



HORROR COMPANION

Explorer's Edition



Horror Companion

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Characters

Most *Savage Worlds* feature horrific elements of some sort—from a zombie apocalypse to alien-infested starships to the grim prairie tales of *Deadlands*®. This book shines a flickering lantern into the darkest recesses of those worlds, granting players and Game Masters alike more options and ideas to expand the more terrible elements of their setting.

The beginning of this book features new Edges, Hindrances, gear, and arcane lore for heroes. After that are new Setting Rules and a tome detailing the darkest fiends for the Game Master.

Let's begin our journey into the night with a look at the doomed protagonists of our *Savage Tales*—the heroes.

Heroes

Something is out there.

And it's coming for you.

But you don't have to be a victim. Whether your hunter is a thing from beyond the stars or a psychopath with a chainsaw, these are *Savage Worlds*. You are a hero. You will fight. And with courage, brains, and a little luck, you might be able to triumph over the things that lurk in the darkness. Maybe you'll save your life. Maybe you'll save your friends' lives. Maybe you'll even save the world.

And if the darkness overwhelms you, at least you'll go down swinging...

New Hindrances

Angst (Major)

Dark, brooding heroes and heroines suffer from depression, loneliness, and constant fatalism. It's harder for them to see the light at the end of the tunnel, and so suffer -2 to Smarts rolls made to recover Sanity.

Bleeder (Major)

Some individuals bleed much more freely than others. Maybe it's an actual genetic condition, or maybe the victim is just unlucky and nicks a vein every time he gets stuck by some psycho with a knife.

Any time the victim suffers a wound that doesn't Incapacitate him, he begins to bleed. Each round after suffering the wound he must make a Vigor roll or suffer a level of Fatigue that can lead to death. The bleeding can be stopped with a successful Healing roll, and is recovered at the rate of one level per hour afterwards—assuming reasonable food or fluids.

Bullet Magnet (Major)

Sometimes a person just winds up in the wrong place at the wrong time. Some people seem to make a habit out of it.

This unfortunate soul is hit by accidental fire (using the Innocent Bystander rules) on a 1–2 for single-shot weapons, and a 1–3 for shotguns or full-auto fire.

Combat Shock (Minor/Major)

Some people freeze up when things get dangerous, and your hero is one of them. It could be due to fear, flashbacks, or something else; whatever the reason, in the first round of any combat, you must make a Fear check. If you have the Major version, this roll is at -2.

Cursed (Major)

Your heroine crossed some dark power and has forever after been marked by its tainted touch. Your character may never receive beneficial blessings such as those from the Arcane Background (Miracles) Edge.

This Hindrance may only be taken in a setting that allows the Arcane Background (Miracles) Edge.

Doubting Thomas (Major)

Besides the description presented in *Savage Worlds*, Doubting Thomases are just not prepared to deal with the mind-twisting realization that these horrors could actually be real. Characters with this Hindrance suffer an extra point of Sanity loss (see page 22) when failing a Fear test. On the plus side, they start with a Sanity of +2.

These changes only apply if you'll be using the mechanics introduced in the Setting Rule **Sanity** (page 22).

Jumpy (Minor)

Every little thing makes this individual nervous and scared. Any time there's a sudden noise, shock, or surprise, the Jumpy hero must make a Fear test.

Screamer (Minor)

No matter how much this investigator fights it, fear and terror elicits an ear-splitting scream. The scream might alert other enemies, and it certainly unnerves the character's nearby companions.

Any time the character fails a Fear test, she automatically screams at the top of her lungs. The worse the Fear modifier, the louder and longer the scream. Anyone within a Large Burst Template of the victim suffers a -1 to their Fear tests as well from the startling and disturbing scream!

Slow (Major)

This character has cat-like reflexes—if the cat was dead and decayed, that is. He's often



slow to act in stressful situations—but just might be the first to die.

The victim draws two cards in combat and acts on the worst. If he draws a Joker, he uses it normally and ignores his Hindrance for the round.

Slow characters cannot take the Quick Edge, but they can actually improve their reaction time by taking the Level Headed Edge (but not during character creation). For this hero, Level Headed allows them to draw one card and act normally. Improved Level Headed grants them two cards and they act on the best of the two.

Touched (Minor or Major)

Something happened to your hero. Something bad. Whatever it was robbed her of a little piece of her Sanity (see page 22).

As a Minor Hindrance, the character's base Sanity is one point less than usual. As a Major Hindrance, it's two points less.

Victim (Minor or Major)

We've all seen the movies. Some lone hero or heroine is destined to survive while her friends are slowly picked off one by one. Your hero is one of the "unlucky ones."

Anytime the group encounters a hostile threat and there's no clear indication another individual should be the target, this character draws the short straw.

As a Major Hindrance, she's the first target and all her Soak rolls are made at -1.

New Edges

Below are a number of new Edges appropriate for horror-themed games, but don't forget many such tropes are already covered in the *Savage Worlds* rules. If a player wants to build an occult specialist, the Investigator or Scholar Edges likely already cover it. A monster slayer might already be well-served by the Champion Edge.

Background Edges

Relentless

Requirements: Novice, Spirit d8+

Your slayer is truly driven to defeat evil. He must seek it out wherever he suspects it lies, and brooks no interference from those he thinks bar his way.

In exchange for this dogged determination and unflinching dedication to the chase, Relentless characters who get a success to recover from being Shaken may take a single action.

Leadership Edges

Fanaticism

Requirements: Seasoned, Command, Persuasion d8+

This Edge is most appropriate for members of the military, but the leader of a seasoned band of monster hunters might develop it as well.

When under this character's command, his followers gain great courage and add +2 to their Fear checks.

Professional Edges

Exorcist

Requirements: Novice, Arcane Background (Miracles), Spirit d8+, Faith d10+

The character is a member of the clergy trained to drive demonic spirits from human bodies. Anytime he makes an opposed Spirit or Faith test versus demons or supernaturally evil forces, he adds +4 to his roll.

Necromancer

Requirements: Novice, Arcane Background (Magic or Miracles), Spirit d8+, arcane skill d8+

Necromancers are steeped in the lore and rituals of death. They are particularly adept at raising the dead and forcing them to serve their foul requests. While most heroes should avoid such vile sorcery, few can deny its efficiency.

The benefits of the Necromancer Edge are two-fold. First, the Necromancer may cast the *zombie* power at Novice level (rather than its normal Veteran Rank requirement).

Second, when casting *zombie*, the Necromancer reduces the Power Point cost to 2/corpse. Additionally, he may double the cost per corpse to increase the Duration to 2d6 hours with a success, 2d6 days with a raise, or permanent with two raises.

A Necromancer may never have more than twice his Spirit die in permanent undead servants.

Master Necromancer

Requirements: Veteran, Necromancer

Zombies raised by the Necromancer now have an extra die in Strength and one skill of his choice (usually Fighting).

Talisman Craftsman

Requirements: Novice, Smarts d8+, Spirit d8+, Arcane Background (Magic or Miracles), Knowledge (Occult) d8+, arcane skill d8+

This is a magical version of the Gadgeteer Edge. Once per game session, a character with the Talisman Edge can create a magic device and imbue it with arcane energy.

The device uses any power available to a magician or miracle worker in that setting (though this is still subject to Rank restrictions). It has half the creator's Power Points. Once these are used up, they do not recharge.

The ritual to imbue the object takes d20 minutes. Activating the device requires a Smarts (magic) or Spirit (miracles) roll.



Monster Hunter

Requirements: Seasoned, Spirit d6+

The character is completely immune to Fear checks from one broad type of creature, such as ghosts, werewolves, vampires, or constructs. If applied to spellcasters, it includes the *fear* spell as well.

The Game Master is the final arbiter of whether or not the Edge applies to a particular horror.

The Edge may be taken multiple times, each applying to a different creature type.

Social Edges

Sound Mind

Requirements: Novice, Spirit d6+

This investigator has learned to cope with the terrors he must face and the dark things that lurk in his world. Increase his Sanity by +2.

Tower of Will

Requirements: Novice, Spirit d8+, Vigor d8+

Some people know their minds better than others and have trained to keep it that way. A character with this Edge may add +2 to any attempt to resist being mentally controlled by unnatural means, whether by a creature's Special Ability, magical artifact, or magical spell. The +2 bonus also applies to resisting Tests of Wills.

Hardened

Requirements: Seasoned, Spirit d8+

This monster slayer has seen things that would make most men lose their minds. Somehow he's hardened himself to it and can live with it. If the hero makes his Smarts roll, he gains one extra point of Sanity during "down time" (see page 23). This is usually between adventures, and is entirely at the Game Master's discretion (a character who spends his time researching monsters shouldn't get the bonus, for example) and is in addition to any he might gain for other reasons.

Occultist

Requirements: Novice, Smarts d8+, Investigation d8+, Knowledge (Occult) d8+

Knowledge is power, and occasionally the path to madness.

The Occultist begins the game with Forbidden Lore (see page 25). The player may choose what it pertains to. Broad subjects such as “monsters” lead to suitably broad benefits but lack of specifics when it comes to information. More specific lore, such as “vampires” should yield appropriate levels of details.

One of the Chosen

Requirements: Novice, Spirit d6+

Your investigator gains either a +1 to attack rolls vs. supernatural evil or they suffer a -1 penalty to attack rolls to hit him—your choice. You may take this Edge a second time but only after achieving a new Rank to gain the other ability.

Visions

Requirements: Novice

Dark dreams or flashing visions of doom and dread fill this person’s thoughts. While they are disturbing, they are often useful as well.

Once per game session, the visionary is granted a vision. This may be a sudden flash that can occur at any time, a nightmare that only happens when sleeping, or it may be an active process such as reading tea leaves or tarot cards.

When this occurs, use the Signs & Portents system described on page 28.

Immediately after, the visionary must make a Smarts roll. If the roll is failed, the visions take their toll on her mind, confusing fantasy with reality, the past with the present, or simply straining the mind with arcane energy. The seer loses 1 Sanity point.





Children of the Night

Not all heroes of *Savage Worlds* are made of flesh and blood. Some are made of stone and steel, spiritual energy, or even walking avatars of long-forgotten gods.

Below are the rules for playing the “monsters.”

The Setting

Playing a monster is something like playing a race in a fantasy *Savage Setting*. The character starts with powers and abilities and may then be customized with Edges and Hindrances that make her unique within her kind.

This also means that monsters are often far more powerful than normal humans, so the Game Master should take care to ensure the setting suits their abilities.

Vampires in the modern world, for example, might individually be far more powerful than most humans, but must live in the shadows because they are greatly outnumbered and would be hunted down and killed if exposed.

Note too that not all monsters are created equal. In a mixed group players might find that some of them are more powerful than others. This should be offset by the world and the foes they fight, who might take additional precautions to destroy the most dangerous creatures.

Angel

Angels are servants of powerful deities who sometimes help the “primitive” races far below. They also serve as avengers of their master—destroying entire towns or cities to purge them of their wickedness.

- **Armor of the Lord:** Angels are protected by a mystical aura that grants them +4 Toughness. It cannot be negated by Armor Piercing weapons.
- **Faith:** Angels start with a d6 in Faith for free.

- **Flight:** Angels can materialize great feathery wings when they so choose. This gives them Flight of 24” with a Climb of 2.
- **Divine Strength:** Angels start with a d12 as their Strength.
- **Healing:** The touch of an angel can heal a number of wounds equal to its Faith roll. It may do this once every seven days per individual.
- **Warriors of Heaven:** Angels receive commands from a distant and mysterious God. They have no one to question should they dislike such an order. If they disobey, they are stripped of their powers and become mortal.

Demon

Your character is a minor demon or has demonic blood—perhaps due to mixed parentage or an infusion of demonic blood.

Player character demons are evil for purposes of game mechanics (such as the Champion Edge), but their actions and will *may* not be evil in certain settings. For example, demons might simply be opposed to “self-righteous” angels and the distant divinity who commands them. In these settings, demons probably see humans as useful pawns in the great “war on Heaven.”

Demons should be selfish, mean, and less-than-loyal companions even in such “gray” stories.

- **Immunity:** Demons are immune to poison and disease.
- **Infernal Stamina:** Demons gain a +2 bonus to recover from being Shaken.
- **Resistant to Normal Weapons:** Demons suffer only half damage from nonmagical attacks except for cold iron (see below).
- **Weakness (Cold Iron):** Demons take normal damage from pure iron weapons. “Cold” refers to their relative purity—not their temperature.

Dhampyr

Dhampyrs are the offspring of a vampire and a human, and only possible in certain settings. Most either serve their dark fathers or mothers—or hunt them for the travesty they inflicted on them.

- **Sense Vampire:** Dhampyrs can detect vampires (and other dhampyrs) up to 20 yards distant. If masked by *conceal arcana*, the dhampyr opposes it with his Notice skill.
- **Sire's Strength:** Dhampyr player characters start with a d6 in Strength rather than a d4.
- **Weakness (Sunlight):** Dhampyrs don't catch fire like vampires, but they do find it extremely uncomfortable. All physical tasks made in sunlight (or UV lighting) are made at -2.

Patchwork Man

Your hero wasn't born—he was created.

Stitched in a laboratory from the parts of others, a patchwork man is much like the monster depicted in Mary Shelley's *Frankenstein*.

- **Death's Haze:** Your monster's brain belonged to a mortal, and any mental Hindrances he suffers belong to it. His past before unlife is cloudy and unfocused, however, appearing only briefly in flashes when triggered by some familiar event. Smarts can never be raised as an Advance.
- **Parts:** Your body was built from the strongest parts. He begins play with a d10 in Strength and Vigor. If a patchwork man ever loses a body part, it can be reattached with an Arcane Background (Weird Science) roll at -4.
- **Rage:** Your undead body translates physical and emotional pain poorly, transforming it into a red cloud of rage. All patchwork men have the Berserk Edge.
 - **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; immune to disease and poison; does not suffer wound penalties.
 - **Weakness (Electricity):** You were born of lightning—and shall likely die by it. Patchwork men suffer double damage from electrical attacks.

Phantom

Phantoms are ghosts of the dead who can—with some exertion of will—affect the mortal world.

- **Affect the Physical World:** Phantoms can affect the physical world by making a Spirit roll for each action. This grants them ability equal to their Agility and Strength as usual.
- **Ethereal:** Cannot be harmed by normal attacks; takes normal damage from magic items, weapons, and supernatural powers; may pass through solid objects.



- **Invisible:** Phantoms are spirits and cannot be seen by the naked eye unless they want to be.
- **Weakness (Salt):** Phantoms cannot abide salt. They cannot cross a barrier of salt and are Shaken if forced into contact with it.

Vampire

This character was bitten by a vampire and became one in turn. She must have blood to survive, but whether it is human blood or not is a matter of conscience.

- **Claws:** Str+d6.
- **Feed:** The vampire must drink at least a pint of fresh blood once per day. This is treated like the Habit (Major) Hindrance.
- **Strength of the Damned:** Vampires start with a d8 Strength and Vigor rather than a d4.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; immune to disease and poison; does not suffer wound penalties.
- **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.

Werewolf

Player character werewolves can control their transformation—except on the night of the full moon when they rage.

Transforming requires an action and a Spirit roll (at -4 if no moon is in the sky or indoors). If Incapacitated, the lycanthrope instantly returns to his mortal form.

- **Bite:** Str+d4.
- **Claws:** Str+d8.

- **Fear -2:** Werewolves chill the blood of all who see them.
- **Full Moon Madness:** When the last of the sun disappears and the full moon rises, your character becomes a bloodthirsty monster under the control of the Game Master. In this state werewolves must feed. If given a choice they will attack strangers or foes over friends, but otherwise they must sate their eternal hunger by killing and feasting on mortal flesh.
- **Infection:** Anyone bitten by a werewolf who suffers a wound or greater must make a Vigor roll. Failure means the character becomes a werewolf at the next full moon (assuming he survives the attack).
- **Invulnerability:** Werewolves can only be Shaken by weapons that are not silver—not wounded.
- **Infravision:** Werewolves can see heat and halve penalties for bad lighting when attacking living targets.
- **Weakness (Silver):** Werewolves suffer normal damage from silver weapons.

Zombie

Once your hero walked among the living. But death called and the flesh passed into the earth. Somehow, some way, he returned. Your character is a walking corpse but still retains his will and conscience.

- **Feast of Flesh:** Zombies must eat raw meat to survive. Most require about a pound a day. This is treated as the Habit (Major) Hindrance. “Death” causes the zombie to fall into a stupor. It then seeks out any flesh it can find—friend or foe—and gorges itself until sated. At that point it regains its will and all Fatigue is eliminated.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; immune to disease and poison; does not suffer wound penalties.

Tools of the Trade

Most hunters don't have the natural weaponry of the prey they seek. Instead, they must rely on the cold steel of a good sword, the smooth action of a trusted revolver, or some specialized weapon designed for their particular target.

On the following pages are numerous weapons hunters might wield in their battle against evil, and a number of other devices—both traditional and arcane—they may use to root them out into the unflinching light.

Melee Weapons

Few monster hunters relish going toe-to-toe with a hulking werewolf or a rancid zombie, but sometimes there's no other choice. That's where melee weapons come in.

Corpse Catcher

Corpse catchers are based on a martial arts weapon called the man catcher. Comprised of a long metal shaft with a set of “pincers” at one end, they are designed for catching monsters with minimal damage and are a favorite tool of mad scientists. A switch near the butt activates the pincers.

A successful Fighting Attack means the target has been caught around his waist but his hands remain free—with a raise the arms are pinned as well.

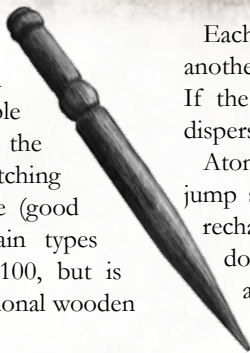
Pinned victims may attempt to break free. An opposed Strength roll with the attacker is required if pinned around the waist, -2 if the arms are pinned. The corpse catcher has an effective Toughness of 8 (for allies attempting to break the victim free).

Melee Weapons

Type	Damage	Weight	Min Str	Cost
Corpse Catcher	None	4	d6	\$300
<i>Reach 1; see notes</i>				
Stake	Str+d4	2	—	\$10

Stake

It is perhaps ironic that even in a high-tech world, a simple pointed stick remains one of the most effective ways of dispatching a vampire. A silver-tipped stake (good against lycanthropes and certain types of vampires) costs an extra \$100, but is otherwise the same as a conventional wooden one.



Ranged Weapons

The safest way to defeat a monster is from a distance. Below are some new items that will help accomplish that purpose.

Atomic Ghost Hunting Pack

Atomic ghost hunting packs are large backpack weapons, similar in appearance to a flamethrower. They discharge a stream of atomic particles capable of ensnaring or injuring ghosts and other ethereal creatures.

As such, the weapon has two settings—ensnare and destroy. Set to destroy, an atomic ghost hunting pack causes 2d8 damage to ethereal creatures.

Ensnare mode causes no damage, but does bind the spirit in a web of crackling energy. On a successful Shooting roll, the spirit is partially bound and suffers a -2 penalty to Pace and skills linked to Agility and Strength. A raise restrains the target fully. It cannot move or use any skills linked to Agility or Strength. Each following round, the spirit may make a Strength or Agility roll to break free. On a success he breaks free, but doing so consumes his turn. With a raise, he escapes and may act this round as normal. Other spirits may also attempt to free the ensnared ghost by making a Strength roll at -2.

An ethereal entity may be safely moved 3" per round while trapped in the field (perhaps to a ghost trap, see page 17). Any faster and the entity gets a +1 bonus to its next escape roll per additional inch of movement.

Each round the ensnarement is maintained, another charge is used from the magazine. If the weapon runs out of power, the field disperses and the spirit is automatically free.

Atomic packs use electrical power packs to jump start the atomic process, and must be recharged in standard A/C outlets every dozen uses. The atomic pack core must also be replaced every two dozen shots.

Flare Pistol

Flare pistols are used for signaling. Monster slayers, however, have learned that certain monsters, notably mummies, are quite flammable.

A flare pistol striking a mummy (or something equally flammable) causes +4 damage and has a chance of catching it on fire as a flammable object. Against other targets, the damage is as listed, but there is a lesser chance of igniting the target's clothing.

Purity of Substances

Lycanthropes are vulnerable to silver, and demons detest cold iron, but what does this mean when you're after a weapon made of the substance?

Silver

In most horror settings, a silver item has to be made of pure silver to be effective. Coating a sword blade with a veneer of silver just doesn't work. A pure silver melee weapon costs five times as much as normal. It inflicts normal damage, but can harm creatures that are immune to mundane blades.

Cold Iron

Cold iron is iron that has not been heated in a forge before it is worked. As such, it contains no carbon and is therefore pure, but also brittle. Cold iron melee weapons cost twice as much as normal and shatter if the wielder rolls a 1 on his Fighting die.

Holy Water

Holy water is reasonably clean water that has been blessed by an ordained or otherwise recognized priest of some sort.

Undead and demons despise this blessed essence of life itself and suffer severe reactions to contact with it.

Non-Wild Card demons or undead contacted by holy water must make a Spirit roll or be Shaken.

Wild Cards are automatically Fatigued instead, though it cannot render them Incapacitated.

Holy water is usually delivered in one of three ways:

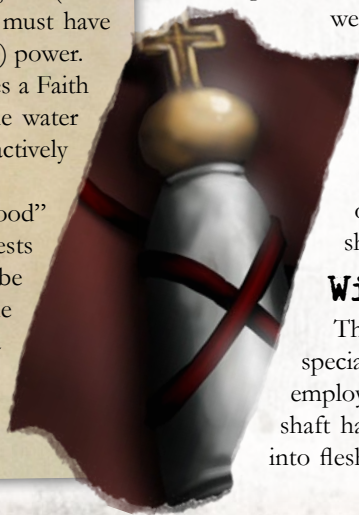
Splashed: The liquid is splashed from a container of some sort, such as a flask or canteen. This creates a cone-size spray. The attacker makes an Agility roll at +2 (due to the scattered nature of the spray). Victims make an Agility roll as well, and if they exceed the attacker's total manage to dodge the spray and are unaffected.

Making Holy Water

Holy water is normal water blessed by an ordained member of an organized religion that endorses generally good (non-destructive) tenets. The "priest" must have the Arcane Background (Miracles) power.

Blessing a pint of water requires a Faith roll and uses 1 Power Point. The water remains blessed until used or actively despoiled.

In a fantasy game, most "good" deities should allow their priests to bless water. There may be some exceptions, of course. The god of fire, while probably a benevolent deity, is very unlikely to have water used in religious ceremonies honoring him.



Grenade: These are typically manufactured from water balloons, glass globes, or other containers likely to shatter on impact (they are not actual explosives). Most shatter in the size of a Small Burst Template and hold one pint of holy water.

Water Gun: In modern times, clever monster hunters use children's toys to deliver holy water to their targets. (Similar devices might be rigged in less industrialized eras.) Most water guns have a Range of 1/2/4 and hold two pints of water. Better water guns with high-pressure systems can be found, and if pumped for an entire action, increase Range to 3/6/9.

Mini-Crossbow

The mini-crossbow (or hand crossbow) is fired with one hand and reloaded much faster than its larger cousin at the expense of range and damage.

Repeating Crossbow

The repeating crossbow has a 36-round drum magazine and is reloaded by a small gas cylinder mounted on the stock.

Repeating crossbows can fire single shot or full-auto (RoF 3). If fired at RoF 3, each shot is actually nine stakes of its 36-round magazine.

Reloading a new magazine takes one action.

Vampires: Aside from its obvious use against living targets, it is an effective weapon against vampires. If firing single shot, the attacker must roll a called shot to the heart (-4) as usual. If firing at a vampire at RoF 3, roll a d6 any time one is hit with a raise. The shot hits the heart on a 6.

Winch Crossbow

The winch crossbow is a specialist weapon, primarily employed against vampires. The steel shaft has a barbed head for digging into flesh, and the quarrel is attached

via a thin steel wire to a winch mounted on top of the crossbow. The wire measures 60 yards (the maximum range of the weapon).

If the shooter scores a wound, the bolt digs into the victim's flesh. On his next action, the firer may wind the winch, drawing the victim closer. This requires an opposed Strength roll against the target. A victim who can grab onto something solid, like a supporting beam or a door jamb, gains +2 to his roll. On a success, the victim is pulled 3", 6" on a raise.

Typically, winch crossbows are used in an attempt to drag a vampire into the sunlight for a burning death.

Ultraviolet Grenade

A state-of-the-art anti-vampire device, this one-use grenade contains a powerful UV light encased in a steel container. When thrown, side panels blow away and the powerful UV light fills a Medium Burst Template in a blinding flash.

A vampire caught in the blast suffers 2d10 damage and has a chance of catching fire.

Although not designed for use against mortals or other undead, the powerful light can blind targets. Non-vampiric targets within the template must make an Agility roll at -2 or be Shaken.

Ammunition

Aside from the repeating crossbow magazine and winch crossbow quarrel, a variety of ammunition exists for use in conventional firearms.

The Ammunition Table (page 16) lists the weight and price of bullets as a modifier. These are added to the regular weight and price found in the *Savage Worlds* rules. For instance, UV bullets for a 9mm pistol weigh a total of 6/50 (5/50 for the regular bullets plus 1/50 for the UV modification) with a cost of \$125/50.

Garlic Bullets

Garlic bullets are hollow point bullets filled with a garlic and holy water puree. They allow

the weapon to inflict its full damage against a vampire (and other undead susceptible to garlic or holy water), bypassing its invulnerability.

Silver Bullets

Silver bullets are effective against lycanthropes and other creatures susceptible to silver (bypassing their invulnerability), but are softer than regular bullets. Subtract 1 from the weapon's AP value to a minimum of 0.

Silver Nitrate Bullets

These nasty rounds are hollow point bullets filled with silver nitrate. Unlike regular silver, the nitrate form is a liquid, which gets into the bloodstream of its victim. These rounds cause +4 damage to lycanthropes and other monsters susceptible to silver.

Ultraviolet Bullets

Designed for use against vampires, UV bullets are tipped with a glass capsule filled with a chemical that emits ultraviolet illumination. On impact, the capsule shatters, exposing the vampire's innards to the scorching light.

These rounds cause full damage against vampires, bypassing their invulnerability. Due to the frangible tip, they subtract 1 from the round's AP and -2 from their damage.



Ranged Weapons

Type	Range	Damage	ROF	Cost	Weight	Shots	Min Str
Atomic Ghost Pack	5/10/20	Special	1	\$3000	15	24	d6
Flare Pistol	3/6/12	2d6+1	1	\$100	4	1	—
<i>1 action to reload</i>							
Holy Water, Spray	SBT	Special	1	\$5	1	2	—
Holy Water, Grenade	5/10/20**	Special	—	\$30	2	1	—
<i>Small Burst Template; see notes</i>							
Holy Water, Pistol	1/2/3	Special	1	\$50	4	5	—
<i>Pump to increase range to 3/6/9</i>							
Mini-Crossbow	6/12/24	2d4	1	\$200	3	1	—
<i>AP 1, 1 action to reload</i>							
Repeating Crossbow	15/30/60	2d6	3	\$800	12	36	d6
<i>AP 2, Autofire</i>							
Stake, Thrown	2/4/8**	Str+d4	—	\$10	2	—	—
Winch Crossbow	5/10/20	2d6	1	\$650	15	1	d6
<i>AP 2; 1 action to reload</i>							
UV Grenade	5/10/20**	Special	—	\$100	2	—	—
<i>Medium Burst Template</i>							

Ammunition

Ammo	Weight	Cost	Notes
Crossbow, mini-quarrels	1/10	\$1	AP 1
Crossbow, repeating	6	\$75	AP 2; holds 36 quarrels
Crossbow, winch	1	\$10	AP 2
Garlic bullets*	+0/50	+\$5/50	Cause normal damage against vampires
Silver bullets*	+1/50	+\$10/50	Cause normal damage against lycanthropes; -1 AP
Silver nitrate bullets*	+1/50	+\$20/50	+4 damage against werewolves
UV bullets*	+1/50	+\$100/50	+4 damage against vampires; negates halving of damage



Mundane Gear

In the battle against supernatural creatures, the ability to detect and contain monsters is as important as the ability to destroy them. Here are some sample gear an intrepid monster hunter might find useful.

