this ability.

## MALKIN

Old wives tales talk about cats draining the souls from babies—the stories were true.

Taking their name from Greymalkin, one of the witches' familiars from Macbeth, these creatures look like regular domestic cats. Indeed, unless one catches a malkin feeding, the two species cannot be told apart by any means. When feeding, a smoky tendril stretches from the malkin's mouth to that of its victim.

**Attributes:** Agility d10, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Climbing d10, Fighting d6, Intimidation d6, Notice d10, Stealth d10

**Pace:** 6; **Parry:** 5; **Toughness:** 3

**Treasure:** None

**Special Abilities**

- **Size -2:** Malkins are the same size as cats.
- **Small:** Attackers suffer a -2 penalty to attack a malkin due to its size.
- **Soul Suck:** A malkin can suck the soul from a living being. In combat, it must score a raise on its Fighting roll to get close enough to its victim's mouth. It must then win an opposed Spirit roll with its victim. If successful, the victim suffers a level of Fatigue. The Fatigue cannot be removed until the malkin is killed, when the portion of soul it took is returned. Against a sleeping or unconscious target, the malkin need only make the opposed Spirit roll.

## MAN-BAT

A man-bat is a cross between a human and a bat. Standing upright and with the basic frame of a human, they have a bat's head, clawed hands and feet, and leathery flaps of skin under their arms. Unlike wither mammal, however, they are completely bald, and their skin is a foul shade of grey.

Some people claim these are wercreatures, others that they are vampires in a hybrid form. They may simply be creatures formed through dark magic.

**Attributes:** Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d8

**Skills:** Fighting d6, Guts d8, Intimidation d8, Notice d12, Stealth d8

**Pace:** 6; **Parry:** 5; **Toughness:** 6

**Treasure:** Meager

**Special Abilities**

- **Bite/Claws:** Str+1.
- **Disease:** Anyone Shaken or wounded by a man-bat must make a Vigor roll. On a failure, they suffer a raging fever and are Fatigued. Victims make another Vigor roll each day, suffering another level of Fatigue on a failure. With a success, on level of Fatigue is removed. Once all Fatigue is removed, the patient is healed.
- **Echo Location:** Man-bats suffer no penalties for bad lighting, even in Pitch Darkness.
- **Fear:** Anyone seeing the creature must make a Guts roll.
- **Flying:** Pace 8, Climb 2.





LEANHAUM-SHEE



## METAL JUGGERNAUT

Metal juggernauts are pieces of metal and machinery bonded together through the force of a powerful spirit. They are most common on modern (and futuristic) battlefields, where they form from wrecked tanks and armored vehicles. In urban areas, they are likely to inhabit scrapyards, though they can be found in industrial plants.

**Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d12+3, Vigor d12

**Skills:** Fighting d10, Intimidation d10, Notice d6, Shooting d8

**Pace:** 6; **Parry:** 7; **Toughness:** 12

**Treasure:** None

### Special Abilities

- **Armor +4:** Metal body.
- **Construct:** +2 to recover from being Shaken; No wound penalties; No additional damage from called shots; Piercing attacks do half-damage; Immune to poison and disease.
- **Fear:** Anyone seeing the creature must make a Guts roll.
- **Fearless:** Immune to Fear and Intimidation.
- **Large:** Attacks are +2 to attack rolls against a juggernaut due to its size.
- **Armor +4:** Metal body.
- **Regeneration:** A metal juggernaut adjacent to a large source of metal (size of a sports car or upward) can make a natural healing roll as a free action by drawing pieces of metal onto its body. The GM should determine whether the source can be used multiple times or for a single use only.
- **Weaponry:** The weapons available to a juggernaut depend on the metal it is built from.
- **Battlefield:** Two 0.5 cal machineguns (see *Savage Worlds*) and a makeshift claw, inflicting Str+2 damage.
- **Industrial:** Drills, saws, and other power tools. Str+4 damage.
- **Scrapmetal:** Sharp, rusty pieces of metal. Str+3.

## MUMMY

Mummies are undead whose bodies have been dried and preserved, and come in two varieties—those preserved naturally, and those preserved by the hand of man (or some other race).

The spirit is bound to the corpse through powerful necromantic rituals known only to a select few priests. Most stem from Egypt, but the ancient Meso-American and Chinese cultures also practiced mummification.



## GREATER MUMMY

Greater mummies were former high priests, mages, and corrupt rulers, deliberately preserved for eternity and granted an

unearthly life through arcane rituals.

**Attributes:** Agility d4, Smarts d10, Spirit d12, Strength d12+4, Vigor d12

**Skills:** Fighting d10, Guts d12, Intimidation d10, Notice d8, Spellcasting d10

**Pace:** 4; **Parry:** 7; **Toughness:** 13 (3)

**Treasure:** Rich.

**Gear:** Ancient bronze armor (+3), long sword (Str+3)

### Special Abilities

- **Arcane Background (Magic):** A greater mummy typically knows *barrier* (wall of darkness), *bolt* (swarm of tiny skulls), *deflection* (shield of swirling skulls), *fear* (unearthly cry), *obscure* (area of darkness), and *zombie* (ritual preparation). (30 Power Points.)
- **Fear:** Anyone seeing a greater mummy must make a Guts roll.
- **Fearless:** Greater mummies are immune to Fear and Intimidation.
- **Fist:** Str+2.
- **Improved Arcane Resistance:** +4 Armor versus magic, and +4 to rolls made to resist magic effects. This ability comes from protective amulets hidden in their bandages, and does not inhibit spells they cast on themselves.
- **Mummy Rot:** Anyone touched by a greater mummy, whether he is damaged or not, must make a Vigor roll. Failure means the character has “mummy rot” and suffers an immediate wound. Victims who die as result of “mummy rot” may be brought back as mummies through the *zombie* power.
- **Shuffling Gait:** Mummies roll a d4 running die.
- **Slam:** Str.
- **Undead:** +2 Toughness. No wound penalties; Called shots to no extra damage to such creatures. +2 to recover from being Shaken. Arrows, bullets, and other piercing weapons, even magic ones, do half damage.
- **Weakness (Fire):** The chemical used in the preservation process mean mummies take +4 damage from fire.

## GUARDIAN MUMMY

The most common type of mummy, these creatures were former priests and soldiers, placed in tombs to guard them for all eternity.

**Attributes:** Agility d4, Smarts d6, Spirit d10, Strength d12+2, Vigor d12

**Skills:** Fighting d8, Guts d10, Intimidation d8

**Pace:** 4; **Parry:** 6; **Toughness:** 10

**Treasure:** Meager.

### Special Abilities

- **Arcane Resistance:** +2 Armor versus magic, and +2 to rolls made to resist magical effects.
- **Fear:** Anyone seeing a guardian mummy must make a Guts roll.
- **Mummy Rot:** Anyone touched by a mummy, whether he is damaged or not, must make a Vigor roll. Failure means the character has “mummy rot” and suffers an immediate wound.
- **Shuffling Gait:** Mummies roll a d4 running die.



- **Slam:** Str.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; Immune to poison and disease; No additional damage from called shots; Half damage from arrows and other piercing weapons.
- **Weakness (Fire):** The chemical used in the preservation process mean mummies take +4 damage from fire.

## ICE MUMMY

Not all mummies were formed through extensive rituals. Ice mummies, for instance, are created from frostbitten corpses. Whereas guardian mummies are wrapped in linen, sand mummies have no covering. Their skin is rock hard, and their limbs twisted and deformed as the flesh shrunk and hardened. Because sand mummies are not coated in tar and oils, they are less flammable than prepared mummies.

**Attributes:** Agility d4, Smarts d6, Spirit d8, Strength d12, Vigor d10

**Skills:** Fighting d6, Guts d10, Intimidation d8, Stealth d8

**Pace:** 4; **Parry:** 5; **Toughness:** 11 (2)

**Treasure:** Meager per 3 mummies.

### Special Abilities

- **Armor +2:** Hardened skin.
- **Burrow (4"):** These mummies can burrow through snow. They can make a surprise attack at +2 to attack and damage (+4 with a raise) by making an opposed Stealth vs Notice roll.
- **Fear:** Anyone seeing an ice mummy must make a Guts roll.
- **Icy Touch:** Anyone touched by an ice mummy, whether he is damaged or not, must make a Vigor roll. Failure means the character develops frostbite. He suffers a cumulative -2 penalty to Agility rolls and Agility linked skills, to a maximum of -6. One point of penalty is removed for each 15 minutes spent near a source of heat.
- **Shuffling Gait:** Mummies roll a d4 running die.
- **Slam:** Str.
- **Thaw:** Ice mummies need a cold environment. Each hour spent in temperatures above freezing, they must make a Vigor roll or suffer a level of Fatigue.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; Immune to poison and disease; No additional damage from called shots; Half damage from arrows and other piercing weapons.

## SAND MUMMY

As with ice mummies, sand mummies are created from naturally preserved corpses. In this case, from corpses left to mummy naturally in hot desert sands.

**Attributes:** Agility d4, Smarts d4, Spirit d8, Strength d12, Vigor d10

## MAKING MUMMIES

Sooner or later one of your players is probably going to ask if he can make a mummy using the *zombie* power. Now, the spell description only says skeletons and zombies, so can it be done? Guess what? Yep, it's your call.

If you do decide to allow them, remember two things. First, the would-be necromancer needs a mummified corpse. The spell only brings undead to life in their current state. Second, guardian mummies (considered the standard type) are much tougher than skeletons and zombies. A such, you should increase the Cost to 5 or 6 Power Points per mummy.

## DIFFERENT MUMMIES

The Egyptians didn't just mummify humans. They also mummified cats, ibises, baboons, and crocodiles. Whether you're running a pulp, modern, fantasy, or sci-fi horror game, there's no reason why different cultures and races couldn't mummify creatures. How do you make a creature, or a monster, into a mummy? Just apply the following template to the regular stats and you've got a mummy ready to go..

- Reduce Agility by two steps (min d4).
- Increase Spirit by one step, or two for a royal mummy.
- Increase Strength 4 steps, or six steps for a royal mummy.
- Increase Vigor by two steps.
- Add the Arcane Resistance Special Ability, or the Improved version for a royal mummy.
- Add Fear. Also add fearless if a royal mummy.
- Add the Shuffling Gate Special Ability (which reduces Pace by 2).
- Add the Undead Special Ability.
- If the culture or race uses tar or similar flammable substances to preserve the dead, add the Weakness (Fire) Special Ability.

**Skills:** Fighting d6, Guts d10, Intimidation d8, Stealth d8

**Pace:** 4; **Parry:** 5; **Toughness:** 11 (2)

**Treasure:** Meager per 3 mummies.

### Special Abilities

- **Armor +2:** Hardened skin.
- **Burrow (4"):** These mummies can burrow through sand. They can make a surprise attack at +2 to attack and damage (+4 with a raise) by making an opposed Stealth vs Notice roll.
- **Desiccating Touch:** Anyone touched by a sand mummy, whether he is damaged or not, must make a Vigor roll. Failure means the character's flesh desiccates. He suffers a 1 die



reduction in Agility and Agility linked skills (min d4). Lost dice return with a natural healing roll.

- **Fear:** Anyone seeing a sand mummy must make a Guts roll.
- **Shuffling Gait:** Mummies roll a d4 running die.
- **Slam:** Str.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; Immune to poison and disease; No additional damage from called shots; Half damage from arrows and other piercing weapons.

## OCCULT RESEARCHER

Depending on your setting, an occult researcher might be a wizened sage who consults ancient tomes, or a high school student with access to parts of the web others fear to surf.

What they all have in common is in-depth knowledge of the occult and the skills to find more information.

### TYPICAL OCCULT RESEARCHER

**Attributes:** Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6

**Skills:** Fighting d4, Guts d4, Investigation d8, Knowledge (Occult) d8, Notice d6, Streetwise d8

**Charisma:** +0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

**Hindrances:** Bad Eyes

**Edges:** Investigator

**Treasure:** Worthwhile

**Gear:** Notebook, pens, spectacles, at least one small occult tome.

### VETERAN OCCULT RESEARCHER

Veteran occult researchers have expanded their knowledge of the supernatural with a little fieldwork, though they are not usually suited for this life.

**Attributes:** Agility d6, Smarts d12, Spirit d10, Strength d6, Vigor d6

**Skills:** Fighting d6, Guts d8, Investigation d10, Knowledge (Legends) d10, Knowledge (Occult) d12, Notice d8, Persuasion d6, Streetwise d10

**Charisma:** +0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

**Hindrances:** Bad Eyes

**Edges:** Connections, Investigator, Scholar

**Treasure:** Worthwhile

**Gear:** Notebook, pens, spectacles, at least one small occult tome.

## POLTERGEIST

Poltergeists are violent ghosts. Whereas ghosts can make their presence felt by throwing small objects or materializing, poltergeists remain invisible but have a greater range of powers

at their disposal.

**Attributes:** Agility d6, Smarts d6, Spirit d10, Strength d6, Vigor d6

**Skills:** Fighting d8, Intimidation d12, Notice d10, Taunt d10, Stealth d12+4

**Pace:** 6; **Parry:** 6; **Toughness:** 5

**Treasure:** None

**Gear:** Thrown objects (Str+1)

**Special Abilities**

- **Ethereal:** Immune to normal attacks. Magic items, weapons, or supernatural powers affect them normally.
- **Improved Rapid Recharge:** Poltergeists recover 1 Power Point every 15 minutes.
- **Telekinesis:** Although poltergeists can throw objects as per a standard ghost, they can also wield weapons, throw people around, slam doors and such like. They have the *telekinesis* power, use Spirit as their arcane skill, and have 20 Power Points for this purpose only.

## POSSESSED ANIMALS

Possessed animals are regular, mundane beasts with a demonic taint. They term “possessed” might refer to actual spirit possession, but it could just as easily refer to magic rituals or the results of drinking chemically-tainted water. To create a possessed animal, apply the following template to the regular animal stats. An example follows.

**Attributes:** Spirit +1 die, Strength +2 dice, Vigor +1 die

**Skills:** Fighting +2 dice, Guts +2 dice, Intimidation +2 dice.

**Special Abilities**

- **Weapons:** Increase damage by +2. Add a Bite attack as well.

### BURRO DIABLO

Known also as the “Devil’s ass,” the demonic mule has a mouth full of sharp teeth, fiery hooves, and the temper of the meanest rattler. They delight in letting people ride them into the mountains, and then throwing themselves, and their passenger, off high cliffs.

**Attributes:** Agility d4, Smarts d4(A), Spirit d8, Strength d12, Vigor d10

**Skills:** Fighting d6, Guts d10, Intimidation d6, Notice d4

**Pace:** 6; **Parry:** 5; **Toughness:** 9

**Treasure:** None

**Special Abilities**

- **Fleet-Footed:** When a mule can be convinced to run, it rolls a d8 instead of a d6.
- **Bite/Kick:** Str+2.
- **Omery:** Mules are contrary creatures. Characters must subtract 2 from their Riding rolls when riding them.
- **Size +2:** Mules are stocky creatures weighing up to 1000 pounds.





MUMMY



## RABID ANIMALS

Rabies is a disease of the central nervous system and can be found in any warmblooded animal. In the real world, it tends to be found in smaller animals, such as bats or raccoons, but in a horror game there's no reason why a larger creature can't have the disease.

To make a rabid animal, simply add the Berserk, Disease, Fearless, and Weakness (Water) abilities as shown below in the sample creature.

### RABID BEAR

**Attributes:** Agility d6, Smarts d6(A), Spirit d10, Strength d12+6, Vigor d12

**Skills:** Fighting d8+2, Intimidation d10, Notice d8

**Pace:** 8; **Parry:** 4; **Toughness:** 12

**Treasure:** None

#### Special Abilities

- **Bear Hug:** Bears don't actually "hug" their victims, but they do attempt to use their weight to pin their prey and rend it with their claws and teeth. A bear that hits with a raise has pinned his foe. The opponent may only attempt to escape the "hug" on his action, which requires a raise on an opposed Strength roll.
- **Berserk:** A rabid animal is automatically berserk and cannot calm down. The traits above include all modifiers. If you choose to make the beast a Wild card, it suffers no wound penalties.
- **Bite/Claws:** Str+2.
- **Disease (-2):** A character Shaken or wounded by a bite attack must make a Vigor roll at -2. On a failure, the victim has contracted rabies. He suffers a level of Fatigue each day until Death. A successful Healing roll can treat the disease, but it must be made within 24 hours and the healer must have access to a large amount of vaccine. If your game has magic healing, you'll need to decide whether it can treat rabies after the first 24 hours.
- **Fearless:** Immune to Fear and Intimidation (see Weakness below).
- **Size +2:** These creatures can stand up to 8' tall.
- **Weakness (Water):** One symptom of rabies is hydrophobia. The creature suffers -2 to all trait rolls when there is a body of water larger than a drinking trough within 5".

### RAT SWARM

Rats may not be the most deadly of creatures, but they are a horror staple. As well as lurking in sewers or ruined buildings, they can also be guided by vampires. Rat swarms fill a Medium Burst Template.

**Attributes:** Agility d10, Smarts d4(A), Spirit d12, Strength d8, Vigor d10

**Skills:** Notice d6

**Pace:** 10; **Parry:** 4; **Toughness:** 7

**Treasure:** None

#### Special Abilities

- **Bite:** Rat swarms inflict hundreds of tiny bites every round to their victims, hitting automatically and causing 2d4 damage to everyone in the template (victims in completely sealed suits are immune).
- **Infection:** Any one Shaken or wounded by a rat swarm must make a Vigor roll or suffer a level of Fatigue from infected bites. Cumulative bites can lead to Incapacitation, but never to Death. One Fatigue level is recovered every 24 hours or with a successful healing roll.
- **Split:** Rat swarms are clever enough to split into two smaller swarms (Small Burst Templates) should their foes split up. The Toughness of these smaller swarms is lowered by -2 (to 5 each).
- **Swarm:** Parry +2. Because the swarm is composed of scores, hundreds, or thousands of creatures, cutting and piercing weapons do no real damage. Area-effect weapons work normally, and a character can stomp to inflict his damage in Strength each round.

## REVENANT

Revenants are a form of zombie. Rather than being mindless, they have the capacity to make simple decisions, but are totally single-minded.

Whereas zombies exist only as puppets of necromancers or to eat brains, revenants have returned from the grave with a purpose. It may be to right a wrong done to them in life, to retrieve items stolen from their grave, or such like.

Revenants have no capacity for speech, nor do they wish to accept apologies or bargain for the return of stolen items. They seek a bloody revenge on those who have wronged them.

**Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d8

**Skills:** Fighting d8, Intimidation d6, Notice d6

**Pace:** 6; **Parry:** 6; **Toughness:** 8

**Treasure:** None

**Gear:** Some sort of melee weapon, typically doing Str+3 damage.

#### Special Abilities

- **Fearless:** Immune to Fear and Intimidation.
- **Mist:** Revenants can summon a mist to conceal their passing. This functions as the *obscure* power. The revenant uses Spirit as its arcane skill and has 20 Power Points for this purpose only. The revenant's vision is not affected by the mist it summons.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; Called shots do no extra damage; half damage from piercing weapons.
- **Vengeful:** So long as its vengeance goes unsated, a





RAT SWARM



revenant cannot be truly slain. No matter what damage its body takes, the thing returns 1d6 days later to carry on its quest. Once it has its revenge, however, it disappears in a cloud of mist.

## RUG FIEND

Animal skin rugs may be out of fashion in the 21st century, but there's still plenty around. Most are just the skins of dead animals, but a few still retain the spirit of the beast as well. Rug fiends may lack flesh and bone, but they're still dangerous to unwary intruders. The version below is a tiger skin rug, but other types exist.

**Attributes:** Agility d6, Smarts d6(A), Spirit d8, Strength d12, Vigor d12

**Skills:** Fighting d10, Guts d8, Intimidation d8, Notice d8, Stealth d10

**Pace:** 4; **Parry:** 7; **Toughness:** 9

**Treasure:** None

**Special Abilities**

- **Bite/Claws:** Str+2.
- **Camouflage:** A dormant rug fiend looks like a regular animal rug. If an opponent moves adjacent to the rug without detecting its evil nature, it gets The Drop.
- **Construct:** +2 to recover from being Shaken; No additional damage from called shots; Piercing attacks do half-damage; Immune to poison and disease.
- **Improved Frenzy:** Makes two Fighting attacks each round at no penalty.
- **Size +1:** Rug fiends are larger than humans.