Ghost Trap

Ghost traps are designed to work in conjunction with atomic ghost hunter packs (see page 13). Indeed, unless a ghost is maneuvered over a ghost trap by an atomic pack's ensnarement field, the ghost hunter has to hope the spirit accidentally blunders onto his trap for it to work.

A ghost trap is basically a small rectangular box about the size of a cigar box with a double lid. It can be activated by hand or via remote control by way of a handset attached to the trap with a six-foot long cable. Both activation methods count as an action.

Ghost traps work by generating a powerful energy field capable of sucking ethereal creatures into the box. Once a ghost is over the trap and the device activated, the ghost must make a Strength roll at -2. On a failure, it's sucked in and cannot escape. With success, it can flee (unless held in place somehow, such as with an atomic ghost hunter pack).

Once trapped, the spirit is completely inert. It can take no actions, cannot speak, or use any powers.

It is important to note that the ghost trap only works on ethereal entities. It has no effect on corporeal beings, including ethereal beings possessing a physical body.

Holy Symbol

In "traditional" horror games, crosses, crucifixes, Stars of David, and other holy symbols have power over vampires and demons. Usually they are held at arm's length to keep the bloodsucker at bay, but they can cause damage when pressed directly against their vile flesh.

Exactly which creatures this applies to is up to the Game Master.

A successful Touch Attack with the symbol inflicts 2d4 damage. Holy symbols don't work through armor, but the attacker can make a Called Shot to bypass all but sealed protection.

Kirlian Camera, Still

Kirlian photography was invented in 1939 by a scientist named Semyon Kirlian. He discovered that an object touching a photographic plate that receives an electrical charge generates an image of electrical fields in the part touching the plate. The aura it produces is said to be the "life force" of the object.

To generate an image, the target must be touching the recording equipment.

In more fantastic horror settings, Kirlian photography works slightly differently. It can be used to detect ethereal entities by catching snapshots of their energy aura without requiring the ghost to touch the photographic plate.

Although it isn't much use in a fire fight, the Kirlian still camera can aid investigations. A typical Kirlian camera holds a 24-exposure film with a special coating and doesn't need a flash. It captures images of ethereal beings even in total darkness.

Kirlian Camera, Video

The next step up from the still camera is the Kirlian video camera. The special tape has a 4-hour play time. The film cannot be watched while it is recording, but it can be played back after the event through the viewfinder.



Kirlian Goggles

These state-of-the-art ghost hunting goggles look exactly like standard image intensifier or night vision goggles, but the lenses are coated in a special film that allows the user to see the aura generated by ethereal entities. When worn, the user can see invisible and ethereal entities, and he suffers no penalty to attack them.

However, since everything generates a faint Kirlian aura, it makes interaction with the normal world difficult. The wearer suffers a -1 penalty to all actions not directly involving an ethereal entity.

Mirror

Mirrors have no special powers against supernatural monsters (except medusae), but they do let characters peek around corners without having to expose their head to any critter waiting for them. Firing a ranged weapon in such a manner incurs a -4 penalty.

Motion Tracker

Handheld motion trackers are designed to pick up movement of any sort, and that extends to ethereal entities as well as corporeal ones. They have no special ability to detect life or unlife—an object blowing in the wind registers as well as an invisible monster advancing toward the party.

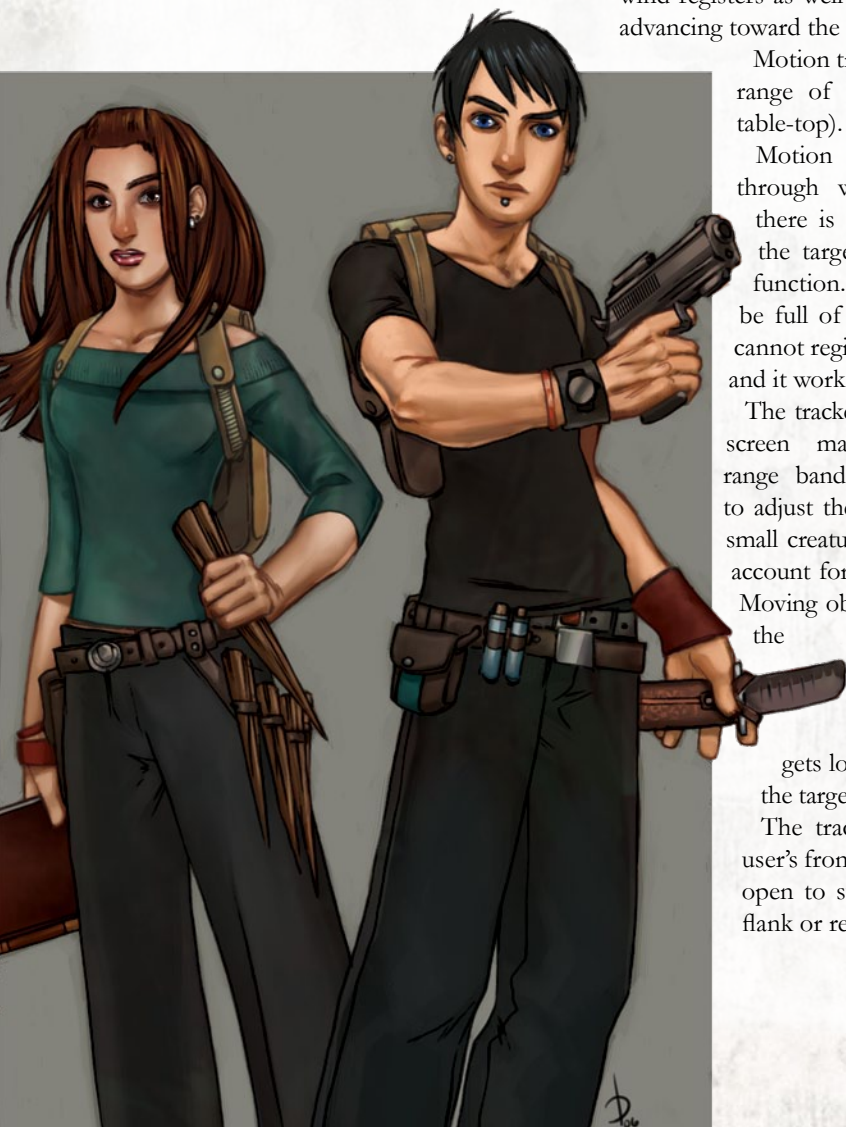
Motion trackers have an effective range of 20 yards (10" on the table-top).

Motion trackers do not work through walls, but so long as there is some opening between the target and the sensor, they function. A sealed room may be full of targets, but the sensor cannot register them. Open a door, and it works fine.

The tracker comes with a readout screen marked with numbered range bands and several controls to adjust the sensitivity to filter out small creatures, such as rats, and to account for atmospheric distortion.

Moving objects appear as blips on the screen, which gives range and direction, accompanied by a pinging sound which gets louder as the sensor nears the target.

The tracker only works in the user's front arc—which leaves him open to surprise attack from the flank or rear.



Neck Protector

Neck protectors are used to stop vampires sinking their fangs into a person's neck. They are just a simple, wide band of leather or metal (usually leather backed for comfort) that covers the entire neck. They provide either +1 Armor for leather or +3 for metal.

They provide no protection against Called Shots to the head, unless the attacker states he's aiming for the neck (such as in a decapitation attack).

UV Flashlight

Unlike regular flashlights, ultraviolet flashlights do not give off visible light, and thus are no use for illuminating an area unless the user is wearing nightvision goggles. However, they are an effective weapon against vampires.

Use the Cone Template to represent the UV beam. All targets within the template may make an Agility roll at -2 to avoid it.

Any vampire struck by the beam suffers 2d6 damage and has a chance of catching fire. Treat the flashlight as being good for 30 "shots" before the battery is drained. The weight and cost of the UV flashlight includes a battery. Vampires completely covered by clothing, including sunglasses, are not affected by UV flashlights.

Warding Material

Warding material covers garlic (for vampires), wolf's bane (for lycanthropes), and cold iron (for demons). Other materials exist, of course, but exactly what they are depends on your setting and the weaknesses of any monsters therein.

Shaped into necklaces or bracelets, warding material gives creatures the material is designed to thwart a -2 penalty to Fighting rolls against the wearer. It has no affect on other creatures. Wearing multiple charms of the same material does not grant a cumulative penalty.



Mundane Items

Type	Weight	Cost
Crucifix/religious symbol	1/5	\$20
Ghost trap	5	\$200
Kirlian camera, still	3	\$260
Film, 24-exposure	—	\$10
Kirlian camera, video	6	\$600
Video tape, 4-hours	—	\$20
Kirlian goggles	2	\$1400
Mirror	2	\$25
Motion tracker	4	\$650
Neck protector, leather	1	\$30
Neck protector, metal	3	\$120
UV flashlight	4	\$65
Battery	1	\$10
Warding material	1	\$5

Setting Rules

Games which focus heavily on horror benefit from a few additions to the rules, such as how to handle Sanity, curses, and fortune telling. This section details these macabre subjects and how to integrate them into your game.

Doom and Dread

Tone and atmosphere are perhaps the most important elements of a horror game. Below are a number of short setting rules you can use to highlight certain styles of play, such as campy, gory, or serious horror.

Backlash

Magic is a dark and serious affair in most horror settings. Backlash for spells, weird science, or other arcane powers of dubious origin is treated normally, but the caster also loses one Sanity point as well. This should not apply to powers derived from good or divine sources.

(This rule is repeated in Chapter Four: Magick, as a reminder.)

Buckets of Blood

In “splatter films,” victims often explode in showers of blood far beyond what the human body might possibly hold.

Anytime an individual dies in some gruesome fashion—whether it’s an Extra or a player character—his corpse erupts in a massive blood spray.

Place the Cone Template on the victim, facing directly away from the angle of attack (or in whatever other way makes sense). Anyone caught in the template is drenched in blood and gore. The unfortunate soul must make a Fear test at –2 (or –4 if he was Loyal or the deceased was a good friend or ally).

In addition, the area within the template is slippery for several hours. Anyone Fighting or running through it must make an Agility roll before performing their action or fall prone and suffer Fatigue from Bumps and Bruises.

Being drenched in blood might also make it easier for certain creatures to smell the character or pick him out of a group.

Chronological Phenomena

Horror tales are rife with environmental or chronological phenomena that dramatically affect the story. A ritual might only be cast

at the Blood Moon, for example, or a spirit haunting a particular site might be far more powerful on the anniversary of its death.

All of these phenomena add to creatures' power, adding +2 to Trait and damage rolls:

- **Anniversary of a Spirit's Death:** Applies to ghosts and other former beings on the date of their death.
- **Blood Moon:** Applies to spellcasters and sorcerers. A blood moon may refer to the first full moon after a Harvest Moon (which is the full moon nearest the autumnal equinox), or it may refer to when the moon turns red from the particular position of the sun or even dust in the air.
- **Devil's Night:** Demons, devils, and creatures of the Abyss.
- **All Hallow's Eve:** *All* supernaturally evil creatures.

Vices

In cinematic games, individuals who partake in particular vices are the most likely to be picked off by the serial killer, vampire, or thing hiding under the bed. The young couple engaging in premarital relations is almost always doomed, as are the bullies, users, and snotty prom queens. But sometimes they luck out and wind up surviving as well. Vices gives players a little additional luck for roleplaying in-theme, but also makes them more likely to need it!

When this Setting Rule is in effect, player characters who indulge in acts which the Game Master agrees are vices are "marked." The vice should have a significant game or roleplaying effect, such as drinking enough to suffer a Smarts penalty or teasing the vengeful groundskeeper in front of the whole school.

The player gains a Benny for his roleplaying and a mark. Each mark adds +2 to the next damage roll against him. Marks are cumulative and stack until activated or the session ends.

A player may not gain Bennies or marks from vices more than three times in a session.



Sanity

Sanity is a measure of a character's mental well-being and resistance to the often terrible events around him. It is worn down by scenes of carnage, contact with terrible beasts, or learning forbidden knowledge. It is bolstered by triumphing over evil, rest and relaxation, or even counseling from professionals trained in psychotherapy.

In game terms, Sanity starts at 2 plus half a character's Spirit. If his Spirit increases permanently, his Sanity increases by +1 as well. If his Spirit decreases permanently, it's reduced by 1. Sanity is never affected by temporary changes to Spirit, such as the effects of a *boost/lower trait* spell.

High Sanity means a character is well-grounded and stable, while lower numbers mean he's mentally fragile and prone to depression, paranoia, or delusions.

Losing Sanity

As a character battles the forces of darkness, he's often forced to endure and witness things that push him to his limits.

Any time a character fails a Fear check he suffers the usual effects and loses one point of Sanity as well. A character who fails and rolls a 1 on his Spirit die (or Guts die in settings that feature that skill) loses two points of Sanity.

Heroes with a Sanity of 2 or less are noticeably odd. People don't feel comfortable around them, and they have a hard time fitting in. The player should pick a Minor Habit to play until the character's Sanity is 3 or higher.

If a character's Sanity drops to 0, he becomes genuinely deranged and must roll on the Psychosis Table (page 24).

Sanity can't go below 0. If it would normally be lost, the character rolls again on the Psychosis Table. If duplicate results are rolled, the problem becomes worse. Maybe a character's superstition goes from carrying a rabbit's foot to having to frequently kill a fresh rabbit and harvest its feet himself. The details

are left to the imagination of the individual, the Game Master, and the circumstances of the campaign.

Recovering Sanity

It's far easier to go mad than to become sane. The mind is a fragile thing and as with the body, it's easier to cause harm than it is to heal. Recovering Sanity is possible, however, if a little slow. By far the easiest method is to stay away from terrible things.

Three situations allow a victim a chance to recover Sanity, as listed below. In any of these situations, a character who's lost Sanity may make a Smarts roll. If he's successful, he regains a point, or two with a raise. A character's Sanity can never exceed his normal maximum.

The three conditions that allow a victim to recover Sanity are:

- **Triumphing Over Evil:** The character participated in the defeat of a terrible threat.
- **A Month of Rest:** Thirty days of rest and relaxation—away from detrimental stimuli—allows a victim's mind a chance to heal and cope with what he's seen. If the character has access to a qualified psychiatrist, he may add +2 to the roll. (This typically costs about \$1000 a week, as an average.)
- **The Healing Spell:** Automatically recovers one point of lost Sanity if cast within an hour of its loss (two with a raise). *Greater healing* automatically restores all lost Sanity and psychoses.

Psychoses can be removed in the same way as regaining Sanity, only the Smarts roll is at -4. On a success, one Psychosis is removed, and on a raise two Psychoses are removed. Note these options can never remove psychological Hindrances a character chose at character creation as those are considered too deeply ingrained in their psyche.

Extended Example

John Venture is a monster hunter in 1980s Los Angeles. His Spirit is d6 so his starting Sanity should be 5, but a few years ago he was mauled by a vampire's rat swarm in the steam tunnels beneath the Capital Record building. That little episode left him with the Touched Major Hindrance, so his starting Sanity is 3.

This time out, John is hunting ghouls when he stumbles into a larder near the Hollywood Bowl. Dozens of bodies hang from the ceiling and one of them begins screaming. John blows his Fear test with a 1 and suffers 2 points of Sanity loss in addition to a roll on the Fear Table.

His mind is slipping and he knows it. But John is driven to find the Ghoul King before he ends up in a sanitarium. For his Quirk, John's player decides he has to kill every rat he sees in case creatures like the Ghoul King can

see through its eyes (and linking back to his Touched Hindrance).

A few adventures later, John finally tracks the Ghoul King to its lair inside a tanker at Long Beach Harbor. Seeing the horrible leader atop his throne of bones surrounded by his court leads to another failed Fear test and John's Sanity is now 0. He rolls on the Psychosis Table immediately—before the combat begins—and adds the Ghoul King's Fear modifier of 2 to the roll. His total is 15—the Shakes.

John decides there's only one way to rid himself of this terrible affliction—he whips out his M203 grenade launcher and sends the ghouls to hell. The Game Master decides John has triumphed over evil and can make a Smarts roll to recover a point of Sanity. He gets lucky and makes it with a raise. His Sanity is back to 2 but he still suffers from the Shakes and his strange Quirk.



Psychosis Table

- 1-3 **Superstitious:** The victim has found something that helps him deal with the terrors he faces. Pick a simple routine or object to be the focus of this disorder. As long as the focus is undisturbed, this character is fine. If the focus is lost or disturbed all Trait rolls are made at -1.
- 4-6 **Vacant Stare:** The distant look in this character's eyes speaks volumes about the horrors he's seen. He makes all Notice rolls at -2.
- 7-8 **Flashbacks:** In stressful situations, the victim is overwhelmed by images of past encounters and dead comrades. He draws two cards per action and acts on the worst of the two. Heroes who draw more than one initiative card (such as Level Headed) draw one less card than normal instead. Reroll if the character already has the Slow Hindrance.
- 9-10 **Fatalist:** The character is depressed and believes the eternal struggle is all for naught. He suffers -4 to his Charisma. Should he have any Leadership Edges, his Command Radius is halved.
- 11-12 **Night Terrors:** The victim's dreams are haunted by the things she's seen. Make a Spirit roll at -2 each night (or rest period). If failed, the character is Fatigued until the next night's sleep. If this causes Incapacitation, she falls into a fitful coma-like sleep (-4 to wake) for the next 24 hours.
- 13-14 **Addiction:** The victim has turned to drugs, alcohol, or other addictive substances to cope with his insanity. This gives him the Major Habit Hindrance.
- 15-16 **The Shakes:** In stressful situations, including combat, the character gets the shakes. This reduces all Agility and Agility related skill rolls by -2 until the source of stress is removed.
- 17-18 **Paranoia:** The victim feels every mystery has a deeper meaning and goes to great lengths to fit them into his skewed perception of the world around him. He trusts only his close friends (barely), and gains the Delusional Hindrance (Major), as well as a -2 to his Charisma.
- 19-20 **Blood Lust:** Carnage has awakened a strange desire for bloodshed within this unfortunate psychopath. He gains the Bloodthirsty Hindrance.
- 21 **Unnatural Appetite:** The character begins to believe he can survive only through eating strange and disgusting things. It starts simply enough, with bugs or paper or old chewing gum. This reduces his Charisma by -2 when dealing with those who know of these weird habits. If the character rolls this result again, it begins to progress in loathsomeness and frequency.
- 22 **Marked for Death:** The character's will is battered to a bloody pulp by all he's seen. He receives one less Benny at the start of each session.
- 23+ **Permanent Psychosis:** The character has suffered a shock from which he will never recover. He spends his days drooling and drawing pictures of strange creatures, when he isn't strapped into a straightjacket and screaming at the top of his lungs—about monsters, that is. In general, characters who reach this state turn into maniacal villains under the Game Master's control.

*Add the Fear modifier of the creature or encounter as a positive number to this roll.

Forbidden Lore

A staple of horror games is knowledge that “Man Was Not Meant to Know.” This is an ancient book, treatise, or text that describes some dark and ancient evil—typically in ciphers, code, or dead languages. It provides great insight into its subject matter, but might cost its reader more than a little sanity.

The system below expounds upon such devices, helping you create them, but also giving them an in-game characters can use to battle the forces of darkness. This comes at the cost of Sanity, so readers must beware how often they make use of this forbidden knowledge.

Name of the Lore: It all starts with a name. Tomes containing forbidden lore typically have atmospheric names that inspire dread and awe in those who find them. A book about vampires might be called a *Codex of Night Fiends*, the *Study of Those Creatures Which Devour Blood*, or the *Cyclopedia of Sanguinary Horrors*. A scroll on Japanese oni (demons) might be *The Seven Leaping Fiends of Igo*.

Put some thought into the nature of your source, and don't be afraid to use strange words, exotic names, or even foreign phrases.

Form of the Lore: The nature of the text depends on the setting. In a sci-fi game, lore may be fragmentary texts from a lost civilization, data files, or even instruction manuals on bizarre topics. In a fantasy campaign, lore may be the tome of a foul lich or vile necromancer. In a modern day monster hunter tale, the lore might come in the form of a ledger made from human skin and inked in the blood of its writer's victims.

Media: As well as giving the tome a name, you can also give it a form and past. Decide when it was written, what type of paper it is written on, whether the ink is special, and whether the book has a known history.

Make it reflect the nature of the subject matter. An Egyptian text detailing *The Rise of Sobek* might be written on tanned crocodile skin, while a mariner's sighting of some tentacled humanoid stalking the high seas might be carved in scrimshaw.

Bearers of Forbidden Lore

Investing in forbidden lore reflects habitual and obsessive study. The bearer is compelled to read and reread it in infinite detail. He is also a believer in its authenticity and desires to protect and shelter the book or other item from harm. Whether this is to further learn its secrets, to keep others from learning them, or simply to be the only one who knows the secrets within is up to the player and the nature of the lore.

Those who read forbidden lore must make a Smarts roll. Those who succeed lose 1 Sanity. Those who fail lose two Sanity. Those who roll a 1 on their Smarts die lose a point of Sanity *permanently*.

In exchange for this, the bearer gains two benefits. First, he gains a +2 bonus to any Knowledge (including Common Knowledge) rolls that have to do with the subject matter. *Plato's Lost Manuscript of Atlantis*, for example, grants a +2 bonus to rolls made to find the lost city, as well as to understand the strange arcane devices the heroes might find within.

In addition, the character may sacrifice another point of Sanity to realize some horrific truth within and gain one of the benefits listed below.

- Completely ignore one attack caused by a creature, spell, or effect associated with the lore
- Reroll (as if spending a Benny) one skill roll to affect something associated with the lore, including attack rolls, Tests of Will, Knowledge rolls, etc.
- Automatically know the details (including strengths and weaknesses) of a single creature detailed in the lore

Rituals

Magic in horror settings is rarely as pervasive or common as it is in most fantasy settings, but it is also sometimes far more powerful.

Activating a power via ritual is a Dramatic Task (see *Savage Worlds*). The time for each “action” is typically one minute, but it might also be hours or even days, depending on the setting and importance of the spell.

In exchange for the complication of performing a ritual, the caster can choose one or more of the following effects:

- **Double his Power Points:** Every Power Point the caster spends—whether of his own Arcane Background or from a storage device he might be using—counts as two.
- **Extend the Range:** The caster may double the Range of a spell by casting it via ritual. He can extend it to his Smarts in miles and ignore any sight restrictions by making his arcane skill rolls at -4.
- **Extend the Duration:** The caster may double the normal Duration, or extend it to “Concentration” at a -2 penalty to his arcane skill rolls. With a -4 on the arcane skill rolls, the Duration is measured in days (if possible). (A *bolt* is instant and can never be permanent, but a *boost/lower Trait* spell could be extended.)
- **Increase Damage:** The caster can increase the damage of a spell by +2d6, or +4d6 if he suffers a -2 penalty to his arcane skill checks.
- **Increase Effect:** The caster adds an additional +2 to a spell’s effect (or adds +2 to any resulting opposed roll). This may be increased to +4 by subtracting -2 from the arcane skill checks performed during the ritual.

Preparation & Assistance

Using additional casters, spending additional time, or sacrificing resources make rituals easier to complete.

- **Additional Casters:** Assistants with Arcane Background who know the power being cast may aid the caster by making cooperative rolls at each step with their arcane skill.
- **Participants:** Those who want to help with the spell but have no Arcane Background themselves may do so by making cooperative rolls via Knowledge (Occult) at -2.
- **Time:** Increasing the steps it takes to cast a ritual makes it easier to complete. If the Dramatic Task takes eight actions rather than the usual five, the caster may add +1 to his arcane skill totals each action. If the task takes ten actions, he may add +2.
- **Materials:** A caster may consume expensive or rare items as part of his ritual. Every ritual is assumed to require some small amount of common items. If a small number of rare, unique, or valuable items are sacrificed, the caster may add +1 to his arcane skill check each action. If the sacrifice is greater—a very expensive or incredibly hard to obtain item is used—he may add +2. In either case the components are destroyed at the end of the ritual, whether it was successful or not.

Failure

Failing a ritual is much more dangerous than failing a simple casting. Should this occur, shuffle the Action Deck and draw a fresh card to determine what happens.

Ritual Failure

Deuce: A portal to the netherworld opens and sucks in everyone involved in the ritual and anyone else who happens to be within 5" (ten yards) of the lead caster. These individuals are irrevocably slain and their bodies lost to the void.

3-5: A portal to another world opens and a powerful entity comes through. This might be a demon, a dark god, or an army of lesser beings.

6-10: A massive surge of energy arcs out from the arcane realms and races among all those involved in the ritual. The caster and every additional caster or participant (as defined above) suffers 3d10 damage.

Jack—King: As above, but the damage is 2d10 per caster or participant.

Ace: Everyone involved in the ritual suffers Fatigue.

Joker: The ritual suffers a setback but the caster somehow manages to maintain control. The casters may start from scratch at no penalty other than time. Any materials used in the process are still viable.

Sacrifices

Savage Worlds is about great heroes. They may be "dark heroes" who use violence as a means to an end, but it should be a rare campaign indeed where characters are willing to take the lives of those they deem innocent.

There are exceptions, of course. An Aztec priest might find it perfectly acceptable to sacrifice an enemy to power some dark spell. Or a vampire mage might slay one of his own thralls for the additional energy he needs to battle his enemies.

If the setting features such a grim theme and the Game Master allows it, a caster wishing to make a sacrifice must be in contact with the victim and make a Knowledge (Occult) roll within one round of death. For each success and raise, he may count the energy from one victim (see below).

An animal or non-sentient sacrifice provides half its Vigor in Power Points to the caster. The energy lasts for one casting or ritual, and may stack with additional sacrifices.

Sentient creatures provide the greater of their Spirit or Vigor in Power Points.



Signs & Portents

Horror tales often feature signs, portents, prophecies, or mysterious fortune tellers with cryptic advice and dire warnings. Most are fakes and swindlers looking to prey off the unfortunate, but sometimes these portents are very real.

The following system conveys the feel of these portentous events in your game.

The Source

Granting foreknowledge should almost always be a strange and unsettling affair. Before you impart information to the investigators, make sure to set an appropriate stage.

If a character's source is a mysterious Gypsy in Eastern Europe, describe the guarded looks of her companions, the strange fetishes that hang from her wagon, and the eerie stillness of the dark glade she dwells in. In a science-fiction setting, perhaps an emotionally distant computer AI models or predicts some outcome with cold calculations and no emotion. In a horror setting, perhaps the visions occur in fitful dreams or dark nightmares.

The Price

Fortune tellers often require a price for their services and the great risks they take for tapping into supernatural forces. The price required largely depends on the setting, but it should be something significant. A mysterious Gypsy might ask for the gold tooth of a dead man—or revenge on her bloodsworn enemy. A voodoo priestess might require a personal artifact of some local notable—and the hero must decide if he will expose that victim to her possible curse. In a swords and sorcery game, an old wizard might ask the hero to gather rare ingredients or perform some quest.