## SATANIC MUSICIAN

Rumors of heavy metal musicians who have sold their soul to Satan are true. At least in a modern horror setting. These black-hearted musicians have sold their soul for fleeting fame.

**Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d8

**Skills:** Fighting d8, Guts d10, Intimidation d10, Notice d6, Stealth d6

**Pace:** 6; **Parry:** 5; **Toughness:** 6

**Treasure:** Worthwhile

**Gear:** Guitar (Str+2, -1 Parry, requires 2 hands)

**Special Abilities**

- **Corrupting Lyrics:** A Satanist musician's songs contain lyrics capable of warping minds. Any character who hears his music, either live or on recorded media, must make a Spirit roll or go Berserk, attacking the nearest available target. He also gains the Bloodthirsty and Mean Hindrances. Victims may make another Spirit roll after every victim they kill. On a success, they calm down, but have no memory of their actions.

## SAVAGE JACK IN THE BOX

Said to have been created by a maniacal toymaker with a hatred of children (they mistreat and break his toys), the Savage Jack, as it is known, is a tool of fear and revenge. The same toymaker may have created the first marionette golems as well (see page xxx)

Although it looks like a normal children's toy by day, by night it becomes a twisted, macabre jester with a hatred of children. Its favorite tactic is to rattle its box until the child grows curious and opens it. Savage Jack then springs out, armed with a vicious, jagged knife stained in the blood of previous victims.

A Savage jack can talk, though it usually only converses to intimidation and mock its victims.

**Attributes:** Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

**Skills:** Fighting d8, Guts d8, Intimidation d12, Notice d8, Stealth d6, Taunt d12+2

**Pace:** 4; **Parry:** 6; **Toughness:** 6

**Treasure:** None

**Gear:** Big knife (Str+2)

**Special Abilities**

- **Construct:** +2 to recover from being Shaken; No additional damage from called shots; Piercing attacks do half-damage; Immune to poison and disease.
- **Fear:** Anyone seeing the creature must make a Guts roll.
- **Fearless:** Immune to Fear and Intimidation.
- **Hop:** A Savage Jack moves by hopping, bringing his entire box with him. He rolls a d4 as his running die, instead of a d6.
- **Small:** Attackers must subtract -2 from rolls to hit a Savage Jack
- **Springy:** A Savage Jack is mounted on a powerful spring and has a Reach of 1". As an action, he can extend this to 2".
- **Surprise!:** A Savage Jack gets The Drop against an unsuspecting foe who opens his box.

## SCREAMING SKULL

Screaming skulls are human skulls given a limited intellect through arcane rituals. They serve primarily as spies, though they can defend themselves if attacked.

**Attributes:** Agility d4, Smarts d6, Spirit d8, Strength d4, Vigor d6

**Skills:** Fighting d6, Intimidation d8, Notice d10, Stealth d6, Taunt d8

**Pace:** 0; **Parry:** 5; **Toughness:** 5

**Treasure:** None

**Special Abilities**

- **Flying:** Pace 6, Climb 2.
- **Head butt:** Str.
- **Scream:** A skull can emit a terrifying scream. This functions as the *fear* power. The skull uses its Spirit as its arcane skill and has 10 Power Points.
- **Shared Senses:** The creator of a screaming skull can use



its senses as if they were his own. Sharing senses requires concentration and gives a multi action penalty to the creator (but not the skull).

- **Size -2:** Screaming skulls are small.
- **Small:** Attackers are -2 to attack rolls against a skull because of its size.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; Called shots do no extra damage; half damage from piercing weapons.

## SEAWEED FIEND

The sea is a mysterious place, its depths scarcely explored by man. Who knows what terrors lurk beneath the waves. Seaweed fiends may be a natural creature, the result of magic, or the result of chemical pollution.

Seaweed fiends first appeared in an altered form in the *50 Fathoms Companion*, but are suitable for any horror genre.

**Attributes:** Agility d6, Smarts d4, Spirit d8, Strength d10, Vigor d8

**Skills:** Climbing d6, Fighting d8, Intimidation d6, Notice d6, Stealth d8

**Pace:** 4; **Parry:** 6; **Toughness:** 6

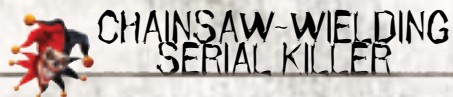
**Treasure:** None

**Special Abilities**

- **Aquatic:** Seaweed fiends have Pace of 8 underwater.
- **Claw:** Str +1 (formed from sharp pieces of fish bone or splintered wood).
- **Fear:** The fiends' black, slimy forms often contain rotting marine life and their eyes glow a baleful yellow.
- **Immunity (Fire):** Fire attacks cause no damage to their slimy bodies.
- **Stench:** Seaweed fiends reek of tar and decaying fish. Everyone adjacent to a seaweed fiend must make a Vigor roll or be Shaken. Victims who succeed are immune to the stench for 24 hours.

## SERIAL KILLERS

Serial killers in most horror settings aren't the quiet guy next door type. Save those monsters for real life. No, horror setting serial killers stand out in a crowd, mainly because of their strange attire, blood soaked clothes, or large, dangerous weapons.



Clad in clothes soaked in the blood of victims, his face concealed behind a hockey mask, and carrying a chainsaw caked in decaying flesh, the chainsaw wielding serial killer is a nightmarish fiend with only one thought on his mind—and it isn't chopping wood.

**Attributes:** Agility d8, Smarts d6, Spirit d10, Strength d12, Vigor d10

**Skills:** Driving d8, Fighting d8, Notice d8, Stealth d10

**Charisma:** -6; **Pace:** 6; **Parry:** 6; **Toughness:** 8

**Hindrances:** Bloodthirsty, Mean, Vengeful (Major)

**Edges:** Berserk, Brawny, First Strike, Frenzy, Hard to Kill, Harder to Kill, Improved Nerves of Steel, Sweep

**Treasure:** Meager

**Gear:** Hockey mask, blood soaked clothes, chainsaw (Str+6)

**Special Abilities**

- **Sequel:** It's not just hard to put a serial killer down, it's virtually impossible to keep them dead. If you want the serial killer to make a return, he has a 100% chance of surviving death, rather than the 50% from Harder to Kill.



## FINGER BLADE SERIAL KILLER

Said by some to be the vengeful wraith of a man wrongly lynched, and by others to be a mortal lunatic, the finger blade serial killer likes to taunt and chase his victims, before slicing and dicing their flesh.

**Attributes:** Agility d8, Smarts d8, Spirit d8, Strength d10, Vigor d8

**Skills:** Fighting d8, Intimidation d8, Notice d6, Stealth d10, Taunt d10

**Charisma:** -8; **Pace:** 6; **Parry:** 6; **Toughness:** 6

**Hindrances:** Bloodthirsty, Mean, Ugly, Vengeful (Major)

**Edges:** Ambidextrous, Frenzy, Hard to Kill, Harder to Kill, Improved First Strike, Two Fisted

**Treasure:** None

**Gear:** Two bladed gloves (Str+2)

**Special Abilities**

- **Sequel:** It's not just hard to put a serial killer down, it's virtually impossible to keep them dead. If you want the serial killer to make a return, he has a 100% chance of surviving death, rather than the 50% from Harder to Kill.

## SHADOW

These shadows aren't two-dimensional forms or ethereal beings, but the dark twin of a living being. Shadows never come into being based on evil people. Only good folk, who suppress their darker emotions (such as greed, jealousy, or vanity), can birth such a fiend, and even then it is beyond their control.

Shadows are spontaneously created when the suppressed darker emotions of a human (or other race) reach a point where they develop a life of their own. Shadows look like the character who created them, but somehow more sinister looking. They share all the memories of their creator, as well as his traits, Hindrances, and Edges.

The shadow stats below are for a "typical" shadow based on a "typical" person. If you use a shadow in an adventure, you'll get greater use making them a "dark clone" of a good character or NPC. See the sidebar for ideas on using shadows in this manner.

Shadows are sometimes known as doppelgangers or dark



twins. Mr. Hyde, despite what the movies portray, was just a shadow of the good Dr. Jekyll.

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Driving d6, Fighting d6, Guts d6, Notice d6

**Charisma:** -6; **Pace:** 6; **Parry:** 5; **Toughness:** 5

**Treasure:** Meager

## Special Abilities

- **Twisted:** Shadows have the following **Hindrances:** Arrogant, Bloodthirsty, Greedy (Major), Mean, Stubborn, and Vengeful (Major). If the character the shadow is based on has any of the following Hindrances, his shadow does not possess them: Code of Honor, Heroic, Loyal, Pacifist, or Vow.

## SHADOW PUPPET

There exists a book on shadow puppets known as the Liber Pupa Obscurus (Book of Dark Puppets) that is said to have existed since Roman times.

Shadows created using the book are not just tricks of the light, but become living beings. Like the color of their form, their hearts are as black as night.

**Attributes:** Agility d8, Smarts d6, Spirit d10, Strength d10, Vigor d12

**Skills:** Fighting d8, Notice d8, Stealth d10

**Pace:** 6; **Parry:** 6; **Toughness:** 8

**Treasure:** None

## Special Abilities

- **Construct:** +2 to recover from being Shaken; No additional damage from called shots; Piercing attacks do half-damage; Immune to poison and disease.
- **Ethereal:** Shadow puppets are immune to normal weapons. Magic items, weapons, and supernatural powers affect them normally.
- **Shadow Mimicry:** A shadow puppet can hide inside a normal shadow, or disguise itself to look like a natural shadow. In any circumstance where there is a shadow, the puppet gains +4 to Stealth rolls.
- **Telekinesis:** A shadow puppet can use the *telekinesis* power to wield weapons only. It has 30 Power Points and uses Spirit as its arcane skill.
- **Two Dimensional:** Shadow puppets can fit through minute cracks. Unless a room has been designed to be airtight, assume a shadow beast can always gain ingress.
- **Weakness (Darkness):** A shadow cannot exist if there is no light. A shadow puppet in an area of **total** blackness (the template of the *obscure* power counts) is automatically Shaken and cannot recover until the darkness is lifted.
- **Weakness (Light):** Shadow puppets have an aversion to strong light. Each round they spend in daylight causes 2d10 damage. A flashlight can be used as a weapon (Range 10", requires a Shooting roll) and causes 2d6 damage.

## SKELETAL ANIMALS

The *zombie* power isn't restricted to humans and other sentient creatures—it works on the skeletal remains of animals as well. While skeletal humans are useful servants, a zombie T-Rex awakened from the local museum makes for a deadly foe.

## SKELETAL RIDING HORSE

More common in fantasy horror than modern horror, skeletal horses serve as mounts for necromancers and demons visiting the mortal realm.

**Attributes:** Agility d8, Smarts d4(A), Spirit d6, Strength d12, Vigor d8

**Skills:** Fighting d8, Notice d6, Stealth d6

**Pace:** 10; **Parry:** 6; **Toughness:** 10

**Treasure:** None

## Special Abilities

- **Fearless:** Immune to Fear and Intimidation.
- **Fleet Footed:** Skeletal horses roll a d8 when running, rather than a d6.
- **Kick:** Str+2.
- **Size +2:** Skeletal horses weigh stand taller than a human and weigh as much as 500 pounds.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; Called shots do no extra damage; half damage from piercing weapons.



## SKELETAL TYRANNOSAURUS REX

The "king of the dinosaurs" was no doubt a terrifying creature when it roamed the Earth. As a skeletal creature, it's even more fearsome.

**Attributes:** Agility d8, Smarts d4(A), Spirit d8, Strength d12+4, Vigor d8

**Skills:** Fighting d8, Intimidation d12, Notice d8, Stealth d6

**Pace:** 10; **Parry:** 6; **Toughness:** 17 (2)

**Treasure:** None

## Special Abilities

- **Armor +2:** Dense bone.
- **Bite:** Str+3; AP 2.
- **Fear (-2):** Anyone seeing a skeletal T-Rex must make a Guts roll at -2.
- **Fearless:** Immune to Fear and Intimidation.
- **Fleet Footed:** With no flesh to lug around, a skeletal T-Rex runs faster than normal. It has a running die of d10, rather than a d6.
- **Large:** Creatures add +2 when attacking a T-Rex due to their great size.
- **Size +7:** These fearsome creatures stand 30' tall and weigh over 20,000 pounds.
- **Undead:** +2 Toughness. No wound penalties; Called shots to



## MAKING SHADOWS

A shadow makes a great villain. Why? Because it can get a character into a whole world of trouble. The shadow can kill, mutilate, steal, and let the character get the blame. Alternately, maybe the characters are trying to help clear a friend, who's whiter than white, of a murder charge. The evidence looks damning, but is there more to the matter than meets the eye?

If you want to drop a character into the fire and watch him squirm, create a shadow based on his character. Remember, it has exactly the same traits, Edges, and Hindrances as the original. Just add the Twisted Special Ability.

Which brings us to the one important factor when creating a shadow for a character. A character who has even one of the Hindrances listed under the Twisted Special Ability cannot form a shadow. He already vents enough of his darker emotions to be free of such a curse.

no extra damage to such creatures. +2 to recover from being Shaken. Arrows, bullets, and other piercing weapons, even magic ones, do half damage.

## SKELETON WARRIOR

Skeleton warriors are the reanimated bones of long-dead soldiers. Unlike common skeletons, these undead troops retain more of their combat skills and are equipped with functional, if somewhat old, armaments.

**Attributes:** Agility d8, Smarts d4, Spirit d4, Strength d6, Vigor d6

**Skills:** Fighting d8, Intimidation d8, Notice d4, Shooting d6

**Pace:** 7; **Parry:** 6; **Toughness:** 10 (3)

**Treasure:** Meager per 3 warriors

**Gear:** Bronze breastplate (+3), bronze sword (Str+3),

**Special Abilities**

- **Bony Claws:** Str+1.
- **Fearless:** Immune to Fear and Intimidation.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; Called shots do no extra damage; half damage from piercing weapons.

## SMOG CLOUD

What happens to the smog clouds produced by industry in horror games? They gain sentience, that's what. Smog clouds are vaporous beings of polluted air. Aside from their ability to drift against the wind, they otherwise resemble dirty, black clouds.

They have coal-black eyes, which are almost impossible to detect.

**Attributes:** Agility d8, Smarts d4, Spirit d8, Strength d6, Vigor d12

**Skills:** Notice d6, Stealth d10

**Pace:** 0; **Parry:** 2; **Toughness:** 8

**Treasure:** None

**Special Abilities**

- **Choke:** A smog cloud fills a Large Burst Template. Any creature in the template must make a Vigor roll (+2 bonus if the character's mouth and nose are covered) each round or suffer a level of Fatigue. Fatigue recovers at the rate of 1 level per 5 minutes in clean air.
- **Elemental:** No additional damage from called shots; Fearless; Immune to disease and poison.
- **Ethereal:** The vaporous nature of a smog cloud makes it immune to normal damage. It takes damage as normal from magic items, weapons, and supernatural powers.
- **Flight:** Flying Pace 12, Climb 6.
- **Weakness (Fire):** Takes normal damage from fire.



## STRIPPER

It's not what you think. Strippers are fleshless humanoids who need the skin of victims to survive. Although they can use animal skins, most prefer the comforting fit of human skin.

**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d10

**Skills:** Climbing d8, Fighting d10, Guts d10, Intimidation d8, Notice d8, Stealth d10

**Pace:** 6; **Parry:** 7; **Toughness:** 7

**Treasure:** Worthwhile (from previous victims)

**Special Abilities**

- **Claws:** Str+1.
- **Disguise:** A stripper wearing the skin of a victim looks exactly like its victim. Through arcane magic, it also sounds like the victim and has their mannerisms. It has none of their memories, however.
- **Fear:** Anyone seeing the creature without a skin must make a Guts roll.
- **Regeneration:** Each time a stripper dons a new skin, it recovers one wound. This is the only way it can heal damage.
- **Skin Loss:** Every time a stripper takes a wound, it must make a Vigor roll (with wound penalties). On a failure, the skin it is currently wearing is ruined and peels away, revealing the creature in its natural form. Each hour the creature spends without a skin, it must make a Vigor roll or suffer an automatic wound.
- **Strip:** Strippers can skin an Incapacitated victim in one round, pulling the entire skin off in a single piece. It then takes them another round to don the skin.

## STUFFED ANIMAL FIEND

As with rug fiends, stuffed animals are animated animal skins. Unlike the rugs, however, this creature retain more of their body mass and are more mobile.



## LEVEL DRAINING

If you're converting undead from another game system, you might be wondering how to handle "level draining" in *Savage Worlds*. Here are some possible solutions to consider.

- The undead must make a successful Touch Attack. On a success, the victim must make a Vigor roll or suffer a die loss to his Vigor. If Vigor drops to below a d4, the victim dies. Vigor loss might be permanent or temporary. One die of temporary loss is recovered with a natural healing roll.
- The touch of the undead causes damage, as per a liche or dread liche.
- The touch causes one level of Fatigue if a Vigor roll is failed. This can lead to Death.
- The victim of a touch attack must make a Vigor roll or suffer a loss in effective experience. Each roll he fails costs 1d4 Experience Points. If the victim drops below an advancement threshold, he loses the last advancement he gained. Recovery requires the victim to re-earn the Experience Points normally.

## STUFFED BEAR FIEND

**Attributes:** Agility d6, Smarts d4(A), Spirit d10, Strength d12+4, Vigor d12

**Skills:** Fighting d8, Guts d10, Intimidation d8, Notice d8

**Pace:** 6; **Parry:** 6; **Toughness:** 10

**Treasure:** None

**Special Abilities**

- **Bear Hug:** Bears don't actually "hug" their victims, but they do attempt to use their weight to pin their prey and rend it with their claws and teeth. A bear that hits with a raise has pinned his foe. The opponent may only attempt to escape the "hug" on his action, which requires a raise on an opposed Strength roll.
- **Camouflage:** A dormant stuffed fiend looks like a regular stuffed animal. If an opponent moves adjacent to the fiend without detecting its evil nature, it gets the Drop.
- **Claws:** Str+2.
- **Construct:** +2 to recover from being Shaken; No additional damage from called shots; Piercing attacks do half-damage; Immune to poison and disease.
- **Size +2:** These creatures can stand up to 8' tall.

## STUFFED BIRD OF PREY FIEND

**Attributes:** Agility d10, Smarts d6(A), Spirit d10, Strength d6, Vigor d6

**Skills:** Fighting d10, Guts d10, Notice d10

**Pace:** 0; **Parry:** 7; **Toughness:** 3

**Treasure:** None

**Special Abilities**

- **Camouflage:** A dormant stuffed fiend looks like a regular stuffed animal. If an opponent moves adjacent to the fiend without detecting its evil nature, it gets The Drop.
- **Claws:** Str+2.
- **Construct:** +2 to recover from being Shaken; No additional damage from called shots; Piercing attacks do half-damage; Immune to poison and disease.
- **Size -2:** Birds of prey are small creatures.
- **Small:** Attackers subtract 2 from attack rolls against this creature because of its size.

## TERRORIZER

As the name implies, terrorizers live to cause terror. Looking like bald great apes with long, scythe-like hooks for hands, they use these deadly weapons and their ability to teleport to attack people in supposedly secure locations, and then flee.

One of their favored tactics is to visit jails. A few mutilated corpses behind locked doors is usually more than enough to generate huge amounts of terror among the prisoners. Hospitals, schools, and isolated research bases are also popular attractions.

**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d12, Vigor d8

**Skills:** Fighting d10, Guts d10, Notice d6, Stealth d8

**Pace:** 6; **Parry:** 7; **Toughness:** 8 (1)

**Treasure:** None

**Special Abilities**

- **Armor +1:** Thick, leathery hide.
- **Claws:** Str+3.
- **Improved Frenzy:** Terrorizers make two Fighting attacks each round at no penalty.
- **Size +1:** Terrorizers stand 8' tall.
- **Teleport:** Terrorizers may teleport up to 100" in a single action. This counts as its movement. The creature has a supernatural sense of direction and understanding of dimensional travel, and can teleport safely into locales it has never seen before without difficulty.
- **Two Fisted:** Makes two attacks each round at no penalty.