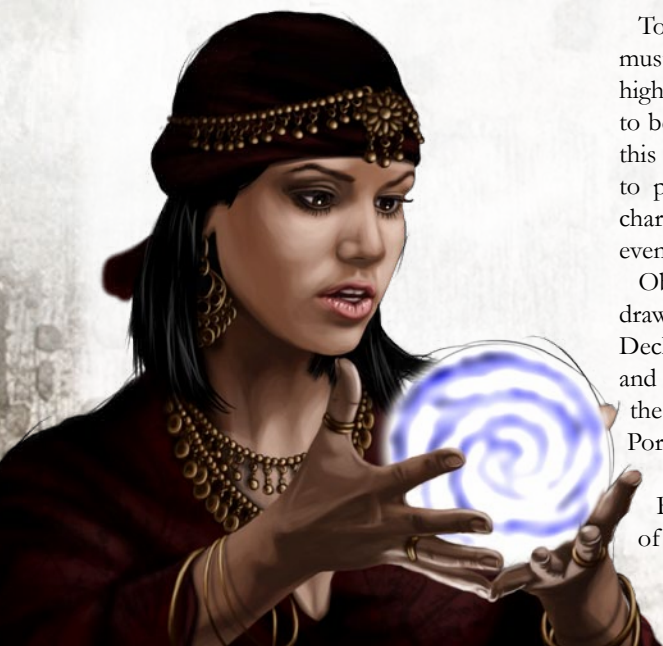
Individuals in gritty modern or sci-fi settings don't often believe in the supernatural. They are unlikely to seek out such “quacks” and are even more unlikely to perform some strange and difficult task for them. In these situations, it's often best to force the situation through some unfortunate event. Perhaps a maniac jumps out at the character screaming some strange message that eventually proves true. Or maybe the character simply opens up a fortune cookie with a strangely accurate message inside. In this case, the Game Master essentially sets the “price” by the difficulty or discomfort caused by the encounter.

The Reading

To actually get a reading, the Game Master must decide on its power. If the price paid was high, the power of the reading is more likely to be high as well (and vice-versa). Of course this isn't always the case. Charlatans abound to prey on the desperate; but sometimes a character receives a powerful portent he didn't even seek.

Obtaining a reading is accomplished by drawing one to three cards from an Action Deck depending on the power of the source and the price paid. The player then chooses the highest of his cards and consults the Portents Table below.

If the heroes prefer a group reading, the Bennies or Joker effect can be used by any of the participants at any time.



Portents Table

Deuce: The reading says certain ill omens of the future are predetermined. The character cannot spend Bennies for the remainder of this game session. (He effectively discards them and cannot gain more this session.)

3—10: The hero gains vague information relevant to his questions or quest.

Jack-King: The hero gains significant information relevant to his questions or quest. He also gains a Benny, representing how he might alter future events thanks to the warning he was given.

Ace: As above, but the hero receives very specific information and two Bennies.

Joker: As Ace, but the hero receives an additional warning as well. After receiving an injury (whether it's a mere Shaken result or multiple wounds), or a critical failure of some sort (whether by actual die roll or circumstance), he can use his warning to negate it. This benefit may only happen once per reading, and is thereafter gone.

Example:

Van Helsing & the Wolf

Johann Van Helsing must track down a werewolf savaging the streets of London in *Rippers*. He has exhausted all his contacts and resigns himself to the untrustworthy but enigmatically insightful Madame LaTreau.

LaTreau is usually found at the back table of *The Leviathan* tavern near the southern-most London wharves. Mostly she takes farthings to read tea-leaves for fishwives and sailors wary of heading back to the dark seas. Such readings are pure bunk. But if one brings her a thousand quid and the hair of a dead virgin—for what blasphemous purpose Johann can only guess—she will do a *true* reading.

Johann goes about the grave-digging and produces the aforementioned fees. Madame LaTreau teases him for a bit—she likes to see the self-righteous monster hunter squirm—then drinks the brew from a particularly

noxious cup of tea. She winces at the taste and then gasps in horror at the patterns revealed in the leaves...

The Game Master decides this is a medium price so Johann's player can draw two cards. He draws a Three of Clubs and a Jack of Diamonds. The Jack is highest so Johann gains significant knowledge of his foe. Madame LaTreau leans forward. "Your foe's name is Jacque. He is French, and has a dark scar on his cheek." Soon after, Johann spots his quarry working in the local slaughterhouse. He never would have picked the man out from the other butchers had it not been for Madame LaTreau.

Example: Cyber Cipher

The heroes are modern day detectives trying to solve the mystery of the Math Murderer, a serial killer who always leaves seemingly nonsensical equations at the scene of his crimes. The Game Master decides that deciphering the equations is actually a use of Signs & Portents and it will apply to the entire group.

The detectives spend days working on the equation, consulting professors from the local university and sacrificing other work. The "price" here is friction with the team's captain for ignoring their other work and they draw one card—a Joker.

This is the breakthrough the team has been looking for. The equations not only reveal the killer's name, but the pattern he's using to pick his next victim. The detectives setup a stakeout and wait. At the foretold time, the victim enters the scene followed soon after by the killer—a mathematical genius discredited by his peers. The detectives move in and the Math Murderer pulls a handgun. He fires and gets off a lucky shot, drilling the lead investigator right between the eyes for four wounds. But the team agrees this is the time to use the boon they got from drawing the Joker earlier. The bullet whizzes harmlessly past the investigator's head.

Moments later, the Mathematical Murder is reduced to zero—in a hail of gunfire.

Wards & Binds

Many supernatural creatures cannot be slain with fists or bravado. They are susceptible only to certain kinds of attacks. Until those are known, heroes can merely ward off their attacks. Vampires care little for crosses and garlic, for example, werewolves detest wolf's bane, and it is said ghosts and other haunts withdraw from the presence of salt.

Such entities might also be temporarily bound by sigils, pentagrams, or a simple ring of some hated material or energy.

Wards

Wards are signs or physical objects that keep an entity at bay. Discovering what might ward off a creature requires roleplaying and research. Investigators should beware—clever creatures sometimes plant false evidence as to the substances they fear!

Once the proper ward is discovered, it need only be presented to work. If a werewolf is warded by silver, for example, a character need merely wield it openly to gain its benefits.

A creature that wishes to attack a character holding a ward must win an opposed Spirit roll to do so. This is a free action. If the creature wishes to cross a barrier composed of the warding material, it must make a Spirit roll at -4 On a Spirit die roll of 1, it suffers a wound. The being normally withdraws and will not press its luck again until it finds another way to circumvent the ward, or is driven hard enough that it risks its demise.

Binding

Binding is a much more laborious task, but is also much more effective against the targeted entity.

To bind a creature, the summoner must first learn the proper process, procedure, or ritual. This requires research and roleplaying, and should be an adventure in and of itself (at least the first time the binding process is learned).

To actually bind an entity, the character must then maneuver it into the ritual area—such as inside a pentagram, inside a devil's trap, inside a circle of salt, etc. How this occurs depends entirely on the situation and the binder's resourcefulness. (Creatures summoned by spells are typically conjured inside a binding area of some sort, such as a circle or pentagram.)

Once the entity enters the affected area, it must make an opposed Spirit roll versus the binder's Knowledge (Occult) skill (even if the binder isn't present). This represents how well the binding character translated his knowledge of the ritual into the actual design.

If the entity wins, it's free to do as it pleases. If the binder wins, it's trapped within the binding area until it dies or otherwise dissipates, breaks free, or is released. Bound entities can talk (if they were able to do so beforehand) and perform simple actions within their binding area, but cannot use powers or Special Abilities across its borders.

Breaking Free

How a trapped entity gets free depends on the ritual and lore used to bind it. For the most part, this should be a plot-based decision by the Game Master. A demon trapped in a pentagram, couldn't use a rock inside the circle to break the seal. But he might be able to throw the rock and knock over a can of soda that then leaks out across the floor and destroys the pentagram's chalk border.

If the Game Master desires a more systemic approach, he should first determine whether or not he believes it should be possible for the entity to escape *at all*. Quite often, it's not.

If it is, the entity should be allowed to make a Spirit roll at -8 to break its bonds. How often is completely up to the Game Master and the setting. A demon in a pentagram might get a chance once every 24 hours to figure something out, while a spirit bound to a cemetery might get such a chance only every anniversary of its death.



Magick

Witchcraft, black magic, voodoo. These are the powers of darkness in most horror settings. Sometimes investigators discover such arcane lore and learn to harness it. Other times they are consumed by it.

In this chapter you will find new powers suitable for horror campaigns, rules for conducting powerful rituals, and Trappings of doom and dread.

Backlash

Magic is a dark and serious affair in most horror settings. Backlash for spells, weird science, or other arcane powers of dubious origin is treated normally, but the caster also loses one Sanity point as well. This should not apply to powers derived from good or divine sources.

Rituals

Don't forget that spells may also be cast via ritual if the Game Master thinks it's appropriate. Rules for doing so can be found on page 26.

Dark Powers

On the following pages are a number of powers found in many horror settings—such

as the summoning and binding of entities or speaking with corpses.

These new powers, as well as those found in *Savage Worlds*, function normally for the most part, but you should carefully consider their Trappings. Magic in horror settings is typically of a dark and Faustian nature. While *entangle* neatly sums up what the spell can do, calling it "*Tentacles of Vrakresh*" carries much more weight and atmosphere.

If characters can only learn magic from tomes, consider giving spells names that don't immediately give away what the spell does. Magic is not a science taught in schools, and magicians rarely give their spells workmanlike names. *Angel's spear* might be *bolt*, but could be *smite* or *stun*. *Winds of death* could easily be *blast*, *burst*, *lower trait*, or even a flame-type *barrier* with a necromantic trapping.

Banish Entity

Rank: Seasoned

Power Points: Special

Range: Smarts

Duration: Instant

Trappings: Runes, chants, gestures, prayers, special substances, an exorcism

Banish entity forces extradimensional entities back to their own realm. Generally, any entity that can be summoned can be banished.

The cost to invoke this spell is equal to the entity's Spirit die type, and double that if the entity is a Wild Card. A Wild Card demon with a Spirit die of d10 therefore requires 20 Power Points to banish. Since most casters don't have so many Power Points, they often rely on rituals or devices.

The spellcaster must be within Range of the target and make an arcane skill roll opposed by the entity's Spirit. With a success, the entity is instantly driven back to its own realm, though it is not destroyed. On a failure, the entity is free to continue its business and suffers no ill effects. The caster is automatically Fatigued from the effort (in addition to Backlash if a 1 was rolled on the arcane skill die).

Bind Entity

Rank: Veteran

Power Points: Special

Range: Smarts

Duration: 24 hours (5/24 hours)

Trappings: Chanting, wardings, special substances

Bind entity allows its user to force an entity into servitude. Any entity that can be summoned can generally be bound. The creature may be summoned and then bound, or it might already be in the physical world.

The cost to invoke this spell is equal to twice the entity's Spirit die type. A demon with a Spirit die of d8, for example, requires 16 Power Points to cast *bind entity* on it.

In either case, the caster makes an arcane skill roll opposed by the entity's Spirit. If the entity is already subject to a *bind entity* spell it receives a +4 bonus to its roll.

On a success, the caster has bound the creature to his will for the duration of the spell. The creature must obey commands given to it, both to the letter and spirit, though orders that would undeniably end the entity's existence allow it another roll to break free.

There is no inherent mental link between the caster and the entity, so commands must

be expressed by some method the creature understands.

The caster may not try to bind the same entity more than once in any 24 hour period, nor may he attempt to bind the same entity for 24 hours after the current binding expires (though he may maintain the spell). The entity does not need to be in Range or even seen to maintain the power.



Consecrate Ground

Rank: Seasoned

Power Points: 3

Range: Large Burst Template

Duration: 1 minute (1/minute)

Trappings: Circle of holy water or salt, energy barrier, pentagram

Consecrated ground is an anathema to evil creatures. Through the use of this power, an area of holy ground is created, filling a Large Burst Template centered on the caster.

Any supernatural evil creature entering the area must make a Spirit roll or suffer a -2 penalty to all Trait rolls while within the effects of the spell. The penalty is -4 with a raise on the casting roll.

Permanently consecrating an area, like a church or temple, is possible, but not usually within the confines of an adventure. High ranking priests, valuable oils and unguents, and saintly or other holy relics may be required, as is some sort of altar or other focus of worship. At the end of the day, only a deity can permanently consecrate an area—everything else is just to get the god's attention.

Corpse Senses

Rank: Seasoned

Power Points: 2

Range: Smarts x 100 yards

Duration: One hour (1/hour)

Trappings: Chanting, staring into a mirror

Necromancers often guard their tombs with undead, and this spell allows them to use their minions as a set of roving senses. The power only works on corpses the caster has animated himself. If he has multiple undead under his control, he may switch between them as a free action, but only once per round.

For the duration of the spell, the caster uses the senses of the target as if they were his own. He sees what the undead sees, hears what it hears, and so on. The power provides no control over the corpse, nor does it let the caster speak through it. Should the target wander out of range, the connection is instantly severed.

Drain Years

Rank: Heroic

Power Points: 20

Range: Smarts

Duration: Permanent

Trappings: Chanting, spoken curse

This vile spell causes one target to wither and age many years in an instant.

The caster makes an arcane skill roll opposed by the victim's Vigor. On a success, the victim ages rapidly and loses a permanent die of Strength and Vigor, or two die steps on a raise (both to a minimum of a d4).

If cast on an Elderly character, the victim dies of old age if he fails his Vigor roll.



Enhance Undead

Rank: Seasoned

Power Points: 3/undead

Range: Smarts

Duration: Special

Trappings: Runes engraved on undead, chanting

This unusual spell allows a necromancer to enhance the abilities of an undead of any sort (undead casters can augment themselves).

Each casting allows the necromancer to give an undead an Advance as if it were a character. Targets might gain increased attributes or extra skills, or even gain a new Edge (without regard to requirements!).

The caster can affect more than one undead at a time by spending the proper number of Power Points, but all targets must receive the same enhancement.

With a success, the dead remain enhanced for 1 hour. With a raise, they remain enhanced for 1d6 hours.

Grave Shroud

Rank: Seasoned

Power Points: 2

Range: Touch

Duration: 1 minute (1/minute)

Trappings: Victim gains the appearance of an undead

Grave shroud transforms the target's appearance to that of a zombie. Unwilling victims receive a Spirit roll to resist, opposed by the caster's arcane skill.

The target does not gain any Special Abilities (including Undead), as the spell is illusory, and he keeps his own traits. However, he looks and smells like a walking corpse.

Near-mindless undead (such as zombies and skeletons) treat the target as one of their own and do not attack him, and intelligent undead (such as vampires) are likely to think of the character as just a

mindless minion, and typically ignore them. If the character attacks an undead, it will defend itself, however.

Any intelligent undead closely examining the character may make a Notice roll at -2 to spot the deception, or -4 if the caster scored a raise.

A character subjected to this spell who sees his own reflection must make a Fear test.

Grave Speak

Rank: Seasoned

Power Points: 4

Range: Touch

Duration: 3 (1/round)

Trappings: Runes carved on bodily remains, black candles, "leather" books, Ouija boards.

It is said the dead know many secrets, and through the black arts a mage can reach beyond death to contact departed souls. Though not evil, many good spellcasters avoid using this power for they feel it disturbs those who have earned their rest.



In order for this spell to work, it must be directed toward a particular soul. The caster must either know the name of the deceased or possess a personal item, which includes their corpse, or any part of it at least, as well as a treasured item.

If the spell succeeds, a ghostly voice makes itself known and may be questioned. One question may be asked for each round the spell is active.

The spirit contacted is not necessarily friendly and can lie, but it may not refuse to answer or make guesses. The Game Master must decide what information the entity knows—the spirit is not omnipotent and typically knows only what it knew in life up to the moment of its death.

A roll of a 1 on the caster's arcane skill, regardless of Wild Die, may summon up a demon or other hostile entity. While these spirits cannot usually affect the caster when contacted in this way (they're not summoned), it may try to convince him it is the person he sought, then feed him inaccurate or dangerous information to lead the character to his death.

Nightmares

Rank: Veteran

Power Points: 4

Range: Smarts x 1 mile

Duration: Special

This insidious spell causes the victim to suffer terrible nightmares. The caster must know the name of the victim and possess something which belonged to him (like a lock of hair or item of clothing), but need not know his exact location.

When the victim next goes to sleep, he must make a Spirit roll at -2, or -4 if the caster scored a raise. With a raise the caster can also implant specific scenes or themes into the victim's nightmares!

If the target succeeds at the Spirit roll, he tosses and turns but there is no lasting effect. Should he fail, the dreamer receives no rest (see Hazards: Sleep, in *Savage Worlds*).

If the victim rolls a 1 on his Spirit die, he must also roll on the Fright Table!

Spirit Shield

Rank: Seasoned

Power Points: 3

Range: Smarts

Duration: 3 (1/round)

Trappings: Ring of holy water or salt, wall of energy, sigils inscribed in the air

This spell creates a barrier that can keep out ghosts, poltergeists, and other ethereal entities—it has no affect against demons or undead in physical form. The caster makes his arcane skill roll and then places a Medium Burst Template centered on himself.

Entities wishing to enter the Template must make an opposed Spirit check against the caster's arcane skill. If they fail, they cannot pass the barrier while the spell remains active.

Spirit shield stops the entity from passing through, but does not prevent it from "normal" actions such as intimidation or throwing physical objects. The spell is negated if any living creature of rat-size or larger that started *inside* the circle crosses to the outside.

Strength of the Dead

Rank: Veteran

Power Points: 6

Range: Touch

Duration: 3 (1/round)

Trappings: Pallid skin, claws, fangs

This unusual power allows the caster to mimic a Trait or Special Ability of an undead he is touching when he invokes the spell.

The recipient gains one Trait or Special Ability possessed by the undead for the duration of the power. In the case of Traits, the mimicked Trait replaces the target's.

The undead does not lose the affected trait or ability.

Summon Demon

Rank: Veteran

Power Points: Special

Range: Smarts x 2

Duration: Smarts x Hours

Trappings: Pentagrams, black candles, animal sacrifices

Most heroes would never seek to consort with the denizens of Hell. But occasionally, such a feat may be required.

The cost to summon a demon is equal to its Spirit die, or twice its Spirit die if it's a Wild Card (most powerful demons are).

If the roll is successful, the demon appears. If the creature was not summoned into a summoning circle or other binding, it likely attacks its caster before it can be given a task. See page 30 for binding the demon through occult means, and the *bind entity* spell on page 33 for trapping it with arcane power.

Tasks: Once a demon is summoned, and assuming it is bound or otherwise disposed to discussion, the summoner must make a bargain with it. This is an opposed test of Spirits. Record the results secretly.

- **Failure:** The demon is uncontrolled and in complete control of its actions. It cannot directly harm the caster but is otherwise free to roam the earth and do as it pleases for 6d6 days. If it happens to roll three 6's on this roll (no more, no less), it remains in the mortal world until slain or banished.
- **Success:** The demon basically follows the instructions it's given but looks for every opportunity to ruin things for the cretin who summoned it. Only if directly chastised or supervised does the demon "behave."
- **Raise:** The demon follows the spirit of the summoner's instructions as well as the letter. It may still cause additional mayhem—it is a demon, after all—but in general it performs as the caster desires.

Casting Time: The casting time to summon a demon is one minute per Power Point spent.

Specialized Demons: Some demons might only answer specific requests. A demon of vengeance, for example, may only be tasked with exacting vengeance of some sort. This is entirely up to the Game Master, the setting, and the description of the creature.

Communication: Note that demons are not (generally) telepathic. If the summoner plans on sending the demon out of sight, he'd best give it very specific instructions. Intelligent demons may be given physical equipment (such as cell phones or transmitters in modern settings), but whether or not they actually use these tools is entirely up to them.



More on Trappings: Most demon summoning spells require trappings such as candles or braziers, chanting, and at least a small amount of blood. Most have unique requirements tied to the type of creature being summoned as well. For instance, the dark god Crazalphasalius (the fire god) can only be summoned if there is a conflagration at least the size of a burning house. Summoning a demon of gluttony might require a massive feast be set out and consumed.

Requirements might also include celestial events, such as phases of the moon or planetary alignments, although the latter should be reserved for truly powerful creatures and acts as a natural limitation on how often these monstrosities can be summoned.

Summon Spirit

Rank: Seasoned

Power Points: The spirit's Spirit die type x2

Range: Smarts x 2

Duration: Smarts

Trappings: Ouija boards, personal items, seances

Whereas demons are typically summoned to complete some task, spirits are more likely summoned for information—or perhaps to materialize in physical form so as to then bind or destroy them.

Spirits such as ghosts, haunts, poltergeists, and the like have a very limited view of the physical world, and an even lesser understanding of the ethereal realm. They spend most of their time in the latter, drifting in a state of semi-consciousness and glimpsing visions of the real world. “Good” spirits find



this peaceful and only interact with the mortal realm if forcibly called to it. Restless entities have a very different take. These visions—or memories of their terrible lives—drive them to terrible violence. They actively attempt to reenter the physical domain and take their vengeance on the living beings they find there.

Summoning a spirit requires a ritual of some sort—typically a seance and/or important artifact of the person in life (if it had one prior to its ethereal existence).

The summoner then spends the Power Points and makes an opposed arcane skill roll versus the entity's Spirit.

- **Failure:** The entity breaks through with great violence! Everyone directly involved with the casting must make a Spirit roll at -4 or be Fatigued for the next 24 hours. The spirit then wreaks whatever havoc it can based on its particular powers and abilities. Most ghosts and the like can manifest for a few minutes before returning to the netherworld.
- **Success:** The entity is summoned long enough to answer one question. It is subdued and cannot attack or use its powers and abilities during this time. After the question is answered, the thing issues a horrible screech or ectoplasmic detonation that leaves everyone directly involved Fatigued for the next 24 hours.
- **Raise:** The spirit will answer three questions before fading back into the netherworld.

Tasks: As an alternative to asking a spirit for information, the entity can be tasked instead. The duration is one night with a success and three with a raise. Use the *summon demon* success, failure, and raise results to determine how the thing behaves.

What do Spirits Know: This depends largely on the entity itself. Spirits essentially have “tunnel vision” to the rest of the world, so their knowledge is generally confined to their local area and things relating to their particular nature.

The ghost of a murdered lover likely focuses entirely on the event of her death, how she gave her heart to her beloved, and how the diamond he gave her sparkled. The same spirit might then quickly turn violent, focusing entirely on how her lover's hands then tightened on her throat after she found him in bed with some hated rival—and choking the life of those involved in summoning her.

A nature spirit has an entirely different perspective. A water nymph knows who walked in her stream, where the pollution is coming from, or how little it's rained in the last years. A native American buffalo spirit might know about the health of the herds, the taste of the grass this year, or how cold the winter was.

Suppress Lycanthropy

Rank: Veteran

Power Points: 6

Range: Touch

Duration: One night

Trappings: Potion, runes drawn on body, circle of wolf's bane, silver coins over eyes

Few curses are as terrible as that of lycanthropy, but for those afflicted, there is hope. This rare spell (which should be found only at the end of a lengthy and dangerous quest) gives lycanthropes a chance to avoid their involuntary changes on nights of the full moon (or other trigger).

The lycanthrope may make a Vigor roll; $+2$ if the caster scored a raise, to resist the change for one night of the full moon. With a failure, the lycanthrope assumes his animal form.

Permanent Change: If cast as a ritual, the lycanthrope gains control of his transformation. This requires the heart of a greater creature of the same type (a Wild Card), and one or two other rare materials—such as a fragment of meteorite or a vampire's fangs.

Unfortunately, if the ritual fails, the lycanthrope is trapped forever in its feral form, becoming an enraged predator under the Game Master's control.



Arcane Items

Cursed items or devices empowered by the lives and deeds of those who used them are staples of many horror tales. In this chapter are a number of relics, antiques, and artifacts you might use in your campaign.

Creating Arcane Items

Some of the items listed on the following pages can be created by those with knowledge of the occult, or sometimes an arcane background. These are the materials one might see investigators involved in frequent battles with evil learn to create—such as ground-up bone dust that allows the bearer to speak with the dead. When this is appropriate for an item, the rules for its creation are included in its description.

More powerful items enchanted by great events or bearers cannot be created in this way. They are purely the province of the Game Master and the twists and turns of his nefarious plot.

Bandages of Anubis

First created millennia ago in Egypt by priests of Anubis, these seemingly innocent rolls of bandages are actually powerful necromantic tools. The magic within them can return a person to life as a mummy, but they must be applied while the person is *alive*.

Once completely wrapped in the bandages, the victim must make a Spirit roll at -4 . With a failure, the victim's skin and muscles desiccate and the bandages bond themselves to the withered flesh, turning the victim into a guardian mummy (see page 101). The magic is irreversible and extremely painful.

In earlier days, priests and magicians received this as a blessing, a way of granting them eternal life. They were not subservient creatures, but free-willed undead. In modern times, necromancers have altered the magic to create mindless guardian mummies, and use the bandages to punish wayward disciples and create an army of undead.

Blood Money

Blood money is physical currency paid to someone who betrayed a close friend—and that betrayal resulted in the latter's death. The most famous blood money is Judas coins, the 30 pieces of silver Judas was paid to betray Christ.

A character who acquires blood money is tainted by treachery. Anytime the traitor takes an action that directly and negatively affects an ally, he adds $+4$ to his roll. This might be an attack, an opposed roll, or simply Persuading some third party to perform an action that will harm the target.

The traitor must be carrying one or more of the actual bills or coins to be cursed. In the modern era, he might carry a bank statement or check instead.

Anyone using blood money pays a hellish price. If the bonus is used a single time, the bearer is treated as a supernaturally evil creature for purposes of Edges such as Champion or holy relics and powers that affect such beings.

Brazier of Conjuration

Standing three feet high on a tripod base, the inner surface of this black, iron brazier is engraved with runes of opening. When used as part of a *summon demon* spell, it contains 20 Power Points that may only be used for that spell. The Power Points recharge at the rate of one per hour.

The braziers require no special fuel source.

Cannibal Mask

The cannibal mask is a painted, wooden face mask, similar to those found in tourist shops in many parts of Central Africa. Unfortunately for anyone who wears it, this particular type is cursed.

As soon as the mask is placed on his face, the wearer must make a Spirit roll at -8. On a failure, the mask melds into the victim's flesh and becomes part of his body—effectively disappearing.

From this moment on, the wearer develops a craving for human flesh. No other food, including other forms of meat, satisfies the victim's hunger. Once every 24 hours, he must devour a pound of flesh. If he doesn't, he goes into a mad rage until he consumes twelve pounds of flesh. During such a rage, his Strength increases two die types and his canines descend, giving him a bite attack (Str+d4).



Removing the mask, once its existence is suspected, requires a *banish entity* power. The victim is allowed another attempt to break free of the mask's influence on the first night of each full moon. With success, he can pull the mask from his face. With a failure, the victim remains a cannibal for another lunar cycle.

Exactly how these masks are created is a mystery, but many who have studied them believe that a demon or cannibal spirit is bound into the mask through arcane rituals.

Ceramic Masks

Made of white porcelain and painted in the style of Japanese kabuki masks, these foul items are found worn on the faces of skeletons or zombies.

When donned, the undead gains the Invulnerability Special Ability. No damage of any type, magical or mundane, can affect the undead so long as it wears the mask. Removing the mask requires a successful grappling attack followed by an immediate Strength roll at -4 (as a free action).

As soon as the mask is removed, the undead can be affected normally.

Cold Iron Chainmail

Forged to protect warriors against demons, cold iron chainmail covers the torso, arms, and legs of the wearer. The armor grants the wearer +2 protection as usual, and +6 against attacks made by demons, whether mundane (such as claws) or magical in origin.

Corpse Dust

Made from the ground bones of the dead and enchanted with necromantic energy, corpse dust returns the dead to life—as undead. Each pinch animates a corpse, either as a zombie or skeleton, depending on how much flesh remains.

The dust is usually found in skin bags containing 1d6 doses. The undead remain active for 12 hours, or until destroyed. They follow the directions of whoever raised them implicitly and without question.