In the legends of the Mangaia people of Polynesia, Tumui-Te-Are-Toka was a fearsome sea monster. Indeed, his name means "the Great Shark." Although defeated by the hero Ngaru, only Tumui-Te-Are-Toka's physical form was destroyed.

The Great Shark can send a part of his being to Earth, though only when his cultist followers provide a suitable number



of sentient sacrifices. His avatar is that of a Polynesian native with rough skin and the head of a gigantic great white shark.

**Attributes:** Agility d8, Smarts d8, Spirit d10, Strength d12+3, Vigor d12

**Skills:** Fighting d10, Intimidation d12, Notice d10, Stealth d10, Swimming d12, Tracking d8

**Pace:** 6; **Parry:** 6; **Toughness:** 11

**Treasure:** None

#### Special Abilities

- **Aquatic:** The avatar can move at a Pace equal to his Swimming die in water.
- **Arcane Resistance:** +4 Armor against damage-causing arcane powers and +4 on trait rolls to resist opposed powers.
- **Armor +2:** Thick skin.
- **Bite:** Str+3, AP 2.
- **Fear (-1):** Anyone seeing the creature must make a Guts roll at -1.
- **Fearless:** Immune to Fear and Intimidation.
- **Improved Frenzy:** May make two Fighting attacks each round at no penalty.
- **Rend:** If the avatar scores a raise on his damage roll, he has rended his target. The victim immediately rolls on the Injury Table.
- **Size +1:** The avatar stands over 7' tall.

## VAMPIRES

Vampires are found in virtually every culture. From the mara of the Australian Aborigines to the adze of Ghana and Togo in Africa, from the hopping vampires of China to the mara of Scandinavia, vampires have plagued mankind since time began.

Yet not all vampires are equal. Across the globe, a wide range of supernatural powers have been associated with vampires and vampiric-like creatures. In this section, we look at creating unique vampires.

## SPECIAL ABILITIES

Here is a list of Special Abilities commonly attributed to vampires. Some are duplicated from the *Savage Worlds* rules, whereas others are new. No vampire should have them all, but by mixing and matching you can produce unique vampires to keep the party on its toes.

- **Change Form:** As an action, a vampire can change into a wolf or bat with a Smarts roll at -2. Changing back into humanoid form requires a Smarts roll. Depending on the culture, a vampire might also be able to assume the form of a cat, dog, rat, insect, flea, mouse, or locust.
- **Change Form (Swarm):** As an action, a vampire can change into a swarm of rats, bats, or insects with a Smarts roll at -2. Changing back into humanoid form requires a Smarts roll. The swarm uses the regular Swarm stats.
- **Charm:** Vampires can use the Puppet power on the opposite sex using their Smarts as their arcane skill. They can cast

and maintain the power indefinitely, but may only affect one target at a time.

- **Children of the Night:** Ancient vampires have the ability to summon and control wolves or rats. This requires an action and a Smarts roll at -2. If successful, 1d6 wolves or 1d4 swarms of rats (see page xxx) come from the surrounding wilds in 1d6+2 rounds.
- **Drain Life:** Attributed to psychic vampires. The creature may make a Tough Attack instead of a regular attack. Victims must make a Vigor roll (perhaps opposed by the vampire's Spirit) or gain one level of Fatigue.
- **Flight:** Flying vampires may produce bat-like wings, or fly without any visible means of propulsion. Flying Pace 10, with a Climb of 3.
- **Invulnerability:** Vampires may be immune to damage except from a single source, such as fire, silver, or wood. They can be Shaken by other attacks, but never suffer a wound.
- **Magic:** Some vampires have learned the art of sorcery, or have powers granted by dark gods. Exactly what powers, how many Power Points, and what arcane skill die the vampire has depends on its age and power, but the following are a good benchmark. Rather than give a vampire other Special Abilities, you can use powers to mimic their effects. *Puppet* replaces *Charm*, *shape change* replaces *Change Form*, and so on.
- **Young:** 3 powers (Novice), 10 Power Points, d6 arcane skill.
- **Old:** 3+1d4 powers (Novice or Seasoned), 20 Power Points, d8 arcane skill.
- **Ancient:** 3+2d4 powers (Veteran or lower), 30 Power Points, arcane skill of d10.
- **Mist:** Greater vampires have the ability to turn into mist. This requires an action and a Smarts roll at -2.
- **Regeneration:** Some vampires have the ability to rapidly heal wounds. Most have Slow Regeneration, but a powerful vampire might have Fast Regeneration. If the vampire has a Weakness to a certain substance, such as silver, wounds caused by the substance can only be healed naturally.
- **Resurrection:** A vampire with this power can be brought back from the dead. A pint of blood poured over the ashes (usually by a loyal minion) returns the vampire to life in 1d6 rounds.
- **Seduction:** Commonly possessed by female vampires. Male characters wishing to attack the vampire do so at -2.
- **Shadow:** Some vampires have the ability to change their form to have only two dimensions (like a shadow). As an action, a vampire can change into a shadow with a Smarts roll at -2. Changing back into humanoid form requires a Smarts roll. While in this form, treat the vampire as being Ethereal.
- **Sire:** Anyone slain by a vampire has a 50% chance of rising as a vampire themselves in 1d4 days.
- **Wall Walker:** The vampire may move along any surface at its full Pace. Many can also run without penalty, even when hanging upside down.
- **Weather Control:** Some vampires can control the weather. With a successful Smarts roll, the vampire summons a terrible storm, typified by dark skies and lashing rain. The downpour



reduces visibility (treat as Dark for lighting penalties), extinguishes most normal fires within 1d10 rounds, and only volatile materials have a random chance of igniting from fire-based attacks. Storm conditions inflict a -1 penalty to most actions due to slipping, difficulty hearing, strong winds, and so on. The GM must decide if other actions are affected.

## WEAKNESSES

Since not all vampires are based on Count Dracula, it shouldn't come as a surprise that different weaknesses are attributed to different types of vampire. Although certain weakness can be used to destroy a vampire, such as different types of metal, most are little more than hindrances designed to buy the vampire slayer a little time

- **Weakness (Bells):** The ringing of bells is painful to a vampire. The vampire must make a Spirit roll each round bells are ringing or suffer a -2 penalty to all actions that round.
- **Weakness (Blood):** This is not a weakness to blood itself, but a method of stalling a vampire. If a pint of blood is thrown over a vampire (requires a successful Throwing attack), it must make a Spirit roll or be Shaken as it licks up the blood.
- **Weakness (Candle):** The light from candles is a deterrent to vampires. A vampire trying to cross into the Small Burst Template of light shed by a candle must make a Spirit roll at -2 or be unable to cross that round. It cannot directly affect anyone in the template by any means if the roll is failed (it could cast a *blast* spell centered outside the template, for instance, but it cannot use *bolt*, *puppet*, or any other such spell or special ability against targets protected by the light).
- **Weakness (Grain, Seeds, or Nets):** Certain vampires suffer from an obsessive-compulsive disorder. When they come within 5" of grain or seeds sprinkled on the ground, or a net (laid out or hanging), they must make a Spirit roll or be compelled to count the grain, seeds, or knots in the net. Treat the vampire as being Shaken.
- **Weakness (Herbs):** Although garlic is common in Western myths, vampires can also be affected by holly and juniper. A vampire suffers a -2 penalty to all actions against a character displaying the herb.
- **Weakness (Holy Symbol):** A character with a holy symbol may keep a vampire at bay by displaying a holy symbol. A vampire who wants to directly attack the victim must beat her in an opposed test of Spirits.
- **Weakness (Invitation Only):** Vampires cannot enter a private dwelling without being invited. They may enter public domains as they please.
- **Weakness (Metal or Wood):** Among certain cultures, vampires can be harmed by silver. In a fantasy game, you might want to allow nonhuman vampires to be harmed by other substances. Perhaps dwarves are harmed by cold iron, or elves by wood. Weapons made of these substances inflict +4 damage and can be used to stake a vampire through the heart.

- **Weakness (Prayer):** Although in Western myth this is covered by the Holy Warrior Edge, in Chinese myth prayers written on rice paper can be attached to the vampire to render it immobile. The attacker must make a called shot to the head (-4). On a success, the vampire is rendered immobile by the prayer (Parry reduced to 2). Be warned though, for a strong wind can easily dislodge the prayer.

## METHODS OF DESTRUCTION

Every vampire has some fatal weakness that can be exploited to cause its destruction. Whether or not they're important depends on your setting.

If you're after a fast action horror game where vampire mooks are common, you might rule the blow that any blow reducing a vampire to Incapacitated is a stake through the heart or a decapitation without the characters actually having to perform such maneuvers.

In a game where vampires are truly powerful, they might be Invulnerable to all damage except their weaknesses. Other attacks can leave them Shaken, but can never cause a wound.

Here are some suggested fatal weaknesses. Typically a vampire should have one or two as a minimum.

- **Weakness (Beheading):** A vampire hit with a called shot to the head (-4) must make a Vigor roll versus the damage. If successful, it takes damage normally. If it fails, it disintegrates to dust.
- **Weakness (Holy Water):** A vampire sprinkled with holy water is Fatigued. If immersed, he combusts as if it were direct sunlight (see above).
- **Weakness (Immersion):** A vampire totally immersed in running water suffers an automatic wound each round.
- **Weakness (Magic):** Depending on the setting, magic may cause +4 damage, double-damage, or be the only way of causing damage to the vampire.
- **Weakness (Rice):** Common in China, sticky rice sprinkled on the floor burns the feet of a vampire. Each round it walks over the rice, it suffers 2d10 damage and has a chance of catching fire.
- **Weakness (Salt):** Salt has long been seen as a substance capable of harming evil creatures. A vampire with this weakness must make a Spirit roll to cross a line of salt. A bag of salt thrown over a vampire causes 2d10 damage and the vampire has a chance of catching fire.
- **Weakness (Stake Through the Heart):** A vampire hit with a called shot to the heart (-6) must make a Vigor roll versus the damage. If successful, it takes damage normally. If it fails, it disintegrates to dust. While many vampires can be destroyed this way, a few can reform if the stake is ever removed.
- **Weakness (Sunlight):** Vampires catch fire if any part of their skin is exposed to direct sunlight. After that they suffer 2d10 damage per round until they are dust. Armor does not protect.





VAMPIRE



## ACTION SETTING VAMPIRE MINION

For a traditional horror game, where vampires are a powerful force of evil, use the standard *Savage Worlds* vampire. In an action-horror game, where vampire minions are easily despatched without bothering with stakes through the heart or using holy water, use the following stats.

**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d8

**Skills:** Climbing d6, Fighting d6, Guts d6, Notice d6, Stealth d6

**Pace:** 6; **Parry:** 5; **Toughness:** 8

**Treasure:** Meager per 3 vampires

### Special Abilities

- **Claws:** Str+2.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; Called shots do no extra damage; half damage from piercing weapons.
- **Weakness (Garlic):** Vampires suffer a -2 penalty to Fighting attacks against anyone who carries garlic.
- **Weakness (Sunlight):** Vampires catch fire if any part of their skin is exposed to sunlight. After that they suffer 2d10 damage per round. Armor does not protect.
- **Weakness (Unwelcome Guest):** Vampires cannot enter a home unless invited.
- **Weakness (Wood):** Vampires take +4 damage from wooden weapons, and take normal damage when struck with wooden piercing weapons.



## HOPPING VAMPIRE

Hailing from China, hopping vampires are a breed apart from traditional Western vampires. Their skin is light green, their mouths full of sharp teeth, and their nails long and hard, like claws.

Hopping vampires get their name from their unusual style of movement, and are actually incapable of normal movement. Even their arms are locked in the rigor of death, being fully extended and able to bend only slightly.

**Attributes:** Agility d8, Smarts d4, Spirit d6, Strength d12, Vigor d10

**Skills:** Fighting d8, Notice d8, Stealth d10

**Pace:** 4; **Parry:** 6; **Toughness:** 9

**Treasure:** Meager

### Special Abilities

- **Bite/Claws:** Str+2.
- **Breath Sense:** Hopping vampires cannot see using their eyes, but instead sense the breath of the living. A character who wants to hold his breath in combat must make a Vigor roll at the start of each round. On a failure, he breathes and the vampire can detect him (and thus act normally against him this round). The maximum number of consecutive rounds a character can hold his breath without breathing is equal to his Vigor die. After this, he takes a level of Fatigue each round until he reaches Incapacitated.

## VAMPIRE CHARACTERS

If you're using vampires in your game, it's going to be inevitable that a character will fall foul of them sooner or late and rise as a bloodsucker. Rather than use the standard young vampire template, you might want to use the character's base abilities with a template on top. Here's how you create a standard vampire from Western myth.

Note that a player character based vampire will be much tougher than a vampire based on an "average" character.

- Increase Agility by one die.
- Increase Smarts and Spirit by two dice.
- Increase Strength by five dice.
- Increase Vigor by three dice.
- Increase Fighting and Guts by two dice. Increase Intimidation by three dice.
- All other skills remain at the same level the character had when he died.
- Retain all Edges and Hindrances.

Add the Claws, Improved Frenzy, and Undead Special Ability.

Add the Weakness (Sunlight), Weakness (Holy Symbol), Weakness (Holy Water), Weakness (Invitation Only), and Weakness (Stake through the Heart) Special Abilities.

- Wild card characters retain their Wild Card status.

Okay, that's the basic done, but what about the cool powers? Well, you can either add them in immediately, or allow the vampire to gain them with Experience Points.

We don't mean you should let the player continue running the vampire (although that depends on the game you're running), but if he's going to come back as a major foe later, rather than just be another monster to slay, there's no reason he can't grow in power.

If you go for the "power up" version, the character can buy the Change Form, Charm, Children of the Night, Level Headed, Mist and Sire powers as Edges when he advances. There are no requirements for any of these, other than being a vampire.

- **Cure:** A victim of a hopping vampire isn't necessarily doomed. The traditional cure involves snake venom and sticky rice, blended by a Taoist priest. You should devise a cure appropriate to your setting. What is important, however, is that the victim may not stop moving. If he does, his blood congeals and there is no hope for a cure. Check out the rules on Sleep in *Savage Worlds*.
- **Extended Jump:** Hopping vampires can extend the distance they hop using a run action. They roll a d4 running die, however.
- **Jump:** In addition to hopping horizontally, a hopping vampire can move half its Pace vertically as well.
- **Sire:** Each time a victim is wounded by a hopping vampire he



must make a Vigor roll or transform into a hopping vampire after 1d4 days.

- **Undead:** +2 Toughness. No wound penalties; Called shots to no extra damage to such creatures. +2 to recover from being Shaken. Arrows, bullets, and other piercing weapons, even magic ones, do half damage.
- **Weakness (Prayer):** Prayers written on rice paper can be attached to the vampire to render it immobile. The attacker must make a called shot to the head (-4). On a success, the vampire is rendered immobile by the prayer (Parry reduced to 2). Be warned though, for a strong wind can easily dislodge the prayer.
- **Weakness (Rice):** Sticky rice sprinkled on the floor burns the feet on a vampire. Each round it stands on the rice, even if only for a moment, it suffers 2d10 damage.

## VENTRILOQUISTS' DUMMY

Ventriloquist dummies with a mind of their own have been the subject of many horror movies. Sure, it looks like the ventriloquist is making it talk, but in reality the dummy is the boss. Although capable of independent movement, dummies don't like to move about unless absolutely necessary. In most cases, they get their "master" to do their dirty work for them.

**Attributes:** Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d6

**Skills:** Fighting d6, Guts d6, Intimidation d10, Notice d6, Persuasion d10, Stealth d6, Taunt d12

**Pace:** 4; **Parry:** 5; **Toughness:** 5

**Treasure:** None

**Special Abilities**

- **Armor +2:** Wooden body.
- **Construct:** +2 to recover from being Shaken; No additional damage from called shots; Piercing attacks do half-damage; Immune to poison and disease.
- **Puppet:** Dummies can use the *puppet* power. They use their Spirit as their arcane skill, and have 20 Power Points.
- **Size -2:** Dummies stand no taller than 3'.
- **Small:** Attackers suffer a -2 penalty when attacking a dummy.

## VICTIMS

Most horror tales need victims. As well as innocent bystanders, we've included stats for some stereotypical modern horror victims. Use them as templates to create your own hapless monster fodder.

### INNOCENT VICTIMS

Whether high school students living in the big city, or peasant farmers from some distant part of Eastern Europe (or a

fantasy setting), innocent victims share a lack of useful abilities.

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Fighting d4, Guts d4, Knowledge (School Subject or Trade) d6, Notice d6, Shooting d4, Stealth d6

**Charisma:** 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

**Edges & Hindrances:** —

**Treasure:** Meager for every 5 victims.

**Gear:** Improvised weapons (Str+1) or farm implements (Str+2)

## THE FEISTY FEMALE

For some reason, feisty, attractive females attract serial killers and supernatural evil. Most have a wide circle of friends; at least until the splatter action begins.

**Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

**Skills:** Driving d6, Fighting d4, Guts d6, Healing d4, Notice d6, Stealth d6

**Charisma:** +4; **Pace:** 6; **Parry:** 4; **Toughness:** 5

**Hindrances:** Curious, Heroic

**Edges:** Very Attractive

**Treasure:** Meager.

**Gear:** Improvised weapons (Str+1)

## THE JOCK

Captain of the football team and a total meathead, the jock acts tough but is usually the first to flee when the supernatural knocks on his door.

**Attributes:** Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d8

**Skills:** Driving d6, Fighting d6, Guts d4, Intimidation d8, Knowledge (Football stats) d6, Notice d6, Stealth d6, Taunt d8, Throwing d10

**Charisma:** +2; **Pace:** 8; **Parry:** 5; **Toughness:** 7

**Hindrances:** Arrogant

**Edges:** Attractive, Brawny, Fleet Footed

**Treasure:** Meager.

**Gear:** Improvised weapons (Str+1)

## THE NERD

The nerd may be the brains of the outfit, but he's a social pariah. His bookish knowledge might save his friends' lives, but his nerdy glasses and lack of social skills mean they don't want to hang with him socially.

**Attributes:** Agility d4, Smarts d10, Spirit d6, Strength d4, Vigor d6

**Skills:** Investigation d8, Knowledge (Computers) d8, Knowledge (Science) d10, Notice d4, Repair d6, Stealth d4

**Charisma:** -2; **Pace:** 6; **Parry:** 2; **Toughness:** 5

**Hindrances:** Bad Eyes, Outsider (to most other kids)

**Edges:** Scholar



**Treasure:** Meager.

**Gear:** Improvised weapons (Str+1)

## WENDIGO

Abhorrent as it may be, cannibalism is sometimes the only course action open to people lost in the wilderness or stranded on deserted islands.

For most, it is a matter of survival, never to be tried again once they are rescued. For a few, however, it becomes a craving. These individuals are said to be possessed by the spirit of the wendigo, an American Indian cannibal spirit.

**Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d12, Vigor d10

**Skills:** Fighting d8, Guts d10, Notice d6, Stealth d8

**Pace:** 6; **Parry:** 6; **Toughness:** 7

**Treasure:** Meager

### Special Abilities

- **Bite/Claws:** Str+1.
- **Combat Reflexes:** +2 to recover from being Shaken.
- **Foul Strength:** A wendigo who inflicts a wound on a foe with its bite gains +1 die in Strength and Vigor for the remainder of the scene, to a maximum of four extra dice. Outside of combat, each increase lasts for one hour.
- **Frenzy:** A wendigo may make an additional Fighting attack each round at -2 penalty.

## WEREJAGUAR

Werejaguars are common in Pulp horror games, and are usually found in tropical realms. Depending on your setting, werejaguars may be supernatural creatures, or priests of dark and bloodthirsty gods who grant their followers the ability to change form.