Creation: Corpse dust can be made by a character who has access to the proper recipe and an Arcane Background. Doing so requires four hours and a Knowledge (Occult) roll at -4. Each success and raise creates one pinch of corpse dust. Failure results in Backlash, just as if a 1 had been rolled on the arcane skill roll.

Diary of a Madman

This unique item has been attributed to many madmen throughout the ages, though in reality it is not the work of a single person, but a collection of writings from numerous authors, all totally insane.

Contained within the pages of gibberish and mad ramblings are many secrets. A reader can use the diary to get a bonus to any Investigation or Knowledge roll, but he risks losing a little piece of his mind each time he does so.

The reader simply states what bonus he wants, from +1 to +6. After making his Investigation or Knowledge roll, he must then make a Spirit roll with a penalty equal to the bonus he gained.

On a failure, the reader goes slightly insane and loses one point of Sanity (see page 22).

Flail of Unhealing Flesh

This cursed weapon is a cat-o-nine-tails tipped with metal barbs. In combat, it acts as a flail and leaves deep, weeping wounds. These wounds cannot be healed with first aid or magic, but must heal naturally.

Victims get no bonuses to their natural Healing roll for medical attention, nor does a character with Healer grant any bonus. Fast Healer works as normal, however, as this is a bonus to the character's natural healing power.

Characters who must roll on the Incapacitation Table cannot be stabilized with a Healing roll.

Frankenstein's Laboratory

This isn't the actual laboratory of Doctor Frankenstein (that was destroyed in a fire), but a recreation based on his journals. As you might expect, it's good for just one thing—making monsters.

Creating a monster, known as a corpse golem, takes time and money. The doctor (if one can call him that) must spend \$100,000 over nine months making his monster. He then makes a Knowledge (Medicine) roll.

With success, he creates a corpse golem (page 86). The creature is free-willed, but has an almost animal level of intelligence. For each raise on the roll, the creature gains one die in Smarts (max d12). This isn't necessarily a good thing, by the way. Once the thing realizes what it is, it's likely to be a little upset.

On a roll of 1 on the Knowledge die, regardless of Wild Die, the creature is brought

to life but is constantly berserk and suffers from acute psychopathic tendencies.

Grave Dust

This dark, gritty dust is made from the burnt bones of skeletons and energized with dark power. It is used to communicate with the dead, not animate them.

The dust must be sprinkled on the remains of the deceased, a personal item, or his grave marker, and the user makes a Spirit roll. With a success, a ghostly voice makes itself known and may be questioned. This functions exactly like the *grave speak* spell as if it were cast with a raise.

Grave dust is usually found in batches of 1d4 doses.

Creation: Grave dust can be made by a character who has found the proper recipe, obtains human bones, and has access to modest chemical or alchemical equipment. Doing so requires six hours and a Knowledge (Occult) roll at -4. Each success and raise creates one dose.

Grimoires

Grimoires are books, scrolls, or texts that allow the reader to cast magical spells. No magical or occult knowledge is strictly necessary, but it's certainly advised as many of these magical texts often have side effects—or perhaps perform functions an amateur might not expect.

Spells: Most grimoires contain a few spells with a twist or two, as determined by the Game Master. Usually this means the spell affects specific targets only, or has a special effect such as a longer Duration. *The Manuscript of Blood*, for example, might contain several spells that affect only vampires, but do so with increased Range, Damage, or efficiency as the Game Master decides.

Deciphering a Grimoire: Sometimes the greatest challenge to activating a grimoire's spell is simply reading its language. Such texts are rarely written



Sample Grimoires

in simple terms, so a character must make a Smarts roll at -2 if the words are in his native tongue, or a Knowledge (appropriate language) roll at -4 if not. (Some grimoires may have higher or lower penalties, of course.) Note that the reader's arcane skill isn't used even if he has it. The success or failure of the text is based entirely on his reading of it.

- **Failure:** If the roll is simply failed, nothing happens and the character may try again. If the roll is a critical failure, or the reader rolled a 1 on his Smarts or Knowledge roll, the caster suffers Backlash (see *Savage Worlds*) and the grimoire explodes in a flash of fire. (If the Game Master decides the grimoire cannot be destroyed the text simply loses its power for some amount of time. Usually this is 1d6 hours, but it may also be some number of years or an event—such as the next eclipse or summer solstice.
- **Success or Raise:** The spell activates as expected. Most grimoires release their energy once and are spent forever. A few of the most powerful might recharge in a day, a week, a random amount of time, or during some event such as the changing of the seasons, the anniversary of the inscriber's death, etc.

Releasing the Grimoire's Power: To imbue a grimoire with power, the text often requires elaborate staging. For example, a scroll that summons a demon might require a bowl of blood, the feathers from an albino chicken, and the fingernails of a hanged man. These strange components are what provides the grimoire's Power Points.

It doesn't matter if the owner has Power Points of his own—grimoires are imbued with energy that can only be released upon successful completion of the included ritual.

Casting: Once the text is translated and the words are primed with power, the text is read aloud and the spell is triggered. Most grimoires are imbued with a Spellcasting or Faith skill of d10, which is cast as if by a Wild Card.

The Book of the Dead: A large tome from an ancient culture—usually Egypt or Babylonia—that contains rites and rituals of the dead. It contains *boost* / *lower trait* (undead only), and *zombie*.

Book of the Writhing One: This massive, twelve-pound book contains a long, rambling, and mostly unintelligible history of Vralkresh (see page 68), a dark god worshiped by various cults through the last millennia. If read in a ritual with at least 13 assistants, it can summon Vralkresh to the mortal realm (*summon entity—Vralkresh only*).

The Dark Scripture: Crafted in human skin, this journal details the summoning, binding, and banishing of demons. It contains *summon entity*, *bind entity*, and *banish entity*.

Liber Timor: Also known as the Book of Terrors, this book casts the *fear* spell with an added effect—all sentient beings in sight are affected by the spell.

Scrolls of the Unseen: This scroll can only be read once. If successfully cast, it turns all allies within arm's length *invisible* for three days.

Hellfire Blade

Crafted from black metal not found on Earth, quenched in the blood of virginal sacrifices, and inscribed with runes of fire, hate, and pain, the hellfire blade is, quite literally a weapon from the depths of Hell.

When drawn, green Hellfire erupts along the blade and crackles with demonic fury. Any victim struck by the blade has a chance of catching fire (see *Savage Worlds*). The blade is magical, gives the user +2 to Fighting rolls and +4 damage, or +8 against angelic or "holy" creatures.

Hellfire blades are typically wielded by powerful demons in their war against divine forces.

Hockey Mask of Terror

Beloved by chainsaw-wielding serial killers everywhere, this relic is a hockey mask stained with the blood of countless victims.

The horrid thing adds Fast Regeneration to the wearer—and turns him into an emotionless killing machine.

The regeneration ability heals as normal, but the visible and ghastly effects of the wearer's wounds might remain. If a hockey mask-wearing fiend is sliced with a katana, for example, it might heal the wound for game purposes, but retain a nasty gash congealed with thick red blood. This is purely a visual effect but is important for the tone and atmosphere in most cases where a mask like this might be used.

Removing the mask requires a successful grapple attack followed by a Strength roll at -4. This might not change the nature of the fiend beneath if he was already a psychotic killing machine!

Jack's Scalpel

Whether or not this scalpel really did belong to Jack the Ripper is questionable, but it certainly has all the hallmarks of either once being his or being the item which caused his murder spree in 1888.

Once grasped, the holder must make a Spirit roll at -2 or fall under the scalpel's insidious spell. He develops a hatred of women that reduces his Charisma when dealing with them by -4. Worse, once per month from dusk till dawn, he loses control and becomes a homicidal maniac under the Game Master's control.

While in this state, the victim's Strength increases two die types. The scalpel causes Str+1d4 damage, or Str+2d6 damage against women.

The scalpel cannot be dropped while the wielder is in his rage, but if the hand itself is amputated or destroyed it falls to the ground and the wielder regains his senses—whatever those might be.

During the rest of the month, the wielder is quiet and secretive about his blade. He might hide it somewhere special and will certainly guard it with his life if it is threatened—even if he knows what it's doing to him.

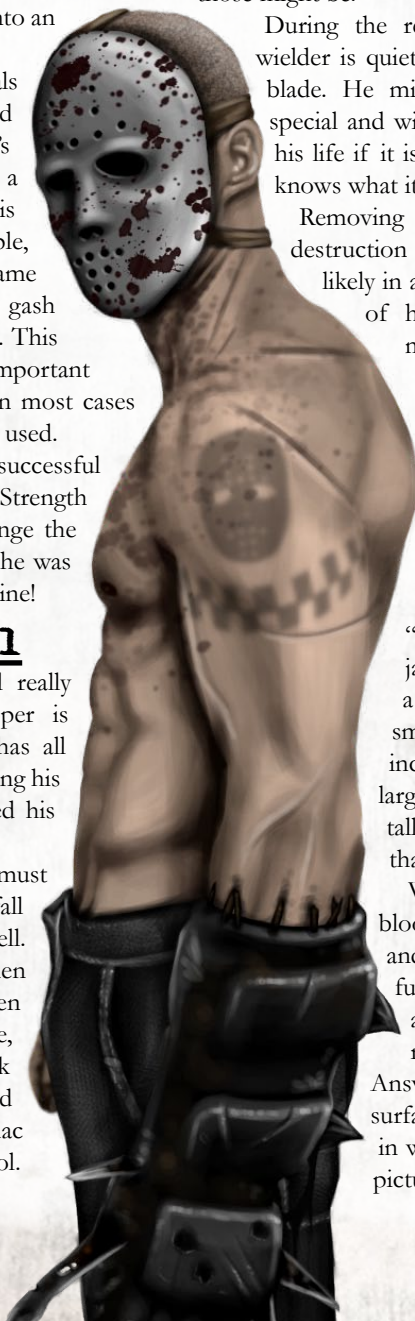
Removing the curse requires the destruction of the scalpel—most likely in a furnace or other source of heat capable of melting metal to a pure liquid state.

Jade Mirror

Supposedly created by priests of the Aztec god Tezcatlipoca, whose name means "Smoking Mirror," these jade mirrors come in a variety of sizes. The smallest measures only six inches across, whereas the largest stands over six feet tall with a width of half that.

When smeared with the blood of a sentient sacrifice and lit by the light of the full moon, the owner can ask the mirror questions related to occult matters.

Answers appear on the surface of the mirror, either in writing or in the form of pictures.





In game terms, the mirror grants a +2, +4, or +6 bonus to Knowledge (Occult) rolls, the bonus being dependent on the size of the mirror. It can also be used to divine the future, as discussed under Signs & Portents on page 28.

The mirror may be asked a question only once every 24 hours.

If it is ever broken, the last person to ask it a question suffers 4d10 damage!

Mark of the Demon

The Mark of the Demon is a powerful item of great evil, and yet appears as nothing more than a slip of parchment. The paper appears blank unless read by the light of the moon, at which time silvery writing in an unknown language appears.

At the stroke of the next midnight, the magic contained in the paper conjures forth a terrible demonic entity known as a collector (page 70). This beast of Hell has only one purpose—to find and slay the possessor of the Mark of the Demon.

Obviously, villains take great care to ensure their victim is slipped the paper unawares, such as in a coat pocket, and then take almost ludicrous measures to ensure the target does not return the paper to them somehow.

Destroying the paper ends the spell immediately—as long as the demon has not yet materialized.

The demon appears within 4d6 yards of its victim, whom it can sense through its Unnatural Senses. It remains on Earth until its victim is killed, it is banished with magic, or if it is destroyed in the course of its duties.

Moonblade

These foul blades are not truly magical, but they are definitely cursed. Formed from the canine of a werewolf, ripped out under a full moon while the werewolf still lived, moonblades are deceptively named. They do not grant the user any power to defeat lycanthropes, but they do allow him to infect victims with the curse of the werewolf.

A victim Incapacitated by a moonblade (even if it only deals the final wound that sends him to Incapacitated) must make a Vigor roll. On a failure, the victim is infected with lycanthropy and will transform into a werewolf on the night of the next full moon.

Music Infernalis

Said to have been penned by Lucifer himself, the *Music Infernalis* is a musical score with a deservedly vile reputation. Many classical musicians claim it is unplayable, but they lie.

Any character trying to play the score must make a Common Knowledge (assuming he has a musical background) roll at –6. With success, he summons a demon of the Game Master's choice (each type has its own “theme music,” it seems).

This works exactly like the *summon demon* spell, but costs no Power Points. Of course the summoner must then attempt to control the thing.

Nightmare Stone

Nightmare stones are cursed items, often slipped into the pockets of victims by nefarious sorcerers.

These cursed items activate every night when the “owner” goes to sleep, giving him terrible nightmares per the *nightmares* spell, which is automatically cast with a raise. This also means the person who “gifted” the target may insinuate what kinds of nightmares his enemy suffers.



Portrait of Immortality

A portrait of immortality is a painting imbued with unholy power. Many sorcerers have claimed knowledge of how to create these dark items, but none have ever revealed the secret.

When newly created, the portrait appears to be nothing more than a simple painting of the person who will benefit from its power.

The power of the painting is to grant the owner a limited form of immortality. Disease, poison, wounds, and even aging cause no harm to the owner. Instead, all the effects are transferred to the painting, which steadily changes to represent the terrible injuries inflicted on the owner's body.

In game terms, the owner becomes immune to poison and disease, does not require air to breathe, needs no food or drink to survive (though most do still partake), suffers no ill effects from aging, and has invulnerability to all forms of damage, be they mundane or arcane. In short, nothing can harm the owner.

Except the portrait itself. The character is forever tied to the well-being of his canvas. Damage caused to it is likewise reflected on the character. If it is slashed, a wound appears in the same location on the owner's

flesh, if the painting is destroyed, so is the character.

Damage is compared to the portrait's Toughness of 6, not to the owner's Toughness. The character may spend Bennies to Soak the damage as normal—even if he is nowhere near it. When the character reaches Incapacitated, the painting is destroyed, and with it the owner.

Puzzle Box

Based on Chinese puzzle boxes, these wooden or metal cubes are actually keys to Hell. A character wishing to solve the puzzle box must make a Smarts roll at -6. Sadly, success may not bring the rewards the character was anticipating.

With a success, the puzzle box summons a demon of the Game Master's choice. If the puzzler has not taken the proper steps to ward or bind the creature, he's likely in for a gruesome death.

This works exactly like the *summon demon* spell, but costs no Power Points. Of course the summoner must then attempt to control the thing.

King Solomon, who in Islamic legend was a powerful magician, bound jinn who would not swear an oath to follow Allah into copper jars and sealed them. A puzzle box might just as easily be one of these fabled copper jars. Jinn and demons are one and the same.

Ring of Magical Warding

These silver bands contain a single topaz, a stone renowned for its properties in warding off magic.

Some wearers are defenders of good and use the power to resist hostile necromancers and supernatural creatures. Others are necromancers themselves, seeking protection from angry demons who object to being summoned from their fiery homes.

The wearer gains 4 points of Armor against damage-causing arcane powers and adds +4 to his Trait rolls when resisting opposed powers. Even friendly arcane powers are affected. These bonuses stack with the Arcane Resistance and Improved Arcane Resistance Edges.

Sacrificial Knife

Favored by cultist priests and servants of dark gods, the blade of a sacrificial knife is usually made from some hellish beast and engraved with runes of death and magic.

As a weapon, the blade is considered magical and can harm ethereal beings and other monsters otherwise immune to nonmagical damage. It also grants a +1 bonus to damage (Str+d4+1).

It has, however, a more insidious power. For each wound the blade inflicts, 1d6 Power Points are stored within its unholy runes. As the number of Power Points increases, the runes glow red, starting with a barely noticeable sheen and rising to a blazing hellfire when full. The blade can store a total of 15 Power Points, which can be used by the wielder to power his spells. Excess points are simply lost.

Drained Power Points can only be recharged by inflicting more wounds.

Soul Candles

Soul candles must be tied to a specific individual during creation. This is usually achieved by adding a lock of hair or a few drops of blood to the hot wax.

Once lit, the candle burns for 2d4 hours, during which time the benefactor (the one for whom the candle was made) gains the Hard to Kill and Improved Nerves of Steel Edges.

Although lighting extra candles doesn't increase the potency of the magic, it does allow an ally to extend the duration of the power by lighting a new candle as one burns down.

Creation: Soul candles are created by an ancient cantrip that requires a simple Spellcasting roll, a candle made from human bone tallow, and blood, tissue, or hair of the recipient. This requires two hours of work.

Staff of the Necromancer

This feared relic is carved from gnarled, black wood with a withered human hand at the "working end." The hand clutches a clear orb, in which floats a myriad of trapped souls, each howling silently in eternal torment.

The staff has two powers. When a command word is uttered (no arcane skill roll) and the wielder points to a spot within his Smarts x 2, the spirits in the orb swarm forth to fill an area the size of a Large Burst Template centered on the chosen spot. The spirits then begin howling in anguish.

Any creature within the Template must make a Fear check. Wild Cards who fail the test roll on the Fear Table (see *Savage Worlds*) while Extras are Panicked instead. The spirits





remain as long as the user desires—he can even redirect them to a new area simply by gesturing with the staff.

The staff also grants the holder the power to animate corpses. To do so, the orb must be touched to a corpse and the wielder makes a Spirit roll. On a success, a spirit from the orb enters the corpse, bringing it to “life” as a skeleton or zombie—depending on how much flesh remains—for one day. The undead is under the staff wielder’s command.

More powerful versions of this staff raise the dead permanently.

Talisman of Protection

These simple looking devices are blessed by truly pious priests and given to those they task with some terrible task—such as destroying a terrible monster.

They grant the user +2 Toughness versus direct attacks from supernaturally evil creatures, their powers, and spells.

Templar Blade

The Knights Templar were actively engaged in the destruction of cults across Europe and the Holy Land. One key weapon in their war against evil were swords of cold iron emblazoned with holy runes dating back to Old Testament times. It is said the Templars discovered the secrets to forging these blades in the catacombs beneath the Temple of Solomon, though no record of any such discovery exists today.

These long swords grant the user +2 to Fighting and cause +2 damage against demons, but function as normal blades against all other creatures.

In addition, the blades can be used to detect demons. In the presence of demons or demonic magic (about 10 yards), the symbols on the sword glow unholy red.

Voodoo Dolls

Voodoo dolls are wax, mud, or straw effigies of someone a spellcaster wishes to harm at a distance. Although called voodoo dolls, similar items can be found in several other beliefs.

When the doll is made, the maker must have a token of his victim to be incorporated into the doll. A lock of hair could be stuck to the doll’s head, whereas a fragment of clothing or a piece of jewelry could be worn by the doll.

Armed with a voodoo doll, the mage may cast certain spells against his victim at a range of Smarts in miles. Only the following spells may be cast through a voodoo doll, however—*boost/lower trait* (usually only the latter), *entangle* (victim is paralyzed), *fear*, *puppet*, *stun*, and *telekinesis* (only to throw the victim around).

Other powers might be cast through a voodoo doll depending on the setting.

Creation: A character must have Arcane Background (Magic) with a voodoo origin to create a voodoo doll. After crafting the doll (by hand) and adding a personal effect of the victim, the caster makes a Knowledge (Occult) roll at –4. If successful, the doll is made after 1d6 hours.

If the roll is failed, the doll is useless and must be recreated, and the personal effect must be replaced with a new one.

Warding Chalk

Warding chalk is chalk blessed by a truly pious priest of an established religion. When used to create a binding circle, it adds +2 to the user's Knowledge (Occult) roll (see page 30).

Werewolf Blood

The life fluid of a lycanthrope is very potent—but extracting it is usually a fatal exercise.

Anyone drinking a vial of werewolf blood must make a Vigor roll at -4. If the roll is failed, she is relieved of all illnesses, diseases, and poisons—magical or mundane!

If the roll is failed, however, the victim becomes a lycanthrope at the next full moon. Her ailment is not cured until that time, however. If she happens to die before then, the curse of the werewolf has no effect.

Vampire's Coffin

Vampire coffins grant the vampire the Regeneration (Slow) ability, but only if it spends the day sleeping in the casket. When the sun sets, the vampire makes a natural Healing roll. These coffins aren't created using magic—it's an inherent power.

If the coffin is lined with dirt from the vampire's homeland, it grants a +4 bonus to the roll.

Since coffins are relatively flimsy (Toughness 4) and can be made unusable by placing holy water or a cross inside, most vampires keep several spare coffins to ensure their continued existence.





Creatures

The centerpiece of most horror tales are the monsters that drive them. Some are psychopaths wielding chainsaws or axes. Others are ancient creatures lurking in the forgotten shadows of the world. A rare few are entities from other planes of existence or groaning undead hungry for human flesh.

Only one thing is for sure—they must be stopped.

Wild Cards

Some monsters within this section are noted as Wild Cards by the black skull symbol. These are the creatures we think should almost always be Wild Cards. Add the designation where you see fit. Even a lowly goblin might be a Wild Card if it's the center of a tragic tale, the leader of a wild band, or just a particularly nasty example of the species.

New Monstrous Ability

In this chapter are a number of demons—foul creatures from the Abyss that exist to plague and torment mankind. These creatures have a new Monstrous Ability, entitled Demon, and an associated weakness.

Demon

- **Immunity:** Demons are immune to poison and disease.
- **Infernal Stamina:** Demons gain a +2 bonus to recover from being Shaken.
- **Resistant to Normal Weapons:** Demons suffer only half-damage from non-magical attacks except for cold iron (see below).
- **Weakness (Cold Iron):** Demons take normal damage from pure iron weapons. “Cold” refers to their relative purity—not their temperature.



Ama-No-Jaku

Translating roughly as “imp of heaven,” ama-no-jaku are small demons found in Japan that tempt and provoke mischief into mortals. They often do this by pretending to be something they’re not—such as a human child or a beneficent spirit.

Ama-no-jaku (sometimes amanojaku) do not have a magical power to obscure their looks, so they must wear natural disguises, such as shrouds or the skin of their victims.

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

Skills: Climbing d8, Fighting d6, Knowledge (Disguise) d10, Notice d8, Persuasion d12, Stealth d10, Taunt d12

Traps Table

Deuce: Disaster! The character stumbles into a death trap such as a falling ceiling or spiked pit and takes 3d10 damage.

Three—Ten: The hero steps into a deadly trap and suffers 3d6 damage. This might be poisoned punji sticks, falling bricks, or a deadly snake hidden in a concealed area.

Jack—King: The hero suffers Bumps & Bruises from some minor trap.

Ace: The character spots the trap just in time to avoid it. He loses his turn but suffers no injury.

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

Gear: The demons prefer to lure victims into death traps (see below), but also take great delight in slashing with nasty (often infected) knives and retreating into the shadows (see Hit-and-Run, below).

Special Abilities

- **Blur:** Ama-no-jaku move with supernatural speed. Physical attacks against them are made at -4.
- **Defender:** Some ama-no-jaku keep their most deluded victims nearby as guardians when working with more observant groups. Such a person is typically an ordinary man or woman who has been tricked into believing the demon is the ghost of a child, a friendly spirit, etc, and that any new intruders wish it harm.
- **Hit-and-Run:** Ama-no-jaku are experts at using their preternatural speed to run at a victim's blind-side, slash at his lower extremities, and then retreat before he can react. In most situations, the ama-no-jaku can only be hit by a victim who was on Hold. In situations where this isn't possible, the ama-no-jaku typically retreats.
- **Traps:** Ama-no-jaku take great delight into luring their victims into numerous traps they've placed around their lairs. Anytime a character draws a black card in combat, on his action he must make an opposed

roll of Smarts versus the ama-no-jaku's Taunt. If the creature wins, the character is maneuvered into a trap. He loses his turn and consults the Traps Table at left:



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 becomes a bloodsucking fiend. It uses its immensely long, hollow tongue to siphon blood, preferring to project it down 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 117) 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, Intimidation d10, Notice d8, Stealth d10

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

Special Abilities

- **Blood Drain:** An aswang scoring a raise on its Fighting roll has grappled its victim and impaled him with her long, hollow tongue. Each round the victim remains impaled, he suffers a Fatigue level until he dies. If the grapple is broken, the tongue is withdrawn. An ally may also attempt to sever the tongue (Toughness 3), but with a roll of 1 on the Fighting die hits the struggling victim instead.
- **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 suffer a terrible accident sometime within the next 24 hours that usually results in death.

- **Tongue:** Str+d4, 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 feminine horrors who take one of three forms—a young maiden, a matron-like figure, or an old crone. All dress in either a dark, hooded cloak or a funeral shroud. Their long nails may be able to tear through flesh, but their most feared power is their terrible scream, which can drive a man mad or even kill him.

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, Notice d8, Stealth d6

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

Special Abilities

- **Claws:** Str+d4.
- **Scream:** Once per night, and again anytime a banshee draws a Joker in combat, it may elicit the banshee’s trademark scream. Anyone within 12” (24 yards) must make a Spirit roll or die. Those who are successful automatically lose one point of Sanity and are Shaken.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; immune to disease and poison; does not suffer wound penalties.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; immune to disease and poison; does not suffer wound penalties.

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. 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, Intimidation d10, Notice d6, Stealth d10

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

Gear: Ancient bronze breastplate (+3), bronze long sword (Str+d8).



Special Abilities

- **Bony Claws:** Str+d4.
- **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 Fear test at -2.
- **Magic:** 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.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; immune to disease and poison; does not suffer wound penalties.
- **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 usually found in groups of 2d6 members. They are rarely aggressive unless provoked in their lair or under the control of some nefarious master.

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

Skills: Fighting d6, Notice d12, Stealth d10

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

Special Abilities

- **Bite:** Str.
- **Echo Location:** Giant bats suffer no penalties for bad lighting, even in Pitch Darkness.
- **Flying:** Pace 8, Climb -2.
- **Size -1:** Giant bats are about the size of medium dogs in the body, and have 9' long wingspans.





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.

The coachman appears only when summoned via a *summon demon* spell. This is typically done as vengeance against someone the summoner believes has wronged him.

Once summoned and tasked, the coachman begins its long ride the very next night at 13 minutes after midnight. It rides the roads within 13 miles of where it was summoned and gathers the souls of all those it meets. The summoner can task it with reaping the souls of up to 13 named victims, whom it seeks unerringly, one per night. Along the way, the coachman may gather any other unfortunates he comes across except the summoner and up to 12 individuals he’s named as protected.

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

Special Abilities

- **Reaping Scythe:** The reaping scythe is only useful against sentient beings with souls. It causes no damage (but see below), but those hit by it must win an opposed Spirit roll with the coachman or be claimed. Those claimed fall into a torpor, alive but unresponsive until the coachman either escorts them to hell (or wherever he goes), or is defeated. If the former, the victims die. If the latter, they awake Exhausted but alive minutes later. If the coachman is made flesh (see *Invulnerable*, below), the scythe does *not* reap souls but causes Str+d10 damage.
- **Fear:** Anyone seeing the creature suffers a Fear test.
- **Invulnerable:** The coachman can be driven off if wounded by magical weapons, but is not dead and appears the following night as



usual. The only way to permanently slay the creature is to use a *banish entity* spell. Rather than banishing it, the spell makes it whole for 13 minutes. During this time it must fight its summoner (and his companions). If it is not defeated in that time, it fights on as usual. If it is defeated within 13 minutes, it is dragged screaming to the Abyss and does not return—until summoned again!

- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; immune to disease and poison; does not suffer wound penalties.

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 they or the coachman are attacked.

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

Skills: Fighting d8, Notice d8

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

Special Abilities

- **Fleet Footed:** Black horses roll a d8 for their running die.
- **Ghostly Gallop:** Black horses run just above the surface of the ground, and do not suffer movement penalties for Difficult Terrain.
- **Kick:** Str+d6.
- **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. Black curtains cover the windows, but occasionally the ghostly face of a coachman's victim can be seen frantically peering out.