**Attributes:** Agility d10, Smarts d6, Spirit d10, Strength d12+1, Vigor d12

**Skills:** Climbing d10, Fighting d12, Guts d10, Intimidation d10, Notice d10, Stealth d12, Swimming d8

**Pace:** 8; **Parry:** 8; **Toughness:** 9

**Treasure:** Meager

### Special Abilities

- **Bite/Claws:** Str+3.
- **Immunity:** Werecreatures can only be Shaken by weapons that are not silver—not wounded.
- **Infection:** Anyone slain by a werecreature has a 50% chance of rising as a similar beast themselves. The character involuntarily transforms every full moon. He gains control of his lycanthropy only after 1d6 years as a werejaguar.
- **Pounce:** Werejaguars often pounce on their prey to best bring their mass and claws to bear. It can leap 1d6" to gain +4 to its attack and damage. Its Parry is reduced by -2 until its next action when performing the maneuver however.

• **Size +1:** Werejaguars are taller than humans.

• **Weakness:** Werecreatures suffer normal damage from silver weapons.

## WERESHARK

Weresharks are a human-shark mix. Like all werecreatures, they have a humanoid form with bestial features. In this instance, the creature has a shark's head and skin, webbed hands, and a dorsal fin.

**Attributes:** Agility d10, Smarts d6, Spirit d6, Strength d12+1, Vigor d10

**Skills:** Fighting d12, Guts d10, Notice d12+2, Stealth d6, Swimming d10

**Pace:** 6; **Parry:** 8; **Toughness:** 8

**Treasure:** None

### Special Abilities

- **Aquatic:** Pace 10.
- **Bite:** Str+3.
- **Feeding Frenzy:** Once there's a significant amount of blood in the water (usually one wound), weresharks go into a feeding frenzy and add +2 to their attacks and damage for the rest of the fight.
- **Immunity:** Were-creatures can only be Shaken by weapons that are not silver—not wounded.
- **Infection:** Anyone slain by a werecreature has a 50% chance of rising as a similar beast themselves. The character involuntarily transforms every full moon. He gains control of his lycanthropy only after 1d6 years as a wereshark.
- **Size +1:** Weresharks stand over 7' tall.
- **Weakness:** Were-creatures suffer normal damage from silver weapons.

## ZOMBIE

Zombies, or the walking dead if you prefer, are a staple in many horror settings. They make great low-level minions. While regular zombies are covered in *Savage Worlds*, this section takes a look at different types of zombie. Not all are going to be useful in every horror setting, but there should be something for everyone.

To create zombie animals, or zombies using non-human races (such as orcs), check the sidebar on page xxx for guidelines.

## ANIMATOR

Animators aren't actually zombies—they're a cause of zombification. They may be spirits, alien entities, or extra-dimensional beings. Whatever their origins, they need a host body to survive, and only the dead, which are devoid of soul, will suffice. Once an animator enters a body, treat it as a regular zombie.



Because animators cannot live long outside a body, they try to ensure there is a healthy supply available—which means going on a killing spree.

**Attributes:** Agility d8, Smarts d4, Spirit d8, Strength d6, Vigor d6

**Skills:** Notice d8, Stealth d8

**Pace:** 6; **Parry:** 2; **Toughness:** 5

**Treasure:** None

#### Special Abilities

- **Animate:** An animator adjacent to a corpse (not an undead creature) may attempt to enter the body and animate it. To do this, it must make a Spirit roll. On a success, the body animates on the next action.
- **Weakness (Need Host):** Once the zombie is destroyed, the animator is forced to leave the corpse and must find a new one. Each round it remains outside of a corpse, it must make a Vigor roll or suffer a level of Fatigue. All Fatigue is lost when the creature finds a suitable host.

## BRAIN EATING ZOMBIE

Many movies depict zombies as having an insatiable craving for human brains. Some of these zombies can speak, though usually their vocabulary is limited to just the word, “Brains!”, which they moan continually when they spy a potential meal.

Unlike many other types of zombie, this particular variety can spread the zombie “disease” through their bite. In most movies there is no cure, but things may be different in your setting.

**Attributes:** Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d6

**Skills:** Fighting d6, Intimidation d8, Notice d4, Stealth d6

**Pace:** 4; **Parry:** 5; **Toughness:** 7

**Treasure:** None

#### Special Abilities

- **Bite:** Str+1.
- **Disease:** Any one who takes a Shaken or wound result from a bite attack must make a Vigor roll. On a failure, they have caught the zombie disease. Each 8 hours thereafter, they must make another Vigor roll or gain a level of Fatigue. There is no way to remove this. When they reach Death, they die, returning in 1d10 minutes as a zombie.
- **Fearless:** Immune to Fear and Intimidation.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; Called shots do no extra damage; half damage from piercing weapons.
- **Weakness (Head):** Shots to a zombie’s head are +2 damage, and piercing attacks do normal damage.



## EINHERJAR

Not all zombies are near-mindless, shambling corpses. The einherjar are one such breed of zombies. In Norse mythology, the einherjar were Odin’s eternal warriors, mortals who had earned a seat in Valhalla. Necromancers could petition Odin for

## LYCANTHROPE CHARACTERS

What happens to a character infected with lycanthropy? He becomes a werecreature obviously.

Apply the following template to the character to generate his were form. This generates a hybrid werecreature, usually bipedal but with bestial features.

- To generate the werecharacter’s base attributes, use the highest of his own or the mundane animal his form is based on (so a werewolf would use the wolf attributes).
- Increase Agility by +1 step, Strength by +3 steps and Vigor by +2 steps. If a character becomes infected, use the highest of his traits and the animal form as the base, then modify as above.
- Were-creatures retain their human intellect in animal form. Use a d6 as the default.
- +1 to animal’s natural weapon damage.
- +1 Size (use highest).
- Use lowest of human or animal Pace.
- Add 2 dice to Fighting, Guts, Intimidation, Notice, and Stealth.
- Add the Special Abilities from the sidebar on Other Lycanthropes..
- A lycanthrope character can use only the following Edges, if he has them, in his were form. The “improved” version of Edges marked “\*” may also be used: Acrobat, Alertness, Ambidextrous, Arcane Resistance\*, Beast Bond, Berserk, Block\*, Brawny, Combat Reflexes, Danger Sense, Dodge\*, First Strike\*, Fleet-Footed, Giant Killer, Hard to Kill\*, Level Headed\*, Mighty Blow, Nerves of Steel\*, Quick, Sweep\*, Strong Willed, Thief, Tough as Nails\*, Two-Fisted, Weapon Master\*, and Woodsman.
- Lycanthropic characters with the following Hindrances retain them in were form: Anemic, Bad Eyes, Bad Luck, Blind, Bloodthirsty, Cautious, Curious, Elderly, Greedy, Habit, Hard of Hearing, Lamé, Mean, Obese, One Arm, One Eye, One Leg, Phobia, Small, Stubborn, Ugly, Vengeful, and Yellow. Ignore all other Hindrances.

use of the einherjar, though on Earth they appear as zombies rather than “live” warriors. They are renowned for their strength and courage.

In a fantasy horror game, a god of battle might have similar undead followers he loans to favored mortals. For a modern game, perhaps the ancient Norse gods are not completely dead and can still make their presence felt on Earth.

Einherjar can speak, though traditional ones only speak Old Norse. A character with knowledge of any Scandinavian language can make a Common Knowledge (if it’s his native tongue) or Knowledge (Language) to communicate with them.

**Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d12, Vigor d10



## OTHER LYCANTHROPES

There is no restriction on what animals can have a were-form, though it should be restricted to normal animals rather than mythical beasts. To create a werecreature, assign the following modifications to the regular statistics to a beast of your choice.

- Increase Agility by +1 step, Strength by +3 steps and Vigor by +2 steps.
- Were-creatures retain their human intellect in animal form. Use a d6 as the default.
- +1 to natural weapon damage.
- +1 Size.
- Add 2 dice to Fighting, Guts, Intimidation, Notice, and Stealth.

Add the following Special Abilities.

- **Infection:** Anyone slain by a werecreature has a 50% chance of rising as a similar beast themselves. The character involuntarily transforms every full moon. He gains control of his lycanthropy only after 1d6 years.
- **Immunity:** Were-creatures can only be Shaken by weapons that are not silver—not wounded.
- **Weakness:** Were-creatures suffer normal damage from silver weapons.

**Skills:** Boating d6, Climbing d6, Fighting d8, Intimidation d8, Notice d6, Taunt d6, Throwing d8

**Pace:** 6; **Parry:** 7; **Toughness:** 10 (1)

**Treasure:** Meager per three einherjar

**Gear:** Leather armor (+1), medium shield (+1 Parry), sword or battle axe (Str+3), spear (Str+2)

### Special Abilities

- **Berserk:** Einherjar have the Berserk Edge.
- **Fearless:** Immune to Fear and Intimidation.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; Called shots do no extra damage; half damage from piercing weapons.

## EXPLOSIVE ZOMBIES

Explosive zombies are animated corpses full of gunpowder or plastic explosives, depending on the setting. In a low-tech, high-magic game, their skin is covered in arcane runes of power instead.

**Attributes:** Agility d6, Smarts d4, Spirit d4, Strength d8, Vigor d10

**Skills:** Fighting d6, Intimidation d8, Notice d4, Stealth d6

**Pace:** 4; **Parry:** 5; **Toughness:** 9

**Gear:** None (although they may be fitted with armor to prolong their capacity to function)

### Special Abilities

- **Claws:** Str+1.
- **Explode:** When an explosive zombie is wounded it explodes for 3d10 damage in a Medium Burst Template. This may cause a chain reaction if other explosive zombies are caught in the blast.
- **Fearless:** Immune to Fear and Intimidation.
- **Undead:** +2 Toughness. Called shots to no extra damage to such creatures. +2 to recover from being Shaken. Arrows, bullets, and other piercing weapons do half damage.
- **Weakness (Head):** Shots to a zombie's head are +2 damage, and piercing attacks do normal damage.

## GAS ZOMBIE

Gas zombies are victims of toxic gas, whether on the battlefield or in industrial accidents. Although similar in appearance to normal zombies, they are bloated with pockets of toxic gas.

Many can be found haunting the battlefields of WWI, dressed in rotting uniforms and wearing ill-fitting gasmasks. These undead often carry functional bolt-action rifles fitted with rusting bayonets.

**Attributes:** Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d6

**Skills:** Fighting d6, Intimidation d8, Notice d4, Stealth d6

**Pace:** 4; **Parry:** 5; **Toughness:** 7

**Treasure:** Meager

### Special Abilities

- **Claws:** Str.
- **Fear:** Anyone seeing the creature must make a Guts roll.
- **Gas:** A gas zombie that is Shaken or wounded release a cloud of toxic gas. This fills a Medium Burst Template. Any one caught in the cloud must make a Vigor roll at -2 or suffer a wound.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; Called shots do no extra damage; half damage from piercing weapons.

## HOLLYWOOD ZOMBIE, FAST

Think all movie zombies are slow and clumsy? Think again. The new generation is as fast as the living, which makes them deadlier than regular zombies.

**Attributes:** Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d6

**Skills:** Fighting d6, Intimidation d8, Notice d4, Stealth d6

**Pace:** 8; **Parry:** 5; **Toughness:** 7

**Treasure:** None

### Special Abilities

- **Bite:** Str+1.
- **Disease:** Any one who takes a Shaken or wound result from a bite attack must make a Vigor roll. On a failure, they have caught the zombie disease. Each 8 hours thereafter, they must make another Vigor roll or gain a level of Fatigue. There is no way to remove this. When they reach Death, they die,





ZOMBIE



## ZOMBIE CHARACTERS

Other than having a character die, having said character return as a mindless undead is high on the list of things players hate. Well, in a horror setting, have a known dead comrade return is a worthy encounter.

So does a detailed character have his full powers, Edges, and Hindrances? Sort of. If a character comes back as a zombie, apply the following template.

This creates a fairly standard zombie. If your setting allows for smarter zombies, or even magic-using zombies, adjust the template accordingly.

- Lower Smarts and Spirit to a d4. Leave Agility, Strength, and Vigor at their current levels. Remember, the standard zombie in *Savage Worlds* is based on an “average” human being (d6 traits), not a hero.
- Agility and Strength related skills remain unchanged. Intimidation and Notice remain unchanged as well, but all other skills are lost.
- Characters can retain the following Edges only when they return as a zombie: Alertness, Ambidextrous, Arcane Resistance, Berserk, Block, Combat Reflexes, Dead Shot, First Strike, Fleet Footed, Frenzy, Mighty Blow, Sweep, Two Fisted, Weapon Master.

“Improved” versions of Edges listed above may also be taken.

- Characters can only retain the following Hindrances when they return as a zombie: Anemic, Bad Eyes, Blind, Hard of Hearing, Lamé, Obese, One Arm, One Eye, One Leg, Small, Ugly. All zombies are Illiterate, having lost higher cognitive functions.
- Reduce Pace by 2 (to a minimum of a d4) and reduce the running die to a d4. A formerly lame, one legged, or obese character makes for a very slow zombie.
- Add the Fearless, Undead and Weakness (Head) Special Abilities.
- A character zombie may be a Wild Card at your discretion.

returning in 1d10 minutes as a zombie.

- **Fearless:** Immune to Fear and Intimidation.
- **Fleet-Footed:** Fast zombies roll a d10 running die, instead of a d6.
- **Invulnerability:** Hollywood zombies can be Shaken normally, but only suffer wounds from shots to the head.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; Called shots do no extra damage; half damage from piercing weapons.
- **Weakness (Head):** Shots to a zombie’s head are +2 damage, and piercing attacks do normal damage.

## HOLLYWOOD ZOMBIE, SLOW

Hollywood zombies are almost identical to brain eating zombies. The key difference is that only shots to the head can kill these undead.

**Attributes:** Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d6

**Skills:** Fighting d6, Intimidation d8, Notice d4, Stealth d6

**Pace:** 4; **Parry:** 5; **Toughness:** 7

**Treasure:** None

**Special Abilities**

- **Bite:** Str+1.
- **Disease:** Any one who takes a Shaken or wound result from a bite attack must make a Vigor roll. On a failure, they have caught the zombie disease. Each 8 hours thereafter, they must make another Vigor roll or gain a level of Fatigue. There is no way to remove this. When they reach Death, they die, returning in 1d10 minutes as a zombie.
- **Fearless:** Immune to Fear and Intimidation.
- **Invulnerability:** Hollywood zombies can be Shaken normally, but only suffer wounds from shots to the head.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; Called shots do no extra damage; half damage from piercing weapons.
- **Weakness (Head):** Shots to a zombie’s head are +2 damage, and piercing attacks do normal damage.

## NINJA ZOMBIES

Not all horror games have to be serious. For a spoof horror game, or maybe even just a camp one, ninja zombies present an unusual foe. Clad in black outfits and carrying dangerous weapons, they’re faster, smarter, and more deadly than regular zombies—and they know martial arts as well.

**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Climbing d8, Fighting d6, Intimidation d8, Notice d6, Stealth d8, Throwing d6

**Pace:** 6; **Parry:** 6; **Toughness:** 7

**Treasure:** None

**Gear:** Katana (Str+4), throwing stars (Range 3/6/12, Damage: Str+1)

**Special Abilities**

- **Acrobat:** +2 to perform Agility Tricks; +1 Parry.
- **Claws:** Str.
- **Fearless:** Immune to Fear and Intimidation.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; Called shots do no extra damage; half damage from piercing weapons.
- **Weakness (Head):** Shots to a zombie’s head are +2 damage, and piercing attacks do normal damage.

## SPORE ZOMBIE

At first glance, a spore zombie looks like a standard walking corpse at a distance. However, a cursory examination shows





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06

ZOMBIE LORD



marked differences. For a start, their flesh is a sickly shade of yellow and looks wet, and they smell of disease rather than rotting flesh.

**Attributes:** Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d6

**Skills:** Fighting d6, Intimidation d8, Notice d4, Stealth d6

**Pace:** 4; **Parry:** 5; **Toughness:** 7

**Treasure:** None

## Special Abilities

- **Claws:** Str.
- **Fearless:** Immune to Fear and Intimidation.
- **Spores:** A cloud of invisible spores surround a spore zombie. Each round a foe is adjacent, he must make a Vigor roll (+2 if he covers his nose and mouth). On a failure, the character suffers a level of Fatigue. A character who reaches Death expires, only to return as a spore zombie in 1d4 hours.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; Called shots do no extra damage; half damage from piercing weapons.

## TECHNO ZOMBIE

The development of nannite technology could open many doors in the field of medicine. It may also unlock the gates of Hell. Techno zombies are corpses awakened and controlled by nannites. Originally well meaning, the nannites used their talents to “cure death” by reanimating dead tissue. What they could not return, however, was the soul. They also quickly discovered that the zombies they inhabited needed fresh flesh in order for the nannites to replace dying tissue.

As well as animating the corpse, they have made certain “improvements” to the original human design. Techno zombies also have use of technical skills, though in reality this is the nannites rather than the corpse itself.

**Attributes:** Agility d6, Smarts d4, Spirit d4, Strength d8, Vigor d8

**Skills:** Driving d6, Fighting d6, Intimidation d8, Notice d4, Piloting d6, Stealth d6

**Pace:** 4; **Parry:** 5; **Toughness:** 8

**Treasure:** None

## Special Abilities

- **Claws:** Str+2.
- **Fearless:** Immune to Fear and Intimidation.
- **Infravision:** Techno zombies halve penalties for bad lighting when attacking living prey.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; Called shots do no extra damage; half damage from piercing weapons.
- **Weakness (Need for Meat):** Techno zombies need to eat a large amount of meat daily for the nannites to rebuild rotting flesh. A techno zombie must make a Vigor roll for each 24 hours it goes without meat or suffer a level of Fatigue. If it reaches Death, it is decayed to such an advanced state that the nannites can longer keep the body animated.

## ZOMBIE CHILDREN

Zombie children are regular zombies, only much smaller. They also have the ability to call for “Mommy,” which they use to lure fresh meat to their hungry mouths.

**Attributes:** Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d6

**Skills:** Fighting d4, Intimidation d6, Notice d4, Stealth d6

**Pace:** 4; **Parry:** 4; **Toughness:** 6

**Treasure:** None

## Special Abilities

- **Claws:** Str.
- **Fearless:** Immune to Fear and Intimidation.
- **Size -1:** These zombies are around 4’ tall.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; Called shots do no extra damage; half damage from piercing weapons.
- **Weakness (Head):** Shots to a zombie’s head are +2 damage, and piercing attacks do normal damage.

## ZOMBIE LORD

Not all zombies are mindless. The zombie lord is an intelligent zombie, capable of creating zombies with a single touch of its rotting hands. Some legends say zombie lords are practitioners of dark arts, rewarded with unlife by their patrons. Others claim they are cursed beings who crossed the path of ancient gods or foul demonic lords. While not as powerful as liches, they are capable necromancers.

**Attributes:** Agility d8, Smarts d10, Spirit d10, Strength d10, Vigor d8

**Skills:** Fighting d8, Knowledge (Arcana) d8, Notice d8, Spellcasting d10, Stealth d6

**Pace:** 6; **Parry:** 6; **Toughness:** 8

**Treasure:** Treasure Trove in lair

## Special Abilities

- **Death Touch:** The touch of a zombie lord can drain the life of its victims. Instead of a normal attack, a zombie lord may make a Touch Attack. Every raise on its Fighting roll automatically inflicts one wound to its target.
- **Fear:** Anyone seeing the creature must make a Guts roll.
- **Necromancy:** A zombie lord has the *zombie* power and 30 Power Points. Any zombies the lord creates are permanent.
- **Sire:** A victim Incapacitated by the zombie lord’s Death Touch has a 50% chance of dying and returning to life as a zombie within 1d4 rounds.
- **Stench of Death:** Zombie lords reek of death. The first time a character gets within 3” of a zombie lord, he must make a Vigor roll or be Shaken for 1d6 rounds. Whether he succeeds or fails, he is then immune to the stench for 24 hours.
- **Undead:** +2 Toughness. No wound penalties; Called shots to no extra damage to such creatures. +2 to recover from being Shaken. Arrows, bullets, and other piercing weapons, even magic ones, do half damage.
- **Weakness (Head):** Shots to a zombie’s head are +2 damage, and piercing attacks do normal damage.