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). In either case, the coach's chassis is considered Heavy Armor thanks to its hellish origins.
- **Fear (-2):** Anyone who opens the coach door sees a writhing mass of screaming, tormented spirits. They must make a Fear roll at -2.
- **Invulnerable:** If the coach is destroyed, the coachman either mounts a horse or fights on foot. It returns the following night along with the coachman until he returns to hell.



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.

Once summoned, the judge usually takes a moment to hear the petitioner's plea, and may even converse with him. Before the judge grants any information, however, he must be defeated in single melee combat.

The judge is incredibly tough, but is vulnerable to whoever summoned him. Weighing whether or not the judge *should* be summoned should be a very difficult decision.

If the judge is defeated, the summoner may ask him how to defeat one supernatural creature—good *or* evil.

If the summoner is defeated, the judge renders judgement—see below.

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

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

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

Special Abilities

- **Fearless:** Immune to Fear and Intimidation.
- **Invulnerable:** The judge is invulnerable to all but the person who summoned him.
- **Dark Insight:** If the summoner defeats the judge in single-combat, he may ask how to defeat a single supernatural creature. The judge imparts no other information—his sole cosmic purpose is to reveal such secrets. Some believe this is a sort of “safety net” for knowledge that might otherwise be lost so that no creature is every truly undefeatable.
- **Judgement:** If the summoner is defeated by the Black Judge in single combat, he must make an opposed Spirit roll with the judge plus or minus his own Charisma modifier. A Mean summoner, for example, subtracts -2 from his opposed roll. If the judge wins the character is cursed with *doom*. He may no longer spend Bennies to make Soak rolls until he summons another judge—and defeats him!
- **Weakness (Summoner):** The judge is vulnerable only to the one who summoned him.



Black Tree

Black trees are malevolent creatures found in clusters within ancient and dark forests. 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 bark is black, and sticky red sap oozes from 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, Intimidation d10, Notice d8

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

Special Abilities

- **Armor +3:** Thick bark.
- **Branches:** Str+d6. Reach 1. A black tree 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.
- **Entangle:** The tree’s lesser branches and roots attempt to trip and entangle its attackers. Everyone within a Large Burst Template centered on the tree is affected by a constant *entangle* as if cast with a raise.
- **Fear:** Anyone seeing the creature must make a Fear check.
- **Huge:** Attackers add +4 to attack rolls against a black tree because of its size.
- **Impale:** A raise on the thing’s Fighting roll impales 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 tree drains his blood. Victims may escape as if breaking a grapple. Lost Fatigue recovers at the rate of one level per 24 hours.

- **Resistance (Piercing Weapons):** A black tree suffers half damage from piercing attacks, such as gunshots.
- **Size +8:** Black trees stand up to 50' high.
- **Sticky Sap:** An attacker who strikes a black tree with a melee weapon finds his weapon stuck to the sap. On his next action, he must make a Strength roll at -2 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. The same is true if a character touches the tree.
- **Weakness (Fire):** A black wood suffers +4 damage from fire attacks.

Blob

A blob is basically an amorphous mass of acidic jelly with an insatiable hunger. 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

Special Abilities

- **Blob:** +2 to recover from being Shaken; No wound penalties; Immune to poison and disease.
- **Engulf:** A blob may make a grapple attack against every creature under its template (see below). On a success, it has engulfed its foe. Each round the grapple is maintained thereafter, the victim suffers 2d4 damage. Victims reaching Death are absorbed and add to the blob's bulk.
- **Fear:** Anyone seeing the creature must make a Fear check.

- **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 by those who know the proper rituals.

Blood mists appear as grey clouds until they feed, then change to pink 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.

Blood mists are Swarms (see *Savage Worlds*). Their attack is a blood drain, so targets in completely sealed suits remain immune as usual.

Blood mists have typical statistics for Swarms, and the following Special Ability:

Special Abilities

- **Immunity:** Blood mists suffer no damage from mundane attacks. Magic items, weapons, and supernatural powers affect them normally. They can be temporarily driven off by tactics such as sucking them into a vent, intense heat, or pelting them with a strong stream of water. Such tactics typically scatter the mist for 1d10 minutes.

Cat, Small

This is an ordinary house cat, the sort that might be a familiar for a spellcaster, a Beast Master's animal friend, or an alternate form for the *shape change* power.

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

Skills: Climbing d6, Notice d6, Stealth d8

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

Special Abilities

- **Acrobat:** +2 to Agility rolls to perform acrobatic maneuvers; +1 to Parry if unencumbered.
- **Bite/Claw:** Str.
- **Low Light Vision:** Cats ignore penalties for Dim and Dark lighting.
- **Size -2:** Cats are typically less than a foot high.
- **Small:** Attackers subtract 2 from their attacks to hit.

Chosen Slayer

Many are called, but most die before they get a 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 his or her career.

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

Skills: Climbing d6, Fighting 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

Gear: Sword (Str+d8), sharpened stake (Str+d4), 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, Intimidation d8, Notice d8, Shooting d10, Stealth d8, Taunt d6, Throwing d10

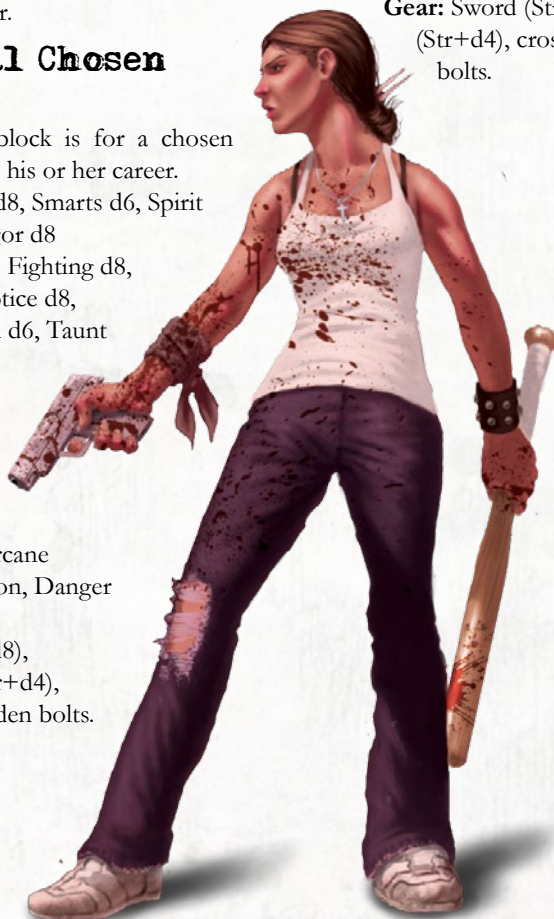
Charisma: 0; **Pace:** 6; **Parry:** 10;

Toughness: 7

Hindrances: Heroic, Loyal

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

Gear: Sword (Str+d8), sharpened stake (Str+d4), crossbow with wooden bolts.



Corpse Worm Swarm

Corpse worms are one-inch long red worms with a taste for flesh and a paralyzing bite. Although they usually feed on carcasses, they are partial to warm, living tissue. While an individual worm poses 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. They also have the following Special Abilities:

Special Abilities

- **Devour:** A paralyzed victim begins to be devoured from within. He suffers one wound per hour that can only be stopped by magic or ingesting a full pound of salt (a Vigor roll at -4). This dehydrates the worms like slugs and they die inside the body.
- **Paralysis:** Anyone Shaken or wounded by a corpse worm swarm must make a Vigor roll or be paralyzed for 2d6 rounds.

Creeping Hand

Creeping hands are severed hands given animation by some arcane process. 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 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

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. Starting immediately after the throttle begins, roll the hand's Strength versus the victim's Vigor. If the hand is successful, it causes Fatigue. This continues each round until the victim is dead or succeeds in an opposed Strength roll to remove it. Fatigue caused by a hand fades every 24 hours.

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, Notice d6, Stealth d6

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

Hindrances: Loyal (to cult)

Edges: —

Gear: Ceremonial robes, dagger (Str+d4).

Special Abilities

- **Fanatical:** If a cultist is adjacent to a cult leader when the latter is hit, the follower takes the blow for his master with a successful Agility roll.



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, 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), 15 PP.

Gear: Ceremonial robes, cursed dagger (Str+d6+2 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



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 chance 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.

damned. The tune is not only spellbindingly haunting, it is deadly to mortals.

Following the Dance Master are a number of skeletons (see page 110). These are its previous victims who 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

Special Abilities

- **Dance of Death:** Each round the Dance Master plays its pipes, every creature within close earshot (about 20 yards) 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 Fear test 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; +2 to recover from being Shaken; no additional damage from Called Shots; immune to disease and poison; does not suffer wound penalties.

Dark Gods

Whatever the setting, 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 beings. 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.

Below are a few example gods to help you create your own malevolent deities. Repelling a dark god typically requires disruption of the ritual that summoned it, or an even greater ritual if that event has already transpired.

Slaying a dark god is *virtually* impossible. Virtually, of course, means there *is* a way, but both the forbidden knowledge and the sacrifice required to do so should be at least twice as difficult as summoning the thing in the first place.



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)

Special Abilities

- **Armor +3:** Chitinous shell.
- **Bite:** Str+d6.
- **Fear (-4):** Anyone seeing the creature must make a Fear check at -4.
- **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 the Size of the 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 a 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 fireball of no fixed dimensions. He ebbs and flows to his own tide, engulfing everything he 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

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 also have a chance of catching fire (see *Savage Worlds*).
- **Fear (-4):** Anyone seeing the creature must make a Fear check 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, Heavy Armor.
- **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 those which are water- or ice based.
- **Size +10:** Crazalphasalius averages 80' in width.
- **Weakness (Water):** Crazalphasalius can only be harmed by water- or ice-based attacks. A bucket of water inflicts 1d6 damage, whereas a fire hose causes 3d6 damage.



Jjrikillimsg, the Howler of Truth

Jjrikillimsg is mad—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, Revealer of Secrets, and Enlightener of Closed Minds.

If it has a true shape, no one has ever recorded it. Jjrikillimsg flits between many forms, 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 thereafter.

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

Special Abilities

- **Fear (-6):** Anyone seeing the creature must make a Fear check 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 Extra under the control of the Game Master.

- **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 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.
- **Natural Weapons:** Str+d8. 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.

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

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 Fear check 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 while others turn inside out, transforming into an unholy blend of man, plant, and animal. Still others might become putrescent blobs of gelatinous ooze.

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, Intimidation d8, Notice d6, Stealth d6

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

Special Abilities

- **Fear:** Anyone seeing a Minion must make a Fear test.

- **Natural Weapons:** Minions have a variety of attacks including bite, claws, tentacle slaps, and tails. All inflict Str+d4 damage.



Vralkresh of the Thousand Maws

Vralkresh is a monstrous-sized bag of pulsating jelly, with blood red segments mixed 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)

Special Abilities

- **Armor +4:** Gelatinous body.
- **Fear (-4):** Anyone seeing the creature must make a Fear check 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+d8. 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 such fiends. 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

Special Abilities

- **Boost Undead:** Any undead within 5” adds +1 to recover from being Shaken, Fighting damage rolls, and Toughness.
- **Ethereal:** Invisible and immune to normal damage. Magic items, weapons, and supernatural powers affect them normally.
- **Fear:** Anyone seeing the creature must make a Fear check.
- **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:** As a free action, a dark man may make a Spirit roll 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. With a raise on this roll, 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, Intimidation d6, Notice d6, Stealth d6, Taunt d6

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

Gear: Knife (Str+d4).

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.

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.

Featured below are a sampling of demons representative of various religions and beliefs.



Collector Demon

Collector demons are sent to gather the souls of those who renege on their promises to Hell. This may be someone who sold their soul, a cultist who pledged his life to a dark master, or perhaps even a fool who lost a bet with some demonic power.

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

Skills: Fighting d10, Intimidation d12, Notice d8, Stealth d12, Tracking d12+2

Pace: 8; **Parry:** 7; **Toughness:** 9

Special Abilities

- **Claws:** Str+d6. The claws of a collector ignore all mundane and magical Armor.
- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from nonmagical attacks except for cold iron.
- **Fear (-2):** Collectors exude an aura of terror. Anyone seeing one must make a Fear check at -2.
- **Improved Arcane Resistance:** +4 Armor against damage-causing powers and +4 on trait rolls to resist opposed powers.
- **Single Minded:** Collectors are not easily swayed from their goal. They receive a +2 bonus to resist Tests of Will and Smarts Tricks.
- **Size +1:** These cowed demons stand over 7' tall.
- **Soul Drain:** The uncowed stare of a collector rips the life and soul from its quarry. To use this Ability, the collector must grapple its foe, at which point it removes its cowl and forces its prey to stare into its demonic eyes. The victim must make an opposed Spirit roll or die instantly. The victim's soul is sent to Hell, making resurrection impossible without somehow freeing it.
- **Unnatural Senses:** A collector can detect its target anywhere on earth, homing in on it with unerring accuracy (though it may take a while to travel to it). It also ignores all penalties for bad lighting, including complete darkness.
- **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 gargantuan slugs. Their mottled green skin drips with foul ichor and leaves

a slimy trail wherever it goes. Unlike slugs, however, they have vast, round mouths full of needlelike teeth surrounded by a mass of writhing tentacles.

Some cultists worship them as gods, though they 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, Intimidation d10, Notice d10, Stealth d6

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

Special Abilities

- **Armor +4:** Thick layers of fat.
- **Bite:** Str+d8
- **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 Fear check 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. An 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 devoured and dissolved within a few hours.
- **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 and steaming nostrils. Their bits and bridles are made from twisted, barbed wire, and their horseshoes are 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, Notice d6

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

Gear: Some villains give their nightmares barding (+3).

Special Abilities

- **Fleet Footed:** Demonic steeds roll a d8 for their running die.
- **Kick:** Str+d6.
- **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 and kill him at every opportunity.

- **Size +3:** Demonic steeds weigh between 800 and 1000 pounds.

Gladiator

Gladiators are Hell's warriors, fighting in the service—or for the amusement—of demon princes. They are towering monstrosities of muscle, metal, and hate.

Somewhere in the bowels of the Abyss, in some horrific workshop of screaming blacksmiths, 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)

Special Abilities

- **Ambidextrous:** May use either hand at no penalty.
- **Armor +2:** Pieces of metal.
- **Berserk:** The demon makes a Smarts roll after receiving a wound. If it fails, its Parry is reduced by 2 but it adds +2 to all Fighting, Strength, Toughness, and melee damage rolls. It ignores all wound modifiers. A Fighting die roll of 1 hits a random adjacent foe instead of the original target. Gladiator demons only end their berserk fury when all foes in sight are dead.
- **Blades:** Str+d10, Reach 1.
- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from nonmagical attacks except for cold iron.
- **Fear:** Anyone seeing the creature must make a Fear test.

- **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.



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 massive quivering jelly.

Their jaws 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, Intimidation d10, Notice d6, Stealth d6

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

Special Abilities

- **Bite:** Str+d6.
- **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 Fear test at -2.
- **Large:** Attackers add +2 to their attack rolls against the demon due to its size.
- **Obese:** Gluttony demons roll a d4 running die, instead of a d6. Toughness +1.
- **Size +4:** Gluttony demons are the same size as small elephants.
- **Swallow:** A gluttony demon 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 many demon lords have libraries, these unusual demons are the scholars of the underworld. The 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:** 7

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 a +4 bonus 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 approach desert nomads. 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

Special Abilities

- **Claws:** Str+d6.
- **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 Fear test

- **Flight:** Flying Pace 12", Climb 3".
- **Illusionary 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 in their natural form.
- **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, Intimidation d8, Notice d6, Stealth d6

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

Special Abilities

- **Claws:** Str+d4.
- **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 Fear test 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 indiscernible 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

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 the *banish entity* power.
- **Possession:** A possessor can try to possess any sentient being in sight with an opposed Spirit roll. If the demon fails, it may not try that victim again in the next 24 hours. If it rolls a 1, it returns to whatever dimension it came from! (This is why they are very careful about jumping from body to body.)

With a success, the demon is now inside the body and in complete control of it. It has access to all the subject's thoughts and memories. The demon can take control whenever it wants, but after committing any particularly heinous act the victim may make an opposed Spirit test to wrest control for 1d6 hours, or 2d6 hours with a raise.

- **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 corrupt their souls. They favor the innocent—though harder to corrupt, the end result is a much larger gain.

Seducers work by approaching mortals and offering them strength, power, love, wealth, or other benefits. These “dark gifts” are usually delivered subtly within a few days or weeks. Raising a Trait might take a few days so as not to raise suspicions. Wealth might come in the form of a lucrative contract, or something as

simple as finding a treasure chest or bag of money.

Each dark gift comes with a price, of course. That price comes in the form of Corruption Points. Each Corruption Point must be offset with Hindrances acquired as one goes, with Minor Hindrances worth 1 point and Major Hindrances worth 2. So 3 points worth of Dark Gift requires a Minor and a Major Hindrance. How these are acquired is up to the player and the Game Master to work out, but should be roleplayed and worked into the story as naturally as possible.

These Hindrances are generally permanent, especially while the character still has any Corruption Points. If these are shed (see below), the character might be able to eliminate a Hindrance via Advances (one Advance for a Minor Hindrance and two for a Major).

The gifts a seducer can deliver are:

- **Trait Increase:** +1 per die type Trait increase, typically no more than two steps beyond human (or racial) maximum.
- **Wealth:** +1 for the setting's average annual salary, +2 for 5 times, or +3 for 10 times that amount.
- **Love:** +3 to make a particular woman or man fall in love with the subject. The target will forever after be devoted to him or her, though that means very different things to different people, of course.
- **Power:** +1 to become leader of a small group of people, +2 to become a significant figure within a powerful organization, +3 to become a powerful leader of a large organization or state. +4 to be an elected or appointed president of a country. +5 to be named king of a country. This typically takes several months or an election cycle to perform.
- **Revenge:** +1 to make a character's enemy suffer minor misfortunes that make his or her life miserable. +2 to cause +1d6 damage to the target whenever confronted.

Seducers are subtle creatures—they don't walk around saying, “Who wants to be king?”



They work slowly, and their victims may never even know who their mysterious patrons really are. Seducers can appear in any form they wish, though they are usually attractive, sexy, and powerful.

Corruption: When a character's Corruption Points are equal to half his Spirit die type, he becomes utterly corrupt and his soul is permanently forfeit to the forces of darkness. The time it takes for a seducer to collect is up to the Game Master, but they typically take a few weeks to terrorize their mortal prey and let them know what's coming. Then they come calling with a couple of hellhounds in tow to collect.

Atonement: A character can rid himself of Corruption Points by acts of great atonement. This is up to the Game Master, but is generally one point for a genuine sacrifice of some sort and two for a major and life-altering sacrifice.

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

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

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

Special Abilities

- **Charismatic:** Charisma +4, seducers are very 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 Fear test.
- **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. They typically serve as minions to other demons and devils.

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

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

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

Special Abilities

- **Claws:** Str+d6.
- **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 Fear test.
- **Spines:** Anyone who grapples or is grappled by a spined demon suffers 2d4 damage per round from its spines.
- **Volley of Spines:** As an action, 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 or 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.

The devilkin does not speak, but it listens to the summoner's please, canting its unearthly head back and forth as it does so. Then it runs off and tries to fulfill the caster's pleas—in the worst way possible. It won't attack the summoner though—it wants to torment her through its deeds instead.

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

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

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

Toughness: 6

Special Abilities

- **Fear:** Anyone seeing the creature must make a Fear test.
- **Kick:** Str+d4.
- **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 a vampire can sire a child with a mortal. They are mortal beings, but their unnatural parentage gives them one special power: they can detect vampires.

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



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

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

Toughness: 6

Hindrances: —

Edges: Combat Reflexes

Gear: Sword (Str+d8), stake (Str+d4), pistol or crossbow (depending on era), crucifix.

Special Abilities

- **Sense Vampire:** Dhampyrs can detect vampires (and other dhampyrs) up to 20 yards distant.

If masked by *conceal arcana*, the dhampyr opposes it with his Notice skill.

Dire Wolf

Dire wolves are very large and feral wolves often used by orcs as attack dogs. They may also be found roaming in packs in the deepest, darkest woods.

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

Skills: Fighting d8, Intimidation d8, Notice d6

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

Special Abilities

- **Bite:** Str+d6.
- **Go for the Throat:** Wolves instinctively go for an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly armored location.
- **Fleet-Footed:** Dire wolves roll d10s instead of d6s when running.

Dog/Wolf

The stats below are for large attack dogs, such as Rottweilers and Doberman Pinschers, as well as wolves, hyenas, and the like.

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

Skills: Fighting d6, Notice d10

Pace: 8; **Parry:** 5; **Toughness:** 4

Special Abilities

- **Bite:** Str+d4.
- **Fleet-Footed:** Roll a d10 when running instead of a d6.
- **Go for the Throat:** Dogs instinctively go for an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly armored location.
- **Size -1:** Dogs are relatively small.

Dismembered Corpse

When first encountered, dismembered corpses look exactly like zombies. 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 float around the torso, but operate completely independently. These various bits flail, slap, kick, and claw at their bewildered foes.

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

Skills: Fighting d6, Notice d4, Stealth d6

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

Special Abilities

- **Fear (-3):** Anyone seeing the dismembered corpse after it has separated must make a Fear test at -3.
- **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 or bite for Str damage.
- **Torso:** Slam for Str damage.
- **Intestines:** Grapple.
- **Arms (2):** Claws for Str+d6 damage.
- **Legs (2):** Claws for Str+d4 damage.
- **Size-2:** After the corpse has divided, each part is a smaller target and has Toughness 6.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; immune to disease and poison; does not suffer wound penalties.



Dread Liche

Dread liches are those foul beings who have “lived” for centuries, refining and honing their mastery of the dark arts. Aside from having greater magic and enhanced control over lesser undead than liches, dread liches 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, Intimidation d12, Knowledge (Battle) d10, Knowledge (Occult) d12+2, Notice d10, Spellcasting d12

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

Gear: Magic armor (+6), bane greatsword (Str+d10+1).

Special Abilities

- **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 Fear test.
- **Immunity:** Dread liches can only be harmed by magical attacks.
- **Leader of the Damned:** Non Wild Card undead within 5” add +1 to recover from being Shaken and +1 to Fighting damage rolls.



- **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 5 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; no additional damage from Called Shots; immune to disease and poison; does not suffer wound penalties.
- **Zombie:** Dread liches are necromancers first and foremost. The undead they raise 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. Regardless of form, all are intent on manifesting in the physical world and causing as much mayhem as possible.

Dream evils materialize after their host has gone to sleep, generally appearing within a few miles and proceed to act something like what they've manifested as. A giant spider lurks in trees and ensnares victims, however. An evil clown might appear near a circus and lure attendees into a dark tent where it can devour them.

Dream evils never attack their host—that automatically ends their existence. The only way to be rid of them is to survive seven straight nights without sleep, or via the *banish entity* power.

Dream evils have physical statistics based on their form. Their Smarts and Spirit are equal to the Spirit of the host. They also have the following Special Abilities.

Special Abilities

- **Nightmare Entity:** Dream evils exist only as long as their host sleeps. They disappear immediately when he or she wakes.
- **Slumber:** Once per night, a dream evil can use the *slumber* power at will (see *Savage Worlds*).

Dreamreaver

Dreamreavers are spirits of nightmare that walk the mortal world looking for victims' psyches to feed upon. They do so by plunging the victim into a terrible and all-too-real dream world. Within, the dreamer must battle to complete some quest, overcoming obstacles and defeating foes, or remain lost in the nightmare land forever.

Dreamreavers often pull close companions of their victims into the nightmare realm as well. This means an entire party might find themselves trapped in one of their companions' nightmares.

Once in the dream world, the victim soon stumbles upon some quest that he feels compelled to complete. The task may be simple

escape, it may be to defeat a dread foe, or it may to reach some distant objective.

The foes and obstacles faced along the way are very real (within the dream world, anyway), and should be handled just as in regular play.

Victims who die within the dream world remain in a coma in the physical world. They are essentially brain dead—the dreamreaver has devoured their essence.

Those who survive and “win” dispel the dreamreaver and are blessed with restful sleep for the rest of their lives. If they suffered from night terrors or other sleep disorders before, they are cured. They may still have occasional nightmares, but are always aware they are nothing but dreams and ignore any ill effects.

The statistics below are for the dreamreaver’s invisible spirit form. Those who can see such things spy a squat, toad-like humanoid with black eyes, lolling tongue, and vacant, slack-jawed gaze.

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

Skills: Fighting d4, Notice d6, Stealth d10

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

Special Abilities

- **Dream Warp:** The dreamreaver can pull any sleeping victim into the nightmare lands, as described above.
- **Ethereal:** Cannot be harmed by normal attacks; takes normal damage from magic items, weapons, and supernatural powers.
- **Invisible:** Dreamreavers are spirits and cannot be seen by the naked eye.

Drownling

Drownlings are drowning victims come back to unlife. They look like they did in life, but wear water-soaked 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

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; no additional damage from Called Shots; immune to disease and poison; does not suffer wound penalties.

Emotion Spirit

Emotion spirits are non-corporeal embodiments of a dark or negative emotion, such as hatred or greed.

They attach themselves to a victim who was—at least momentarily—affected by its particular vice. So a Greedy character, or one who was even temporarily greedy, might attract the spirit’s attention.

After that, the creature follows its host around, invisible and ethereal, emphasizing this negative trait to the extreme in hopes of causing more misery and pain.

To those who can see them, or once made flesh (see below), their form varies by type. A spirit of greed might appear as a corpulent human weighed down by golden chains. A spirit of cruelty might be covered in weeping whip marks.

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

Skills: Fighting d6, Notice d6, Stealth d8

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

Special Abilities

- **Dark Emotion:** The spirit attaches itself to a single victim and stays within a few feet for the duration of its “life.” While present, it enhances the host’s negative emotions. A peaceful man might become angry or short-tempered, while a naturally angry man likely becomes violent.
- **Ethereal:** Invisible and immune to normal damage. Magic items, weapons, and supernatural powers affect them normally.

- **Exorcism:** An emotion spirit can be made flesh by a *banish entity* spell. If destroyed in that state, it vanishes forever.

Evil Clown

That irrational fear you have of clowns isn't *always* irrational. Below is a common version of the evil clown—the kind that lures victims into the dark and devours them.

A gaggle of clowns have the statistics listed below. A single clown—or sometimes a “boss clown”—is a Wild Card.

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

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



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

Special Abilities

- **Acrobat:** Clowns are experts at tumbling. They have +2 to perform Agility Tricks and have +1 Parry.
- **Bite:** Str+d12. Whenever a victim is Shaken, an evil clown exposes its massive mouth full of jagged, rotting teeth.
- **Claws:** Str+d6.
- **Fear (-2):** Once a clown has its victim isolated and alone, it drops its disguise and reveals its true self, causing a Fear test at -2.
- **Improved Frenzy:** Evil clowns may make two claw attacks per round at no penalty.

Fear Stalker

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

Fear stalkers are invisible spirits that attach themselves to victims. The subject becomes nervous and jumpy over time, receiving a -1 penalty to his Fear tests for each week the spirit is attached, up to a maximum of -4.

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

Skills: Intimidation d10

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

Special Abilities

- **Ethereal:** Invisible and immune to normal damage. Magic items, weapons, and supernatural powers affect them normally.
- **Exorcism:** A fear stalker can be destroyed by a *banish entity* spell.

Fetch

Fetches are spiritual companions to mortals who can detect spirits and other ethereal beings. Traditionally, only people born on a Saturday could have a fetch dog, but this may vary depending on the setting and your particular lore. In a game setting, fetch's are probably better suited to be gifts from powerful friendly entities.

The “owner” of a fetch cannot communicate with it—the thing simply stays by its companion at all times, protecting its master from evil to the best of its ability. It cannot affect the physical world in any way.

Fetches are invisible, but occasionally—at the Game Master’s discretion—mortals might catch a glimpse of the creature.

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

Skills: Fighting d6, Notice d10, Stealth d6

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

Special Abilities

- **Bite:** Str+d6 vs ethereals only.
- **Dire Warning:** When a fetch detects an invisible or ethereal foe within about 20 yards (10” on the table-top), its host gains a vague sense of the enemy’s location as well. He may attack it at –2 (assuming he has no way of seeing the thing himself), but still can only harm it if he has a magical attack of some sort.
- **Ethereal:** Invisible and immune to normal damage. Magic items, weapons, and supernatural powers affect them normally (including attacks from other ethereals).
- **See Invisible:** A fetch can see invisible creatures, whether they are flesh or ethereal.
- **Size (–1):** Dogs are small creatures.

Flying Head

Among certain tribes of North American Indians, there exist stories of flying heads. Each head is as tall as a man, and rests upon two short legs. At the end of each leg are a set of powerful claws.

Flying heads emit a fearsome cry which can turn a warrior’s blood to ice.

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

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

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

Special Abilities

- **Cry:** As an action, a flying head can emit a terrifying howl. Any creature within 20

yards (10”) must make a Fear test at –4. If multiple heads howl in the same round, there is –1 penalty to the Fear roll for each.

- **Fear:** Anyone seeing the creature must make a Fear test.
- **Fearless:** Immune to Fear (except lightning) and Intimidation.
- **Flying:** Pace 8”, Climb 0.
- **Kick:** Str+d6.
- **Weakness (Lightning):** Flying heads fear lightning. Seeing lightning causes them to make a Fear check. On a failure, they immediately flee the area, seeking refuge away from the blinding light.



Flesh Ripper

Flesh rippers 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. Particularly beautiful or charismatic humans are their favorite targets. Individual flesh rippers may have other preferences, such as heavily tattooed victims or those with a particular hair or eye color.

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

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

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

Special Abilities

- **Claws:** Str+d4.
- **Disguise:** A flesh ripper 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, Hindrances or Edges, however.
- **Fear –2:** Anyone seeing the creature without skin must make a Fear test.
- **Regeneration:** Each time a flesh ripper dons a new skin, it recovers one wound. This is the only way it can heal damage.
- **Skin Loss:** Every time a flesh ripper 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 a wound.

- **Strip:** Flesh rippers can skin an Incapacitated victim in three rounds, pulling the entire skin off in a single piece. It then takes 1d4 rounds to don and meld into the skin.

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 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 d10, Vigor d8

Skills: Fighting d10, Notice d6, Stealth d10

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

Gear: Scythe (Str+d10, -1 Parry, requires 2 hands).

Special Abilities

- **Construct:** +2 to recover from being Shaken; No additional damage from called shots; Does not suffer wound modifiers; Immune to poison and disease.
- **Improved Sweep:** Can attack all adjacent targets.
- **Weakness (Fire):** Foul scarecrows suffer +4 damage from fire attacks and are treated as combustible material.



Ghost

Spectres, shades, and phantoms sometimes return from death to haunt the living or fulfill some lost goal.

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

Skills: Fighting d6, Intimidation d12+2, Notice d12, Taunt d10, Stealth d12+4, Throwing d12

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

Gear: Thrown objects (Str+d4).

Special Abilities

- **Ethereal:** Ghosts are immaterial and can only be harmed by magical attacks.



- **Fear -2:** Ghosts cause Fear checks at -2 when they let themselves be seen.

Additional Special Abilities

Ghosts in horror tales are mischievous and often near omnipresent. Add these Special Abilities as desired to make a more cunning phantom.

- **Illusion:** With great effort (at the Game Master's whim, but usually no more than once per scene), a ghost can entirely transform the surroundings of its domain via illusion. The illusion must pertain to its life or death, and cannot cause true damage. If a victim would take one or more wounds, he is Fatigued instead. This cannot result in death; instead, the victim passes out for 1d6 minutes or until aided by an ally.
- **Materialize:** The spirit can materialize at will. It may do so in any state it had in life—such as when it was a child, as it was in gruesome death, etc. The latter should almost always cause a Fear test.
- **Near-Omniscient:** The ghost is usually lurking about in the background, listening in on the living and waiting for a chance to strike. At the Game Master's whim, it knows most anything the heroes say or do within its domain.
- **Telekinesis:** The spirit can affect the material world—balancing chairs, hurling knives, etc., just as if it were real. It typically remains invisible while doing so, however.

Weaknesses

Here are a few additional Weaknesses your investigators might use to battle these tricky fiends.

- **Bane:** The ghost is vulnerable to something associated with its life or death. For instance, the phantom of a hanged man might retreat from anyone holding a noose. The spirit generally avoids icons that produce such strong emotions, but can attack or otherwise interact with such a person with an opposed Spirit roll. If

it wins, however, its rage is so great that it adds +1d6 to any damage it causes (assuming it was an attack).

- **Resolution:** Most spirits materialize because they want something. A murdered woman might want someone to know it was her jealous husband—not the drifter from out of town—who killed her. If whatever brought the spirit back is resolved in some acceptable way, it fades from the physical world and does not return.
- **Salt:** The ghost suffers damage from salt—such as shotgun pellets filled with it. This cannot kill the thing, but it can drive it off for about 10 minutes per wound. The spirit also cannot cross barriers of salt, and if its corpse is covered in a fine layer of salt, it is effectively paralyzed in the nether realm and can no longer function in the mortal world.
- **UV:** The spirit cannot go into bright lights and burns for 2d6 damage per round if hit with strong UV light such as the sun or technology that uses UV rays.

Ghoul

Ghouls are vile scavengers, feasting off carrion and unfortunate victims who cross their path while feeding. Whether they are a natural species or the creation 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.

Ghouls typically scavenge in packs of 3-9 creatures (1d6+3), and live in vast lairs of 20+ individuals with a Wild Card “king.”

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

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

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

Special Abilities

- **Claws:** Str+d4.

- **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 attack must make a Vigor roll at -2 or be paralyzed for 2d6 minutes.

Golems

Golems are artificial creatures made with magic and pseudo-science. 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

Animal golems are stitched together from the parts of many beasts. Below is an example using the torso and legs of a bear with the forearms and head of 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 (1)

Special Abilities

- **Armor +1:** Hard muscle.
- **Bite/Claws:** Str+d6.
- **Berserk:** Beast golems have the Berserk Edge.
- **Construct:** +2 to recover from being Shaken; No additional damage from called shots; Immune to poison and disease.
- **Fear:** Characters seeing a beast golem must make a Fear check.
- **Fearless:** Golems are immune to Fear (with the exception of fire) and Intimidation.

- **Improved Frenzy:** May make two Fighting attacks each round.
- **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 many creatures. Blood congeals quickly, so it must be fresh when the ritual is conducted. Soon after, it 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

Special Abilities

- **Construct:** +2 to recover from being Shaken; No additional damage from called shots; Immune to poison and disease.
- **Fear (-2):** Anyone seeing the creature must make a Fear test 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+d4.
- **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

Unlike skeletons, bone golems 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)

Special Abilities

- **Armor +2:** Bone.
- **Bony Claws:** Str+d4.
- **Construct:** +2 to recover from being Shaken; No additional damage from called shots; Immune to poison and disease.
- **Fear:** Characters seeing a bone golem must make a Fear 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 Golem

Corpse golems are patchwork men made from the bits and pieces of others recently deceased.

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

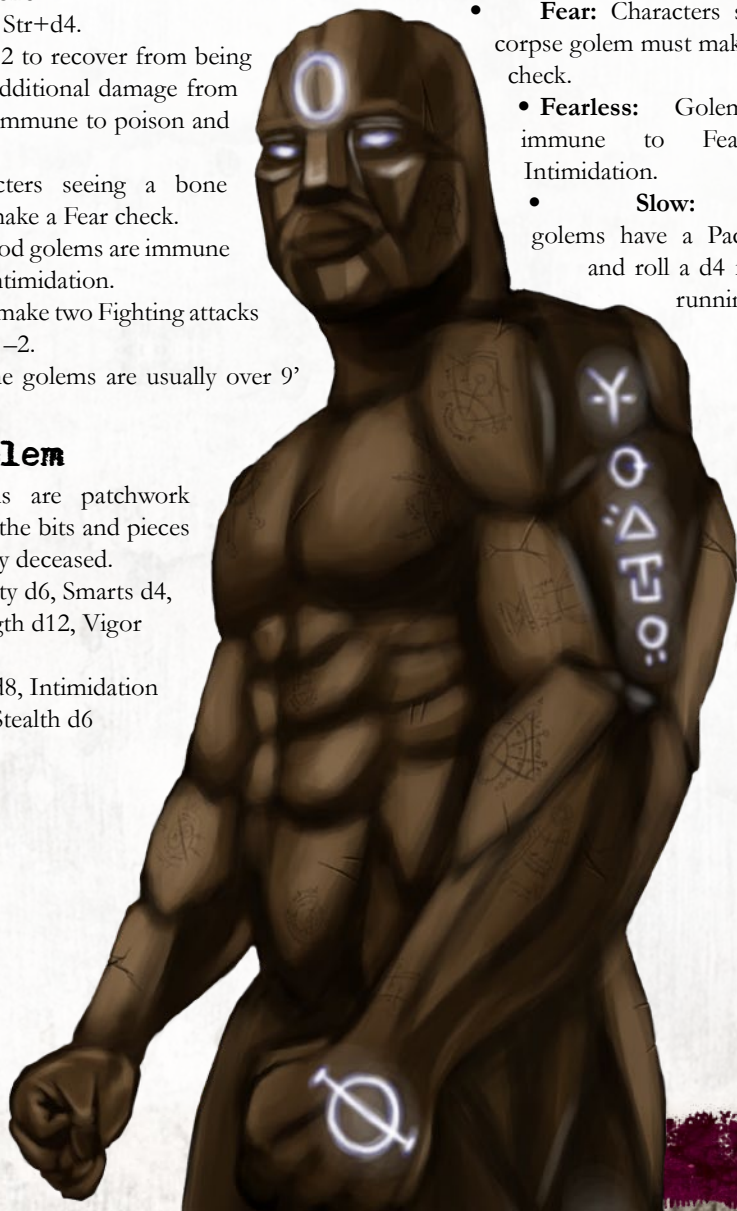
Skills: Fighting d8, Intimidation d10, Notice d6, Stealth d6

Pace: 4; **Parry:** 6; **Toughness:** 8(1)

Gear: Typically a long sword (Str+d8).

Special Abilities

- **Arcane Resistance:** +2 Armor against damage-causing arcane powers and +2 on trait rolls to resist opposed powers.
- **Armor +1:** Hard skin and muscle.
- **Berserk:** Corpse golems have the Berserk Edge.
- **Construct:** +2 to recover from being Shaken; No additional damage from called shots; Immune to poison and disease.
- **Fear:** Characters seeing a corpse golem must make a Fear check.
- **Fearless:** Golems are immune to Fear and Intimidation.
- **Slow:** Corpse golems have a Pace of 4 and roll a d4 for their running die.



Marionette Golem

Stories of possessed marionettes (stringed puppets) have dated back centuries. More modern marionette golems may be made in the form of 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)

Gear: Knife (Str+d4).

Special Abilities

- **Armor +2:** Wooden body.
- **Construct:** +2 to recover from being Shaken; No additional damage from called shots; Do not suffer wound modifiers; 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.



Goblins

Goblins are twisted creatures about the size of a child with pale, leathery skin. Their eyes are milky-white and pupil-less, rendered useless after generations of lightless existence in the dank tunnels under the earth. To compensate, they have evolved the ability to navigate solely by sound. When not trying to be stealthy, the creatures make an unnerving cooing sound by which to better sense their surroundings.

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

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

Pace: 4; **Parry:** 5; **Toughness:** 7 (2)

Special Abilities

- **Armor +2:** Goblins are densely muscled and have a thick, leathery hide, making them surprisingly resistant to physical injury.
- **Blind:** These creatures are immune to any vision-based effects (darkness, invisibility, obscure, etc.).
- **Burrowing:** 4".
- **Claws:** Str+1d4, AP 2. Goblin claws are dense and sharp, capable of scoring solid stone.
- **Echo Location:** Goblins do not suffer any penalties for bad lighting.
- **Size -1:** Goblins stand 4' tall on average.
- **Weakness (Sound):** Loud noises, such as gunshots or explosions, force goblins to make a Vigor roll or be deafened, suffering a -6 to all physical tasks that require "vision" for the next round.

Gravebane

When a powerful necromancer dies, 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 energy. They retain a small degree of intelligence, but are primarily interested in feasting. They do so by animating nearby undead to hunt for them.

The gravebane's favored tactic is to remain hidden and use its zombies to kill nearby beings. 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:** 7

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 as it drains their life essence, the Medium template 2d6, and the Large Template 1d6. The gravebane has no other form of direct attack.
- **Ethereal:** Immune to normal damage. Magic items, weapons, and supernatural powers affect them normally.
- **Fear:** Anyone seeing the creature must make a Fear test.
- **Zombie:** Gravebanes retain the power to animate the dead, but only within about 20 yards of their grave. Most control 2d6 zombies when encountered, lying just below the sodden earth and ready to attack.

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 and even innocents quickly become their prey.

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

Skills: Notice d6

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

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 Fear check.
- **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 as those found in old houses or museums.

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+d8) or mace (Str+d6).

Some also carry a medium shield (+1 Parry).

Special Abilities

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

Haunted Car

Haunted cars (or other vehicles) are possessed by evil machine spirits who “feed” by mangling victims within them.

Haunted cars are sentient and malevolent. They’re also conscious of being destroyed and so know to maintain a low profile—when they aren’t on a murderous rampage.

Use the statistics for the car in question, but add Smarts at d8 and Spirit at d10 for the spirit inside, as well as the Special Abilities listed below. Track the car’s wounds just as you would any other vehicle. If it’s “wrecked,” it’s treated as Incapacitated.

Haunted cars control themselves, but like to toy with their victims for a while before feasting on their shattered bodies. This process may go on for several days or even weeks if the car becomes fond of a particular operator. When this happens, which it often does, the machine spirit “falls in love” with the driver, killing at night or when the operator isn’t present to avoid the temptation of devouring him or her instead. Such spirits often become *very* jealous of others who compete for their operator’s attention.

Special Abilities

- **Armor:** The car’s Toughness relates to every part of the vehicle, even the windows.
- **Control:** The car can control all its accessories, making it freezing cold with its air conditioner or blasting its radio to deafen

everyone inside. It might also communicate with its radio, using different stations to put together a cryptic message from various spoken words or playing certain songs that communicate its message. It can also hold its doors (or other portals) closed with a Strength of d12+2.

- **Feed:** Haunted cars must feed on flesh and blood at least once per week or they suffer a wound. They do this by ramming, or allowing an unwitting person inside then crashing at the first opportunity when no one is looking.
- **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. Only fire or the *banish spirit* spell can permanently destroy the vehicle.

Haunted Portrait

A haunted portrait is a painting possessed by a malevolent spirit—typically a shade or shadow of the person depicted.

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

Skills: Notice d8, Spellcasting d10, Taunt d10

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

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 unlimited Power Points to use on the following powers: *armor*, *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.



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



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 tails, 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 Archangel Michael during Lucifer's rebellion.

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

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

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

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 unlimited Power Points and may cast *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+d8.
- **Fear -2:** Anyone who sees a helldrake must make a Fear 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 one 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, Notice d10, Stealth d6

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

Special Abilities

- **Bite:** Str+d6.
- **Fear:** Anyone who sees a hellhound must make a Fear 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.



Hoarfrost Warrior

These malevolent spirits were once Norse warriors, travelling from frozen, northern lands to raid for both riches and flesh. Unlike many of their Viking brethren, these ghosts were spawned from men who were neither proud nor honorable. Little more than murderous thugs in life, the souls of these men were denied admittance to the afterlife and are now cursed to roam the seas, raiding seaside communities again and again.

In life, Vikings limited their raids mainly to European shores. In general, hoarfrost warriors are most likely to be found in these regions. However, the power of the curse upon them may send hoarfrost warriors onto any seacoast where the temperature drops below freezing.

When these entities appear, they approach the shore in long, dark boats which are nothing more than silhouettes in the night. The hoarfrost warriors silently glide across the waves from their shadowy craft and into unsuspecting towns, spreading havoc and death throughout the settlement.

On occasion, these spirit raiders claim live victims and take them aboard their ethereal longboats. Invariably, they choose male victims for hostages. Legend claims that these spirits do so to fill holes in their own number, turning the victim into a hoarfrost warrior himself through some unknown process.

These ghosts are invisible except in moonlight. There, they appear as translucent, hulking Norse warriors with pale white skin accented by pale blue veins and hair. Deep within their chests, a character making a



Notice roll can see the sparkling outline of their frozen hearts pulsing in time with their blood lust.

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

Skills: Boating d8, Fighting d8, Intimidation d8, Shooting d6, Throwing d6

Charisma: +0

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

Gear: Two battle axes (Str+d8), bow (Damage 2d6, Range 12/24/48).

Special Abilities

- **Ethereal:** Hoarfrost warriors are immaterial and can only be harmed by magical attacks or as noted below. Their weapons can still harm corporeal targets.
- **Fear:** Hoarfrost warriors cause Fear checks when they are visible.
- **Partial Invisibility:** A hoarfrost warrior is normally invisible. A character may detect the invisible spirit if he has a reason to look and makes a Notice roll at -6. Once detected, a hoarfrost warrior may be attacked at a -6 penalty. In direct moonlight, however, hoarfrost warriors are visible as shimmering ghostly outlines and may be seen and attacked without penalty.

- **Two-Fisted:** Hoarfrost warriors are trained to fight with two weapons. They gain the benefits of the Two-Fisted Edge.
- **Weakness (Daylight):** Hoarfrost warriors can only appear at night once the moon has risen. They disappear when the day comes or the moon has set.
- **Weakness (Fire):** Hoarfrost warriors suffer normal damage from fire or flaming weapons.
- **Weakness (Icy Heart):** A Hoarfrost warrior spirit can be harmed physically if someone dares to grab their icy heart. To do this, an opponent must spend an action, reach into the creature's chest, and make an opposed Spirit roll against the ghost. If the opponent wins the Spirit roll, the Hoarfrost warrior loses the Ethereal power until sunrise.

Homunculus

The homunculus is the result of an alchemist successfully crafting a living creature using his art. These creatures are tiny, man-shaped, and sometimes take on the rough appearance of their creators. The recipes for homunculi vary from alchemist to alchemist and often vary greatly. However, all have one thing in common: even though they are somehow granted a spark of life, these strange constructs lack a soul.

This fact makes homunculi extremely dangerous for they are perfect vessels for demonic or other types of spiritual possession. Few escape falling prey to the attentions of fell beings, often within hours—or even minutes—of their creation. Ironically, since most alchemists fancy themselves scientists

rather than magicians, the majority of them scoff at the possibility of such an event.

While in service of their creator, these creatures are typically used for innocuous purposes, or at worst, to spy on others. Under the control of a malevolent spirit, they become focused on mischief and mayhem—or far worse.

Initially, the appearance of these small constructs depends largely on the ingredients used in their manufacture. Some appear plant-like, while others may vaguely resemble lizards or other reptilian creatures. Over time, they may take on more human features as they bond to their creator—or more demonic ones if they succumb to diabolic influences.

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

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

Pace: 6; Parry: 5; Toughness: 4

Special Abilities

- **Claws:** Str
- **Malleable Body:** A homunculus can squeeze its body through any space at least 1 inch in diameter.
- **Noxious Breath:** A homunculus can exhale a small cloud of gas that works as a very mild sedative. There is no effect against a fully conscious target, but a victim who is already sleeping must make a Vigor roll (–2) or fall into a deeper slumber that lasts one hour. Targets that have suffered one or more Fatigue levels are also susceptible, but they roll a straight Vigor roll instead (minus any Fatigue modifiers, of course). The sleep is so deep that a victim is only



allowed a Vigor roll to awaken whenever she takes actual physical damage.

- **Poison:** A character struck by a homunculus in combat must make a Vigor roll, regardless of whether the creature deals enough damage to overcome Toughness. If he fails, he gains a Fatigue level. This poison is not strong enough to cause death and Fatigue levels gained in this fashion are removed after one hour.
- **Size -2:** Homunculus stand 6 inches tall.
- **Small:** Attackers suffer -2 to attack rolls against a homunculi, due to its size.

Hybrid

Hybrids are the result of mad scientists messing with genetics, dark magic, or other “technology.” 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. 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, 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, are 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, Notice d10, Shooting d6, Throwing d6

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

Gear: Whatever its master gives it.

Special Abilities

- **Bite:** Str+d4.
- **Fear:** Anyone seeing the creature must make a Fear test.
- **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. They are particularly foul-tempered and easy to anger.

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

Skills: Fighting d8, Notice d8, Swimming d8

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

Special Abilities

- **Aquatic:** Pace 5.
- **Armor +2:** Thick skin.
- **Claws/Bite:** Str+d6.
- **Fear:** Anyone seeing the creature must make a Fear check.
- **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.

Icthynite

The icthynites are a race of fish-men who hail from a time long forgotten by humanity. From a distance, they appear to be humanoid. Nearer, one can see the silver sheen of their scaled skin. The mouths of these creatures are gaping and piscine, filled with sharp, translucent teeth. Most remarkable of all are their glistening, metallic eyes which never blink.

Travelers have claimed sighting ancient cities occupied by these fish-men in lonely stretches of the sea. Perhaps these lost megalopolises were even built by the icthynites themselves.

If so, the secrets to their ancient civilization are long lost, for the feral fish-men seem to have no recollection of it. Instead, they clamber over the neglected ruins, fighting each other and feeding on any mortals that dare wander close to their abodes.

Icthynites are capable of breeding with human women. Usually, any offspring born to a human parent is horribly deformed. Few of these survive even the first moments of life. Over the years, a small number have been born with none of their inhuman father's traits and have integrated into human society. Most have no idea of their unnatural parentage.

Those offspring that survive—as well as their own descendents—have hidden ancestral memories deep within their souls. For this reason, the fish-men croon from the sea at night, recalling all mortals who can remember their alien song. Should any wander towards the waves, they are taken from the shore and into the deep below to never be seen again.

We don't recommend you apply this fate to heroes. Being the ancestral offspring of a degenerate race of fish-men is probably something a player shouldn't learn about as a result of a random Trait check!



These creatures are humanoid in size and shape, but their features are decidedly fish-like. Sharp teeth and claws further identify these monsters as predatory in nature as well. Ichthyrites always attempt to croon for a round prior to attacking their victims.

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

Skills: Climbing d6, Fighting d8, Notice d8, Stealth d8, Swimming d12

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

Special Abilities

- **Aquatic:** Pace 8
- **Armor +2:** Ichthyrites have tough scales.
- **Bite or Claws:** Str+d6
- **Blood Frenzy:** When another character or animal suffers a wound, all ichthyrites within 6" are driven into a frenzy by the scent of blood. This causes them to go Berserk (as the Edge). Ichthyrites cannot end their rage until the battle is over.
- **Crooning:** As an action, an ichthyrite can sing an alien song which draws those with ichthyrite blood inexorably to it. In other humans, it causes a mild hypnotic state in those exposed to it for more than a single round. Anyone who fails a Spirit roll upon hearing the crooning suffers a -2 to all rolls for the duration of the scene. For each additional ichthyrite crooning in the chorus, apply a -1 penalty to the initial Spirit roll.
- **Low Light Vision:** Ichthyrites ignore any penalties for Dim and Dark lighting.

Ichthyrite Hybrid

These hideous mutations are created when an unfortunate human with ichthyrite ancestry responds to the fish-men's call. Very soon after making contact with the ichthyrites, his skin develops a thin covering of sickly gray scales and his teeth become more pointed and cartilaginous. In time, he develops a gill-like structure on the side of his neck and webs between his toes to allow him to live in the depths with his scaled cousins.

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

Skills: Climbing d6, Fighting d6, Knowledge (one trade) d6, Notice d6, Stealth d6, Swimming d8

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

Gear: None.

Special Abilities

- **Aquatic:** Pace 6
- **Bite or Claws:** Str+d4
- **Blood Frenzy:** When another character or animal suffers a wound, all ichthyrites and hybrids within 6" are driven into a frenzy by the scent of blood. This causes them to go Berserk (as per the Edge). Unlike their full-blooded cousins, a hybrid can attempt to end his rage by doing nothing (even moving) for a full action and making a Smarts roll (-2).
- **Crooning:** A hybrid's vocal cords aren't developed enough to initiate the ichthyrites' hypnotic song. However, as an action, it can lend its voice to the chorus and counts as an additional ichthyrite for purposes of penalties to the Spirit roll to resist the crooning.
- **Low Light Vision:** Ichthyrite hybrids ignore any penalties for Dim and Dark lighting.

Imp

Imps are pernicious creatures who may be the source of myths of faeries and similar creatures. However, unlike the faeries of legend, imp mischief is usually marked by violence. Most often summoned by a witch or necromancer, their injurious acts are almost always focused on those who have committed some wrong, leading some stories to claim they are merely elemental manifestations of justice. But there is very little that is "just" about imp work.

Without fail, these monsters inflict much harsher punishment upon their victims than they deserve. These creatures have been known to snatch the tongues of liars, or blind

a man for coveting his neighbor's house. Conversely, they rarely punish truly heinous crimes such as murder or the like, instead reserving their torments for those guilty of only small immoralities. In rare instances, imps will offer to undo their harm. In such cases, the imps invariably require their victims to perform even worse acts—usually upon another transgressor—than that of which the imps first found them “guilty.”

Imps abide by odd rules of behavior for reasons beyond human understanding. These restrictions are magical in nature and their effects so strong that a imp cannot choose to disobey them. This, no doubt, is why some arcane practitioners call on them. A hero who makes a Knowledge (Occult) roll can recall these strictures, but it is up to her to use them to her advantage.

Imps are short, humanoid beings with large heads and pointed ears. They favor darkened areas, recoiling violently from bright light with hisses or curses. Should their fanged mouths and clawed fingers leave any doubt, the malevolent gleam in their eyes make their wicked natures clear.

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

Skills: Climbing d10, Fighting d8, Magic d8, Notice d8, Shooting d8, Spellcasting d10, Stealth d10, Taunt d8

Pace: 6; Parry: 6; Toughness: 4

Special Abilities

- **Claws:** Str+d4.
- **Imp Code:** Imps must abide by special rules of behavior. They cannot lie (but don't have to tell the truth, either!); they must always parley, if asked; if they agree to a bargain, they must keep to the letter (but not the spirit!); they must always accept something offered.
- **Immunity:** These creatures suffer half damage from non-magical attacks.
- **Low Light Vision:** A imp can see perfectly in all but pitch black conditions.

- **Shadow Magic:** Imps are magical creatures tied closely with darkness. In areas of darkness (at least -1 to attack rolls), they can cast *invisibility* and *slumber*. They have 20 Power Points.

- **Size -1:** Imps stand 3'-4' tall

- **Snatch Essence:** This sinister ability allows a imp to temporarily snatch part of a victim's essence or life force. If an imp inflicts a wound, instead of doing damage, the creature can inflict a Fatigue level on the victim. Wild Cards can prevent this effect by winning an opposed Spirit check with the imp. Defeating the monster causes it to drop the essence, removing the Fatigue levels from the victim. Imps often use this method of attack to Incapacitate a victim before inflicting their “justice” upon them.

- **Weakness (Iron):** These creatures suffer normal damage from weapons of pure iron (not iron alloys, such as steel).

- **Weakness (Sunlight):** Imps receive a -2 penalty to all attack and Magic rolls in direct sunlight.

Inquisition

The Inquisition presented here are fanatical warriors dedicated to their cause. The cause itself may be pure, evil, or some mix of the two.

Adjust skills based on the setting and the era. In the modern age, for example, Inquisitors are likely to have Knowledge (Computers) to track down their foes or search for heretical emails. In more traditional times (the time of the Spanish Inquisition, for example), they likely have Knowledge (Interrogation) and perhaps Riding rather than Driving.

Typical Inquisitor

These are the frontline soldiers. 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, Intimidation d6, Notice d8, Shooting d8, Stealth d8

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

Hindrances: Loyal, Vow appropriate to task

Edges: Combat Reflexes

Gear: Varies, but typically fairly high-end for the setting.



Veteran Inquisitor

Veteran Inquisitors are hardened soldiers who believe the ends justify the means.

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

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

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

Hindrances: Loyal, Vow appropriate to task

Edges: Combat Reflexes, Improved Frenzy

Gear: Varies, but typically similar to the men and women they lead.



Grand Inquisitor

Leading each Inquisition cell are the Grand Inquisitors. In settings that support it, they are blessed with supernatural powers granted by their church or cause.

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

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

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

Hindrances: Loyal, Vow appropriate to task

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

Powers: Grand Inquisitors have 25 Power Points and know the following powers: *armor*, *bolt*, *detect / conceal*, *arcana dispel*, *light*, and *stun*.

Gear: Varies, but most have access to just about whatever they need.



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, Notice d6, Persuasion d12+2, Taunt d10

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

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 — or the creature's death.
- **Enslave:** A leanhaum-shee uses her seductive charms to enslave mortals. This works as *puppet* using the leanhaum-shee's Spirit as her arcane ability, but it lasts indefinitely. She adds her Charisma to this roll. 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 supernatural servitors of those beings. 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 heads 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, Intimidation d10, Notice d6, Stealth d6, Throwing d8

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

Special Abilities

- **Block:** Parry +1.
- **Claws/Bite:** Str+d6.
- **Combat Reflexes:** Add +2 to recover from being Shaken.
- **Fear:** Anyone seeing the creature must make a Fear test
- **Improved Frenzy:** May make two Fighting attacks each round at no penalty.
- **Quick:** Discard and ignore Action Card draw of 5 or less.
- **Magic:** Living gods have unlimited 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 from nosy individuals.

Living grimoires are actually just the covers of the book they hold. 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.

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

Special Abilities

- **Claws/Bite:** Str+d8.
- **Construct:** +2 to recover from being Shaken; No additional damage from called shots; Do not suffer wound modifiers; Immune to poison and disease.
- **Immobile:** 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 usually knows the following powers: *bolt* (dark energy), *deflection* (skeletal hands), *conceal arcana* (changes appearance to look like a regular tome; no detect), *fear* (demonic laugh), *flight* (it flaps its cover like wings), *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 gardens of those with dark secrets.

Regardless of form, the plants use the statistics listed below.

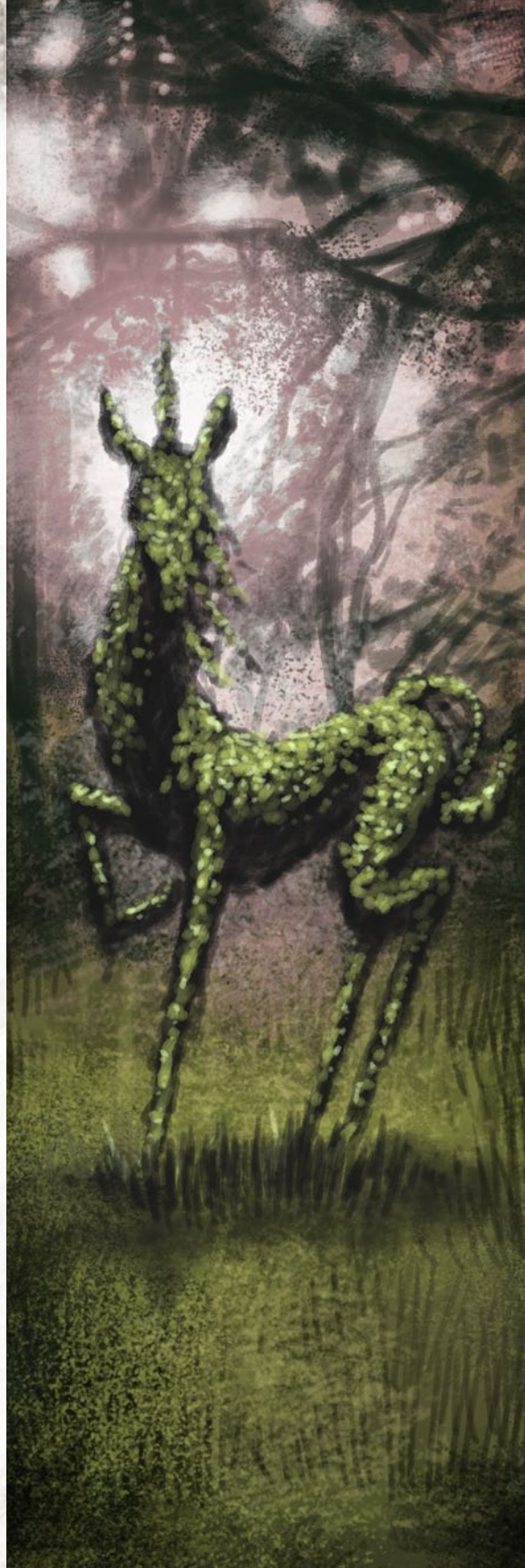
Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d8, Vigor d8

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

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

Special Abilities

- **Claws:** Str+d6.
- **Construct:** +2 to recover from being Shaken; No additional damage from called



shots; Do not suffer wound modifiers; 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 are good examples of these demented geniuses.

Most are surrounded by their creations, such as golems, hybrids, undead, or other constructs.

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

Skills: Fighting d6, Knowledge (Occult) d8, Knowledge (Weird 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: Delusional, Quirk, Scholar

Powers: Varies. 20 Power Points.

Gear: Varies, but most keep a weapon of some sort nearby.



Metal Juggernaut

Metal juggernauts are constructs 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 (or are formed) from wrecked tanks and armored vehicles.

Left on their own, they are likely to try and hide in the bowels of old factories or scrapyards where they will be left alone.

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:** 16 (4)

Special Abilities

- **Armor +4:** Metal body.
- **Construct:** +2 to recover from being Shaken; No additional damage from called shots; Do not suffer wound modifiers; Immune to poison and disease.
- **Fear:** Anyone seeing the creature must make a Fear test.
- **Fearless:** Immune to Fear and Intimidation.
- **Large:** Attacks are +2 to attack rolls against a juggernaut due to its size.
- **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 Game Master should determine whether the source can be used multiple times or for a single use only.
- **Size +4:** The juggernauts are typically 10-12 feet tall.
- **Weaponry:** The weapons available to a juggernaut depend on the metal it is built from, and the era in which it lives. In a modern age, most juggernauts would sport twin .50 caliber machineguns. In a steampunk world, they might be equipped with heavy bolt-throwers of some sort and spinning blades.



Mummy

Mummies are undead whose bodies have been dried and preserved through science and sorcery. Some are preserved naturally by nature; most are created by the hand of man (or some other race).

Natural mummies typically recover some semblance of the soul inside once awakened. In man-made mummies, 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.

In both cases, lesser wills become maddened and enraged by their desiccated state. Stronger wills might retain full consciousness and access to whatever skills and abilities they had in life (such as spellcasting).

Mummies awaken when some sort of event is triggered. This may be the application of human blood, magical words of power, thawing the flesh of a frozen mummy, or moistening the tissue of a dried corpse. The specific trigger is up to the Game Master, but once the mummy rises, it only stops when it is dead or its goal (if any) is attained.



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, Intimidation d10, Notice d8, Spellcasting d10

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

Gear: Ancient bronze armor (+3), long sword (Str+d8).

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). It typically has 30 Power Points.

- **Fear:** Anyone seeing a greater mummy must make a Fear test.
- **Fearless:** Greater mummies are immune to Fear and Intimidation.
- **Feast:** Greater mummies can return to a near-semblance of real life. Every time they kill a specific kind of target (their natural enemies, those who awoke them, etc), they regain some of their appearance in life. When they have taken the life of three such victims, they are no longer “mummies” and do not cause fear, suffer from Fire, cause mummy rot, or have a Shuffling Gait. They retain all their other powers as usual.
- **Fist:** Str+d6.
- **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 due to the constraint of their dressing and desiccated flesh.
- **Slam:** Str.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; immune to disease and poison; does not suffer wound penalties.
- **Weakness (Fire):** Mummies wrapped in dried rags (often treated with flammable chemicals) suffer +4 damage from fire.

Guardian Mummy

The most common type of mummy, these creatures were former priests and soldiers,

placed in tombs to guard their masters for all eternity.

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

Skills: Fighting d8, Intimidation d8

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

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 Fear test.
- **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. 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; +2 to recover from being Shaken; no additional damage



from Called Shots; immune to disease and poison; does not suffer wound penalties.

- **Weakness (Fire):** The chemical used in the preservation process mean mummies take +4 damage from fire.

Ice/Sand Mummy

Some mummies are formed naturally in very dry environments where the corpse is frozen or sealed over with naturally protective elements.

Ice and sand mummies have rock hard skin infused with frozen water or calcified earth and tissue. Their limbs are twisted and deformed as their flesh shrunk and hardened.

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

Skills: Fighting d6, Intimidation d8, Stealth d8

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

Special Abilities

- **Armor +2:** Hardened skin.
- **Burrow (4"):** These mummies can burrow through snow or sand (depending on where they were found). 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 Fear check.
- **Touch of Pain:** Anyone touched by an ice or sand mummy, whether damaged or not, must make a Vigor roll. Failure means the character suffers a level of Fatigue from either frostbite (ice) or terrible abrasion (sand). Fatigue accumulated in this way cannot cause death, and fades at the rate of one level every 24 hours.
- **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. If this results in “death,” the mummy returns to its inert state.

- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; immune to disease and poison; does not suffer wound penalties.

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, Investigation d8, Knowledge (Occult) d8, Notice d6, Streetwise d8

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

Toughness: 5

Hindrances: Bad Eyes

Edges: Investigator

Gear: Notebook, pens, spectacles, a small occult tome or collection.



Veteran Occult Researcher

Veteran occult researchers have expanded their knowledge of the supernatural with a little fieldwork, though they are not suited for battle with most forces they research.

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

Skills: Fighting d6, 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

Gear: Notebook, pens, spectacles, and a collection of rare texts, tomes, and occasionally even a grimoire.

Police

Town constables, policemen, or other authorities 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 and saving the world from a dark god that did not appear might be a tough thing to prove in court.



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, AP 1).

Police Patrolmen

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:** 7 (2)/9 (4) vs bullets

Hindrances: Loyal

Edges: Dodge

Gear: Kevlar vest (+2/+4), 9mm pistol (Range 12/24/48, Damage 2d6), baton (Str+d4).

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).

Outside of modern times, a SWAT team (with appropriate weapon changes, of course) might represent the authorities' most elite officers.

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

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



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

Hindrances: Loyal

Edges: Dodge, Marksman, Rock and Roll!

Gear: Kevlar vest (+2/+4), 9mm pistol (Range 12/24/48, Damage 2d6), SMG (range 12/24/48, Damage 2d6, ROF 3), baton (Str+d4).

Possessed Animals

Possessed animals are regular, mundane beasts with a demonic taint. The 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, Intimidation +2 dice.

Special Abilities

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

Rabid Animals

Rabies is a disease of the central nervous system and can be found in any warm-blooded 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

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+d6.
- **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 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”.



Revenant

Revenants are a form of zombie focused on a specific purpose. It may be to right a wrong done to them in life, to retrieve items stolen from their grave, or to stop someone from harming those they left behind.

Revenants have no capacity for speech, nor do they wish to accept apologies or bargain for the return of stolen items. They seek only 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

Gear: Varies. Revenants often seek the weapons they used in life before going on their quest.

Special Abilities

- **Fearless:** Immune to Fear and Intimidation.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; immune to disease and poison; does not suffer wound penalties.
- **Vengeful:** Revenants add +2 to all actions and damage against those it seeks.
- **Invulnerability:** If a Revenant is Incapacitated, it collapses into a pile of bones for 1d3 days. It can only truly rest if its vengeance is sated, or a *banish entity* spell is cast over their Incapacitated form.

Rug Fiend

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

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

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

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

Special Abilities

- **Bite/Claws:** Str+d6.
- **Camouflage:** A dormant rug fiend looks like a regular animal rug. If an opponent moves adjacent to the rug without detecting its evil nature, the rug gets The Drop.
- **Construct:** +2 to recover from being Shaken; No additional damage from called shots; Do not suffer wound modifiers; Immune to poison and disease.
- **Improved Frenzy:** Makes two Fighting attacks each round at no penalty.
- **Size +1:** Rug fiends are larger than humans.



Savage Jack in the Box

Said to have been created by a maniacal toymaker with a hatred of children, the “Savage Jack” is a tool of fear and revenge. The same toymaker may have created the first marionette golems as well (see page 86).

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 intimidate and mock its victims.

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

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

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

Gear: Knife (Str+d4).

Special Abilities

- **Construct:** +2 to recover from being Shaken; No additional damage from called shots; Does not suffer wound modifiers; Immune to poison and disease.
- **Fear:** Anyone seeing the creature must make a Fear test.
- **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, allowing it to attack with +4 to its attack and damage rolls that round.

Screaming Skull

Screaming skulls are human skulls given 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

Special Abilities

- **Flying:** Pace 6, Climb -3.
- **Head Butt:** Str.
- **Scream:** As an action, a skull can emit a terrifying scream. This functions as the *fear* power.
- **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; no additional damage from Called Shots; immune to disease and poison; does not suffer wound penalties.

Seaweed Fiend

The sea is a mysterious place, its depths scarcely explored by man and with unknown terrors lurking beneath the waves. Seaweed fiends may be a natural creature, the result of magic, or the result of chemical pollution.

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

Special Abilities

- **Aquatic:** Seaweed fiends have Pace of 8 underwater.
- **Claw:** Str+d4 (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

Unlike in real life, serial killers in most horror settings aren't the quiet-guy-next-door type. Horror setting serial killers stand out in a crowd, mainly because of their strange attire, blood-soaked clothes, and large, dangerous weapons.

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, Harder to Kill, Improved Nerves of Steel, Sweep

Gear: Various, but might include a Trademark weapon such as a chainsaw (Str+6) or favorite axe.

Special Abilities

Below are several Special Abilities you can use to customize your serial killers.

- **Dream Killer:** As in the Nightmare on Elm Street movies, the killer has the unique ability to draw sleeping victims into his nightmares—even as a group. Treat the dream realm just like the real world, though perhaps with whatever bizarre rules may apply (so in a nightmarish space station there may not be gravity). The killer is likely much more powerful in the dream realm than in the real world, perhaps having the ability to teleport, create creatures and other threats, etc. Whatever the details, the killer still has to “attack” the victim’s will via threats—he can never simply kill them.
- **Invulnerable:** Serial killers who are “slain” simply vanish for a few nights and then begin slaying again. This should always be coupled with a Weakness of some sort.
- **Teleport:** Serial killers have the uncanny ability to disappear from sight and then reappear when one least expects it. As long as no one is looking at the killer (and he is not Shaken, stunned, or otherwise bound), he can disappear, reappearing when dramatically appropriate. This is an free action for the serial killer.
- **Undead:** Sometimes the serial killer is undead. +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; immune to disease and poison.

- **Weakness (Special):** The murderer has a weakness to something that either killed him in life (if undead), or is tied to his unique history. In the original *Friday the 13th*, the killer was stopped by someone dressing in the skin of the one person he feared—his dead mother!

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

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

Special Abilities

- **Fearless:** Immune to Fear and Intimidation.
- **Fleet Footed:** Skeletal horses roll a d8 when running, rather than a d6.
- **Kick:** Str+d6.
- **Size +2:** Skeletal horses stand taller than a human and weigh as much as 500 pounds.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; immune to disease and poison.





Skeletal T-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)

Special Abilities

- **Armor +2:** Fossilized bone.
- **Bite:** Str+d8; AP 2.
- **Fear (-2):** Anyone seeing a skeletal T-Rex must make a Fear test at -2.
- **Fearless:** Immune to Fear and Intimidation.
- **Fleet Footed:** 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; +2 to recover from being Shaken; no additional damage from Called Shots; immune to disease and poison; does not suffer wound penalties.

Skeleton

The skin has already rotted from these risen dead, leaving them slightly quicker than their flesh-laden zombie counterparts. They are often found swarming in vile necromancers’ legions.

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

Skills: Fighting d6, Intimidation d6, Notice d4, Shooting d6

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

Gear: Varies.

Special Abilities

- **Bony Claws:** Str+d4.
- **Fearless:** Skeletons are immune to Fear and Intimidation.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; called shots do no extra 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)

Gear: Bronze breastplate (+3), bronze sword (Str+d8).

Special Abilities

- **Bony Claws:** Str+d4.
- **Fearless:** Immune to Fear and Intimidation.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; immune to disease and poison; does not suffer wound penalties if a Wild Card.

Smog Cloud

Smog clouds in dark worlds sometimes gain malevolent sentience. These vaporous beings of polluted air can drift against the wind, but otherwise resemble dirty, black clouds. Some occasionally exhibit coal-black eyes, but these are near-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

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 -3.

Stuffed Animal Fiend

Stuffed animals are animated animal skins. Unlike rug fiends, however, these creatures retain more of their body mass and are more mobile.

Stuffed animals have the statistics of the animal in life plus the following Special Abilities.

Special Abilities

- **Construct:** +2 to recover from being Shaken; No additional damage from called shots; Immune to poison and disease.

Swarm

Sometimes the most deadly foes come in the smallest packages. The swarm described below can be of most anything—from biting ants to stinging wasps to filthy rats.

The swarm is treated just like a creature. When it is wounded, the swarm is effectively dispersed.

Swarms cover an area equal to a Medium Burst Template and attack everyone within every round.

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

Skills: Notice d6

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

Special Abilities

- **Bite or Sting:** Swarms inflict hundreds of tiny bites every round to their victims, hitting automatically and causing 2d4 damage to everyone in the template. Damage is applied to the least armored location (victims in completely sealed suits are immune).
- **Split:** Some 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. Swarms are usually foiled by jumping in water (unless they are aquatic pests, such as piranha).

Rat Swarm

Rat swarms lurk in sewers or ruined buildings where they sometimes turn aggressive. In addition to the usual statistics of swarms, they have the following Special Ability.

Special Abilities

- **Infection:** Anyone Shaken or wounded by a rat swarm must make a Vigor roll or contract a long-term, debilitating disease (see *Savage Worlds*).





Tainted Musician

Some rumors of heavy metal musicians who have sold their soul to Satan may be true. These black-hearted musicians have sold their souls for fleeting fame and fortune.

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

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

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

Gear: Guitar (Str+d6, -1 Parry, requires 2 hands).

Special Abilities

- **Corrupting Lyrics:** Every time a person listens to a tainted musician's songs, he must make a Spirit roll (at -2 for a live performance). Failure means the listener loses 1 point of Sanity and gains a negative Hindrance of the Game Master's choice, such as Bloodthirsty, Greedy, or Mean. These get progressively worse as time goes on until the listener is driven insane. This typically results in acts of violence and mayhem.
- **Headbang:** The musician can headbutt for Str+d6 damage.
- **Pacify:** Tainted musicians often find themselves surrounded by angry listeners. To protect themselves, they play slow songs, odes, or power ballads that pacify those trying to attack them. If the musician takes a full defense maneuver, anyone desiring to harm him must win an opposed Spirit roll. With a raise, the attacker is immune to the musician's defense for the rest of the encounter.

Vampires

Vampires are found in virtually every culture. From the mrrart of the Australian Aborigines to the adze of Ghana and Togo in Africa, to the hopping vampires of China and the mara of Scandinavia, vampires have plagued mankind since time began.

All these various breeds are not 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 105) come from the surrounding wilds in 1d6+2 rounds.
- **Drain Life:** Attributed to psychic vampires. The creature may make a Touch 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 bitten or slain (by bite) 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 Game Master 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 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 below).
- **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 from this damage.

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, Notice d6, Stealth d6

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

Special Abilities

- **Claws:** Str+d6.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; immune to disease and poison; does not suffer wound penalties.
- **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.

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—they hope because their knees are stiff with rigor mortis. 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

Special Abilities

- **Bite/Claws:** Str+d6.
- **Breath Sense:** Hopping vampires cannot see using their dead 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.
- **Cure:** A victim of a hopping vampire bite (and survives the attack) 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 is that the victim may not stop moving until he is cured. If he does, his blood congeals and there is no hope for a cure. Check out the rules for 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; +2 to recover from being Shaken; no additional damage from Called Shots; immune to disease and poison; does not suffer wound penalties.
- **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) to plant the parchment. On a success, the vampire is rendered immobile by the prayer (Parry

reduced to 2). 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 2d4 damage.



Ventriloquist's Dummy

Ventriloquist dummies with a mind of their own have been the subject of many horror movies. They may look like the ventriloquist is making it talk, but in reality the dummy is the boss. Dummies don't like to move about on their own unless absolutely necessary, but they can. 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, Intimidation d10, Notice d6, Persuasion d10, Stealth d6, Taunt d12

Pace: 4; **Parry:** 5; **Toughness:** 7

Special Abilities

- **Armor +2:** Wooden body.
- **Construct:** +2 to recover from being Shaken; No additional damage from called shots; Do not suffer wound modifiers; 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 statistics 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 are the food upon which monsters prey.

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

Skills: Fighting d4, Knowledge (School Subject or Trade) d6, Notice d6, Shooting d4, Stealth d6

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

Edges & Hindrances: —

Gear: Improvised weapons (Str+d4) or farm implements (Str+d6).

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, Healing d4, Notice d6, Stealth d6

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

Hindrances: Curious, Heroic

Edges: Very Attractive

Gear: Improvised weapons (Str+d4).

The Jock

Captain of the football team and a total meathead, the jock acts tough but is sometimes the first to flee when the supernatural knocks on his door. Other times they are true heroes who save the feisty female—and then fall prey themselves.

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

Skills: Driving d6, Fighting d6, 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

Gear: Improvised weapons (Str+d4).

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

Gear: Improved weapons (Str+d4).

Wendigo

Abhorrent as it may be, people sometimes resort to cannibalism when 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.

Lesser Wendigo

This version is an enhanced human—perhaps an early stage of the creature which follows. It remains human in appearance, but typically naked or covered in dirty rags and with a feral snarl on its blood-stained face.

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

Skills: Fighting d8, Notice d6, Stealth d8

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

Special Abilities

- **Bite/Claws:** Wendigos have jagged claws and teeth. Str+d4.
- **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.

- **Improved Frenzy:** A wendigo may make an additional Fighting attack each round at no penalty.



True Wendigo

True wendigos are either more advanced forms of their lesser cousins or born from more savage stock or circumstances. They tend to exist in the dead of winter, but there's no reason such creatures can't exist in other climates.

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

Skills: Climbing d12, Fighting d12, Intimidation d12, Notice d10, Stealth d8, Swimming d10, Throwing d10, Tracking d10

Pace: 8; **Parry:** 8; **Toughness:** 10

Special Abilities

- **Bite/Claws:** Wendigos have jagged claws and teeth. Str+d6.
- **Fear (-2):** Anyone encountering a wendigo must make a Fear test at -1.
- **Fearless:** Wendigos are immune to Fear and Intimidation.
- **Immunity (Cold/Heat):** Wendigos in cold climates are immune to cold and cold-based attacks. The same is true of those crated in sweltering environs.
- **Night Vision:** Wendigos can see in all but complete darkness.
- **Size +2:** Wendigos stand over 10' tall.
- **Weakness (Hot Tallow):** A wendigo is instantly killed if someone manages to pour hot tallow down its throat to melt its icy heart.

War Droid

War droids are bipedal constructs, but due to their skeletal appearance (which is designed to instill fear) cannot be mistaken for humans. Their sole function is to destroy whatever life-form they've been programmed to see as their

enemy. They can use any standard weapons available to the race which built them.

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

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

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

Special Abilities

- **Advanced Sensors:** War droids have Infravision and Low Light Vision and can switch between the two as a free action..
- **Armor +2:** Reinforced body.
- **Construct:** +2 to recover from being Shaken; Immune to poison, disease, and suffocation; No additional damage from Called Shots.
- **Targeting Computer:** The targeting computers in a War Droid give it +2 to Shooting attacks if it does not move, and allows it to ignore Unstable Platform penalties.
- **Fearless:** War droids are immune to Fear and Intimidation.
- **Hardy:** A second Shaken result does not cause a wound.

Were-Creatures

Werewolves appear in many different cultures, appearing in the mythology of Europe, Asia, and North America. But there are many other types of lycanthropes as well. The South Americans believe in jaguar men, and certain tribes of the South Pacific believe shark-men prowl the depths and feed on those who don't respect their domain.

What follows are a sampling of these savage beasts, and examples of how you might transform any predator into a were-creature.

Werejaguar

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, Intimidation d10, Notice d10, Stealth d12, Swimming d8

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

Special Abilities

- **Bite:** Str+d4.
- **Claws:** Str+d8.
- **Immunity:** Werecreatures can only be Shaken by weapons that are not silver—not wounded.
- **Infection:** Anyone bitten by a werejaguar and suffers a wound or greater must make a Vigor roll. Failure means the character becomes a werejaguar at the next full moon (assuming he survives the attack).



- **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 (Silver):** 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 creatures 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, Notice d12+2, Stealth d6, Swimming d10



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

Special Abilities

- **Aquatic:** Pace 10.
- **Bite:** Str+d8.
- **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 bitten by a wereshark and suffers a wound or greater must make a Vigor roll. Failure means the character becomes a wereshark at the next full moon (assuming he survives the attack).
- **Size +1:** Weresharks stand over 7' tall.
- **Weakness (silver):** Were-creatures suffer normal damage from silver weapons.

Werewolf

When a full moon emerges, humans infected with lycanthropy lose control and become snarling creatures bent on murder. Some embrace their cursed state and revel in the destruction they cause.

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

Skills: Climbing d8, Fighting d12+2, Intimidation d10, Notice d12, Swimming d10, Stealth d10, Tracking d10

Pace: 8; **Parry:** 9; **Toughness:** 7

Special Abilities

- **Claws:** Str+d8.
- **Fear -2:** Werewolves chill the blood of all who see them.
- **Infection:** Anyone bitten by a werewolf and suffers a wound or greater must make a Vigor roll. Failure means the character becomes a werewolf at the next full moon (assuming he survives the attack).

- **Invulnerability:** Werewolves can only be Shaken by weapons that are not silver—not wounded.
- **Infravision:** Werewolves can see heat and halve penalties for bad lighting when attacking living targets.
- **Weakness:** Werewolves suffer normal damage from silver weapons.

Will o' Wisp

Will o' wisps are the ghosts of witches and necromancers who have been burned at the stake. They manifest as small handfuls of flickering white flame that is oddly cold to the touch rather than hot. Legend claims a brave observer can see a grinning face inside of a will o' wisp.

A will o' wisp uses the glimmering light produced by its form to lure its intended victim to a secluded spot. There, it weakens the poor soul with a fire that seems to spring from Hell itself. Once its target succumbs to the heat, the ghost possesses his corpse which immediately bursts aflame. These burning zombies are sometimes referred to as "flaming jacks," particularly among more rural populations. The ghost uses the reanimated body to wreak as much havoc as it can before it is consumed by the creature's otherworldly flames—preferably on those it believes wronged it in its former life.

Initially, a will o' wisp haunts the area near its death, seeking vengeance on those responsible for any and all wrongdoings against it during life. However, even once it has revenged itself on everyone guilty of even the slightest infraction, the hatred and anger that drove it to an undead existence continues to burn within the ghost. Eventually, these spirits tend to gravitate toward lonely, desolate areas where their unnatural spite for all things living leads them to prey upon unsuspecting travelers.

The process by which a will o' wisp is formed is a closely guarded secret among the few practitioners of the dark arts that know it and often varies greatly in the details. Invariably

though, it involves the creation of a talisman of some sort which must be on the black magician at the time of his death and which serves as the ghost's anchor to this plane. The talisman is not consumed in the flames, but remains ever after searing hot to the touch.

The light of a will o' wisp varies from cold white to flame orange. The ghost can lessen its brilliance to that of a mere candle or brighten it to that of a torch at will.

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

Skills: Fighting d6, Notice d10, Stealth d8, Taunt d6, Tracking d8

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

Special Abilities

- **Ethereal:** Will o' wisps are immaterial. They don't suffer additional damage from called shots; Fearless; Immune to disease and poison.
- **Flaming Jack:** The will o' wisp can reanimate and possess the body of a victim slain by its Spiritual Exhaustion (see below) attack.
- **Flight:** The will o' wisp flies at a rate of 8". They may not "run."
- **Focus:** The ghost is tied to a specific talisman—usually a piece of jewelry—which remains unnaturally hot to the touch (2d6 damage to exposed flesh). If this item is submerged in water, the will o' wisp suffers 2d6 damage per round as long as it remains so. If it is submerged in holy water, the wisp is destroyed immediately.
- **Invulnerability:** Will o' wisps are immune to all non-magical attacks, but suffer 1d6 damage when doused in at least a gallon of water, +2 per additional gallon.
- **Spiritual Exhaustion:** A will o' wisp's only means of attack in its initial form is by subjecting its victim to a supernatural heat that only she can feel. The wisp and its target make an opposed Spirit roll. If the victim loses, the victim suffers a Fatigue level.

- **Size -1:** Will o' wisps are approximately 2'-3' in diameter.
- **Weakness (Holy Water):** Sprinkling a will o' wisp with holy water does 2d10 damage to it.

Witch / Warlock

There are many types of witches in horror tales—from classic crones making deals with the devil to modern divas who practice (cinematic) wicca. Where they draw their power from and what they do with it is typically the feature of your tale.

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

Skills: Fighting d4, Intimidation d6, Notice d8, Persuasion d8, Spellcasting d8, Stealth d8

Pace: 6; Parry: 4; Toughness: 5

Special Abilities

- **Curse of Doom:** If a Wild Card witch is slain and has a chance, she'll curse her slayers with a *curse of doom*. Until the character undergoes a ritual casting of *dispel magic* (or some other specific task set by the Game Master), all those cursed

subtract 2 from Vigor rolls made to Soak damage.

- **Spells:** An average witch, such as one who is part of a coven, knows *bolt*, *boost* / *lower trait*, *flight*, *puppet*, and *telekinesis*. They have 15 Power Points each.

Xenoform

The classic horror xenoform is humanoid, but covered in thick bone or carapace shell. It has no discernible eyes, and scientists are as yet unsure how it navigates. Primary weapons seem to be a powerful, extendable jaw and sharp claws, though it also has a tail with a barbed stinger it uses to pin its prey. The creature is certainly equipped for close-up hunting as it is protected by thick armor plating.

The xenoform is a skilled hunter, and uses complex tactics to divide and conquer its prey.

Warrior

Attributes: Agility d10, Smarts d8(A), Spirit d10, Strength d12+1, Vigor d8

Skills: Climbing d8, Fighting d8, Intimidation d10, Notice d8, Stealth d12

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

Special Abilities

- **Armor +2:** Thick plates.
- **Bite and Claws:** Str+d6.
- **Fearless:** Immune to Fear and Intimidation.
- **Hardy:** Multiple Shaken results do not cause a wound.
- **Paralysis:** Anyone Shaken or wounded by a tail attack must make a Vigor roll or be paralyzed for 2d6 rounds.
- **Size +1:** When upright, the xenoform stands 7' tall.
- **Tail:** Str+d6; +1 Reach.





Queen

Xenofoms are typically lead by a queen. Her primary function is to lay eggs, but she is a voracious killer when encountered deep in her lair.

Queens have four legs on their thorax and two on the upper body that can be used to grasp or attack.

Attributes: Agility d8, Smarts d10(A), Spirit d12, Strength d12+6, Vigor d12

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

Pace: 6; **Parry:** 7; **Toughness:** 18 (4)

Special Abilities

- **Armor +4:** Thick plates.
- **Bite and Claws:** Str+d8.
- **Fearless:** Immune to Fear and Intimidation.
- **Hardy:** Multiple Shaken results do not cause a wound.
- **Large:** Attackers are +2 to attack rolls against the queen due to her large size.
- **Paralysis (-2):** Anyone Shaken or wounded by a tail attack must make a Vigor roll or be paralyzed for 2d6 rounds.
- **Size +6:** The queen measures 30' long.
- **Tail:** Str+d8, +1 Reach.

Zombies

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 that might rise in the darkest of locales.

Stock 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 one word—"Brains!"—which they moan continually when they spy a potential meal.

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

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

Pace: 4; **Parry:** 5; **Toughness:** 7

Special Abilities

- **Bite / Claws:** Str+d4.
- **Fearless:** Immune to Fear and Intimidation.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; immune to disease and poison; does not suffer wound penalties if a Wild Card.
- **Weakness (Head):** Shots to a zombie's cause +2 damage.

Special Abilities

Here's a list of additional Special Abilities you can use to make different types of walking dead.

- **Explode:** These foul creatures are typically filled with explosives of some type. When 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.
- **Gas:** "Gas zombies" are either victims of industrial accidents or gas-attacks, or are intentionally filled with noxious vapors. If such a creature is Shaken or wounded releases a cloud of toxic gas. This fills a Medium Burst Template. Anyone caught in the cloud must make a Vigor roll at -2 or suffer a wound.
- **Infection:** Anyone who suffers a Shaken or wound result from a bite attack must make a Vigor roll. On a failure, he is destined to become a zombie himself. Each hour after the bite, the victim must make another Vigor roll or gain a level of Fatigue. When this inevitably results in death, the victim returns as a zombie within 1d10 minutes.
- **Infravision:** Zombies made with technology might have infravision, as may undead formed from the corpses of certain demi-humans. They halve penalties for bad lighting when attacking living prey.
- **Parasite Zombie:** These zombies don't need a brain to operate as the corpse is being animated by a parasitic alien fused

to the spine. The zombie can be damaged only by a Called Shot to the parasite (–4 to hit, +6 total to damage), or an Area Effect attack.

- **Size –1:** Zombies formed from children or smaller creatures are around 4' tall. Reduce Toughness by –1.
- **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.
- **True Zombie:** This zombie cannot be wounded except by damage to the head (either accomplished by a Called Shot to the head, or an Area Effect attack). Any other sort of damage can cause nothing more than a Shaken result, though Called Shots can still amputate limbs if they are capable of dealing at least one wound to the thing.

Weaknesses

Sometimes zombies have other weaknesses besides their cranium. Customize your walker with these different options.

- **Husk:** This zombie is almost completely dehydrated. When it walks it sounds like rustling leaves. It suffers +2 damage from fire.
- **Mindless:** This zombie's Smarts is d4(A) instead of d4. It cannot speak (not even to say "Brains!"). If there's anything between it and its meal, it requires a Smarts check to figure out anything as simple to do as turning a door knob, climbing a ladder, walking around an open manhole rather than into it, or even avoiding a blazing fire. Otherwise, it just stupidly shuffles forward, smashing at anything in its way.
- **Weakness (Need for Meat):** Most zombies need to eat a large amount of meat to sustain their unlife. Such a horror

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 it can no longer keep the body animated.



Elite Zombie: 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 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

Skills: Boating d6, Climbing d6, Fighting d8, Intimidation d8, Notice d6, Taunt d6, Throwing d8

Pace: 6; **Parry:** 7; **Toughness:** 10 (1)

Gear: Leather armor (+1), medium shield (+1 Parry), sword or battle axe (Str+d8), spear (Str+d6).

Special Abilities

- **Berserk:** Einherjar have the Berserk Edge.
- **Fearless:** Immune to Fear and Intimidation.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; immune to disease and poison; does not suffer wound penalties.



Zombie Lord

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 unlfe 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 with an inherent knowledge of their minions.

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

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. These wounds rot the skin and tissue around the affected area.

- **Fear:** Anyone seeing the creature must make a Fear test.
- **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. Whether he succeeds or fails, he is then immune to the stench for 24 hours.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; No additional damage from Called Shots; Immune to disease and poison.
- **Weakness (Head):** Shots to a zombie lord's head are +2 damage.



Game Mastering

Horror stories are as old as humanity. Most people fear something, and for our ancestors there was much to be afraid of. Check out any culture on Earth and you'll find stories of ghosts, wercreatures, vampires, and other horrors.

But times have changed, and horror has evolved to find a place among other genres. In the past we had ghost stories, but now we have stories of aliens that grow inside human hosts and spaceships that travel to alternate dimensions and come back with an evil presence aboard.

Horror games can be set anywhere from the days of cavemen, to the glory of Rome, into the modern era, and far beyond.

The first thing you need to decide is what type of horror game you're running. We don't mean the obvious choices, like fantasy or sci-fi, although we'll mention those as well, but the actual flavor of the game. Take a look below and you'll see what we mean.

Style of Horror

Horror isn't just about scaring people. That's important—otherwise it wouldn't be

horror—but there are several styles of horror, each with its own scare factor. First, decide which style fits the tone of your setting. By combining various elements, you can create a more customized feel to your world.

Action

Action horror combines the usual horror monsters and elements with fast paced action and two-fisted combat. It's cinematic horror where the monsters get their butts kicked more often than not.

Action horror doesn't have to be stuck in either the pulp or modern settings, as it often is on television or in the movies. A cowboy setting with gunslinging heroes can be action horror, as can a Roman game where the characters are legionnaires pitting steel against the horrors of the barbarian lands.

In an action game, monsters still have cool powers, but they aren't usually so tricky to kill. For instance, a "stock" vampire has to be staked through the heart, with a huge penalty to attack rolls. This suits certain styles of horror, but not this one.

Wouldn't your game run faster if vampires took hits as normal? The blow that actually kills the creature could be considered to have



Fantasy & Sci-Fi Horror

We've mentioned that horror can be combined with fantasy and sci-fi to make a cool setting, but we haven't given you much in the way of fantasy and sci-fi notes.

Well, there's good reason for that. You see, unlike horror, fantasy and sci-fi are much wider genres.

If we were to put in all the notes you'd need to create a complete fantasy or sci-fi horror game, including things like gear and bestiaries, this book would be really huge.

However, help is available. By combining the material from other setting and supplement books, such as the *Fantasy Companion* or *Slipstream*, with what we have given you here, you'll be able to create a fantastic setting, full of all the fantasy and sci-fi goodies players expect, but with a horror twist.

been a stake to the heart or decapitation without needing to worry about dice mechanics.

Action horror heroes aren't innocent victims waiting to be butchered by evil fiends, either. These guys are more akin to typical fantasy or pulp heroes and can hold their own in a fight against all but the toughest foes.

And there should be some tough foes. Sure, there are vampires and zombies that you can slap into submission, but there should also be powerful entities the group can't just walk up to and beat senseless.

An action game is likely to make use of "magic items," and characters are probably going to have access to them. Swords enchanted to slay vampires, occult books, cloaks of demonhide, and such like are tools rather than treasures.

Likewise, the heroes may have access to magic or miracles, depending on how far you want to take the action. Unlike some other types of horror, this magic doesn't corrupt the user or require messy sacrifice. This magic is *designed* for the good guys to wield in their war on evil.

Greater Evil

Mankind is pretty proud of his achievements since he climbed down from the trees. He's created cities, laws, religion, vehicles that allow him to travel across the world in hours, and has even made his first steps to the stars.

That's all well and good, but what if there is an evil in the universe against which all our technology is next to useless? What if mankind's destiny isn't to make some galactic empire, but to be subjected to the whims of powerful beings akin to gods?

In the greater evil style of horror, mankind is nothing, a race of mindless insects running around one small rock in an otherwise hostile universe. Aliens aren't little green men who come in peace to trade cultural and technological ideals. What lives beyond our world is too alien for humans to understand and knows nothing of mercy or compassion.

In this style of game, the heroes aren't usually heroes from the outset, they're normal people. They have jobs, they have families, they pay their bills, and they discover that unless they can stop it, some truly terrible fate awaits humanity.

While the heroes have knowledge of Things Man Should Not Know, the world at large is ignorant, and it's for their own good. The horrors that dwell in dark places aren't vampires and walking mummies. They are far older, far more powerful, and far more evil.

A greater horror game pits humans against these gods and their servants. Modern weapons do little to stop these nightmares, and Fear checks are made often, usually with huge penalties. Insanity or heart failure are just

as likely to kill a hero as some huge fanged beast from beyond mortal comprehension.

In fact, in a greater evil game, character survivability is not guaranteed. These are average Joes thrust into a fight against a foe they have little chance of destroying.

Magic and miracles should be extremely rare, and what powers can be invoked come at a price. Magic in this world isn't a toy, but a powerful force that few humans have ever mastered (at least while retaining their sanity).

Likewise, magic items should be extremely rare and seldom possessed of any world shattering power. A blade that allows you to inflict damage on a creature modern guns can't hurt becomes very useful, if somewhat limited in its application.

The three "Fs" for a greater evil game—by far the darkest style—are Fear! Futility! Flee!

Dark

Dark horror falls somewhere between action and greater evil, and has several shades. While the characters can beat up zombies with some ease, more powerful fiends, such as vampires, are still far tougher than the average mortal. They're not indestructible, but they take some killing.

A modern era game where vampires are real and the characters are average Joes would fall under dark heading, as would a standard zombie apocalypse game. The characters don't have access to any crazy gear, but neither are the monsters walking gods.

Fear in dark horror games is also more common, though not as terrifying as in a greater evil game. Characters may spend a great deal of time running away in terror while screaming, "It's alive!" at the top of their lungs, but they're less likely to die of heart failure or end up drooling for the rest of their lives.

Setting

Now you've thought about the style of horror, you need to think about the setting. Are you going to run a fantasy game? Sci-fi? Pulp

noir? You might also go for a historical or modern setting.

Fantasy

The vast majority of fantasy games and settings already contain horror elements. What world hasn't got skeletons, zombies, or demons? Tolkien used wights, wraiths, and ghosts in *The Lord of the Rings* to great effect.

Fantasy games make excellent horror settings because of the wealth of material already associated with the genre. Dusty tombs lost for millennia, evil gods, foul cults, and demonic realms are all part and parcel of fantasy.

All you need to do is to decide how much horror you want and how it affects the setting. In an action horror game, for instance, you might stick to zombies, skeletons, mummies, and vampires, the main staples of the genre. The characters are hardy heroes who defeat such foes with regularity and are armed with a variety of magic items and spells.

Then again, you could also have a near-unstoppable army of darkness swarming across the land. The main antagonist might be a powerful liche, a demon lord, or even a dark god returned to the mortal realm. The characters are drawn into a titanic battle to save their world from becoming a huge necropolis.

Sci-Fi

Horror in a sci-fi game is less common than in a fantasy setting, but it still has a place. What you need to be careful of is turning your sci-fi game into a sci-fantasy game.

Rather than supernatural foes, think about using aliens to generate the horror. A zombie in a futuristic setting is scary, but an alien that hunts humans to use as living incubators or a rogue artificial intelligence in charge of a space station on which the characters are trapped are just as frightening. Horror isn't about game mechanics or monsters—it's about tone. Searching for a serial killer on a derelict spaceship or in the mines of an asteroid can be terrifying if you set the right mood.



You also need to decide what type of sci-fi setting you're aiming for. Is your setting cyberpunk, space opera, hard sci-fi, or a B-movie? This will alter the way you incorporate horror into your game. For instance, zombies in your cyberpunk game may actually be techno-zombies, corpses brought to life by nanites.

Modern

Not a lot needs to be said about a modern setting. You live in a modern world, you know the cultures, technology, and many of the myths. All you need to do is decide how the horror aspect fits into this world. Are the characters federal agents charged with investigating so-called supernatural occurrences, or are they part of a secret Vatican hit squad who have been holding back the tide of demons for centuries? Does anyone believe? Does anyone want to?

Historical

Historical settings can range from the earliest days of civilization (even earlier if you prefer) to the jungles of Vietnam (or later if you can find a good hook).

There's no fixed way of creating a historical setting, but be sure to use material from the time.

Look at ancient Greece as an example. The Greeks had legends about centaurs, minotaurs, harpies, and all manner of beasts we consider mythical. If you set your game back in the glory days of the Greek city states, these creatures can quickly become the source of your horror. Maybe the myths we know were written because brave heroes talked about the creatures they encountered. Perhaps they were written as a warning to later generations that evil exists.

Remember, horror doesn't have to have zombies, ghosts, and vampires. That's a modern perspective on the genre. A Colonial American during the Salem witch hunts will be more afraid of devils and witches than he

Bennies & Horror

Bennies are a way of rewarding players for heroic actions, witty dialogue, and whatever else the Game Master deems adds to the roleplaying experience.

In an action game, bennies should probably still apply. After all, it's about heroes kicking butt, so back-flipping over a vampire, staking him, and delivering a quip deserves a reward.

However, in a grittier game, you may want to change these rules. Consider rewarding heroes for solving clues or defeating monsters without resorting to violence—after all, no gun is going to truly kill Todoto! Bennies are also more important for Soaking wounds and rerolls in these settings.

Whatever you chose to do, just make sure everyone is aware of the changes before the game begins.

would be of a vampire, talk of which he'd likely treat with skepticism.

If you take the historical route, remember that time is your friend. Use historical events and work them into your game. Say you're running a Roman horror game. Everyone knows that Nero burnt Rome during one of his funny turns, but what if the burning was actually caused to create a huge number of sacrifices, or maybe it started when a band of heroes stormed through the temple of a demonic cult, scattering braziers as they went.

Don't worry if the characters somehow alter history. In the game, it isn't history, it's the present, and everything beyond the setting is irrelevant. If the characters fail to stop the revolt of Bouddica and her army of zombie Celts, you get to re-invade Britain! Look at these things as opportunities, not problems.

As the Game Master, you'll need to decide whether or not your historical horror setting

is going to be pure historical or tinted with fantastical elements.

Do priests and mages cast spells, or are they merely devoted men of faith and tricksters?

The same goes for magic items. A little fantasy can work wonders, especially if you remain true to the source material. If you go too far, you'll end up playing a fantasy game without elves and dwarves under a thin veneer of historical backdrop. Of course, this depends on your setting. A Viking horror game would likely involve elves and dwarves, since the Vikings believed in them, but these wouldn't be your typical fantasy types. To the Vikings, elves and dwarves were mysterious otherworldly folk whose motives are unfathomable by humans.

Open or Secret Knowledge

Think about the general populace in your game world. Not the heroes, but the regular Joes and Janes. Do these people know the supernatural exists? It's an obvious question, but it's one you must answer. Decide whether the horror elements in your game are open knowledge or kept secret from the masses.

Open

In an open game, the supernatural makes the news. It may be sensationalized, reported accurately, or maybe the darker facts are kept hidden while allowing some public knowledge to leak out.

Let's take the example of a world in which the dead are returning as brain eating zombies. It may be a cliché, but it's an easy one to use.

Sensationalized news has up to the minute media coverage of zombies rising from the grave, those who have fought zombies become media stars overnight, and every man and his dog has a theory about why the zombies are here. Worse yet, the networks put these people on air to discuss their theories. Accurate reporting is likely to lead to mass panic.

Concealing the true facts gives you a perfect blend of openness and secrecy, with several layers of truth to be uncovered. So the people know that zombies exist, but they're told the situation is well in hand and there's no need to panic. Guess what? The public buys the story. The heroes learn that the situation is actually much worse. Zombies are spreading rapidly, every country in the world is affected, law and order is breaking down in smaller towns and cities, and—the deepest secret of all—the zombie-virus is man-made.

Closed

A closed setting is one in which information is either a closely guarded secret or simply not believed.

In the case of the former, the characters may be behind the conspiracy of silence trying to keep knowledge of the supernatural from reaching the general populace, or they might be involved in uncovering the dark secrets that haunt our world.

With the latter, the knowledge is out there, but people refuse to take it seriously. Our modern viewpoint suggests our ancestors didn't necessarily believe in dragons or trolls, despite the myths surrounding these creatures. But what if, without newspapers and TV, these stories were the only way of spreading the word of the dark monsters lurking in the woods.

Imagine in our world of steel and neon if a news story reported a spate of vampires. Would you really believe the culprits were supernatural entities, or would you blame misguided Goths, Satanic cultists, heavy metal freaks, lunatics, or just a false media report? A few newspapers might follow it up, but not mainstream media outlets.

Humans are also remarkably resilient. A host of zombies could invade New York and the general populace would happily put it down to hallucinations, riots, bizarre pranks, or even a government conspiracy, but most won't look for the truth.

If the characters uncover the existence of dark gods, where do they go with the news? Who'd believe them other than cranks and the-end-is-near types?

Location

Every horror setting needs a location. The obvious choice for a horror game is Earth. Not only are the majority of horror stories written and set on Earth, you also don't need to do any work to create the world.

A horror fantasy or sci-fi game usually needs a different stage. For fantasy, there are two obvious choices. You can take an existing world (perhaps from literature or a game setting) and throw in some horror, or you can build your own world from scratch, shaping it from the beginning as a horror realm.

If you want sci-fi horror, decide whether mankind has only explored our solar system, colonized other worlds close to Earth, or if the entire universe is his plaything. One key horror element is isolation, and long duration space travel can be a great way to create it. A four-year mission without support isn't so bad, but it's terrifying when something starts killing the crew.

Hook

Your setting needs a cool hook to make it attractive to your players. A hook differs from a story, which is the campaign itself, but one can lead to the other.

A modern horror game where the characters are trying to stop a secret cabal from releasing a demon lord is a storyline. Telling the players they are part of a secret Vatican group dedicated to overthrowing evil and keeping it quiet is a hook.

The hook presents you with a series of questions you need to answer—how does the group work, what equipment do they get, what magic resources are at their disposal, and such like.

Hooks don't have to be tied into the story. The Vatican hit squad setting is a hook in itself but doesn't limit you to a particular plot line.

Plot Point

Plot Points are the *Savage Worlds* way of scripting a campaign. They have a beginning, a middle, and an end. They turn the actual facts about the setting into the backdrop for an epic story.

Of course, you don't need a Plot Point. Most older settings were open ended, allowing the players to do what they wanted, when they wanted. Having a Plot Point doesn't make the campaign linear nor does it railroad players, but it can make your life very easy.

Rather than creating a tangled web of interconnected hooks designed to keep the heroes on track as they travel the world looking for fame and glory, the Plot Point allows you to nudge them along and yet still give them room to roam.

Let's take our Vatican example. The characters investigate and stop a Satanic cult in the first adventure. There they learn about some big astronomical event taking place soon. It's all very woolly and vague, but they know something is going on. Then nothing important to the plot happens for a few weeks. They get to stake some vampires and stuff, but they can basically do whatever they want. Then you drop in an adventure about an astronomer disappearing shortly after making an announcement that he was calling a press conference. How are the two tied together? Well, that's up to the players to find out.

Remember, at this stage all you need is a basic idea—expanding the idea into a background story comes next. You should also remember that completing a Plot Point doesn't mean the game is over. Completing one may lead to another.

Maybe the characters stop the demon lord from being released, only to discover that a cardinal was behind the plot. Does the cardinal

have other allies in the Church? How far does the corruption go? Cue the next Plot Point.

Here's a few basic ideas to get you started.

Plot Point Ideas

- The dead are rising from their graves and begin taking over the world. This could be caused by a meteor carrying spores, a secret government project gone wrong, a mutated disease, miswired nanites, or just good old-fashioned necromancy on a global scale.
- A demon lord has been trapped for centuries, and an evil cult is trying to release him.
- Vampires are working on a way to blot out the sun. This could range from a powerful magic item (fantasy) to a series of orbital umbrellas (sci-fi).
- Important people are being replaced with doppelgangers. These could be aliens, clones, or even vampiric thralls. This plays on the horror classic of paranoia.
- The ancient gods of Egypt have awoken, and they begin animating mummified servants to rebuild the glory of ancient Egypt, with a distinctly necromantic twist. This could work with any ancient culture, but Egypt is the most popular.
- A powerful relic which has kept evil at bay for millennia is failing. As the energy weakens, more and more horrors are released into the world.
- The evil has always been there, hidden in myths and legends, but now they have formed a coalition, and seek to conquer the world.
- The characters are slayers, born to combat evil whether they want to or not. You might also go for the one slayer and lots of helpers approach as well.
- The ancient gods worshipped by humans were in fact extremely powerful aliens or extra-dimensional beings. These gods crave nothing but sacrifices and the spreading of madness and are still worshipped today.

- The characters are actually vampires, mummies, werewolves, ghosts, or other monster caught up in a war between various factions.
- The characters are all Frankenstein monsters (but better looking), but don't realize it until later in the campaign. Who made them? For what purpose?
- The characters are all soldiers, whether Roman legionaries, American G.I.'s, or futuristic space troops, fighting in a war in which supernatural creatures are involved in some way.
- Lucifer wants to make his peace with God and he's chosen the characters as his agents. Of course, his fellow devils aren't so keen on surrendering.
- The war between Heaven and Hell has spilled onto Earth. Regardless of their religious beliefs, the characters are drawn into the conflict and are expected to pick a side.

Background

Now it's time to turn the idea into a background story—the reason why the Plot Point exists in the first place.

The background story is the first part of your campaign map. Not in the physical sense of a map of the world, but as in a map of the story arc, the overall goal of the characters.

The background fills in the *who*, *why*, and *how* of the story. You don't need to know all the details at once, but you should have a good feel for how things got to their present state. How much detail you want at this stage is up to you, but the more you know, the easier it is to work through other parts of this book.

Be sure to give your players all the pertinent information their characters would know, whether as an introduction or a handout for easy reference.

If the Vatican had a hit squad trained to wipe out supernatural evil, they'd have some idea of their history and their mandate. It

may not be important to the game, but flavor text helps players get into character (and, of course, that flavor text may be seeded with adventure ideas).

If the modern world is overrun by zombies, give a timeline as to what happened before the apocalypse and what sorts of zombies have been reported. You could add some flavor by typing it up as a series of news reports or newspaper clippings.

Feel free to add some historical flavor or foreshadow events to come as well. Maybe the Vatican background mentions how the order of slayers was founded after a group of warrior monks fighting in the Crusades stopped a demon. Guess what—the same horned beast is coming back!

What the player's background shouldn't do is give away any of the back story or secrets. Where did the zombies come from? What is their goal? Is there a leadership? How can they be defeated? All these questions should be known by the Game Master, and discovered slowly by the players as the campaign unravels.

Forward Planning

Now you need to start building your world, fleshing out everything relevant. This doesn't just relate to the history or major players, but also to what rules you want to include, what types of magic exist, whether magic items exist, and the types of monsters the characters will encounter.

If zombies are running rampant, think about where the problem started, what types of zombies exist, whether they can mutate into new breeds, and so on. The more work you do before you start putting pen to paper, the better the final result will be.

If your horror game involves evil beings from alternate dimensions, think about how they can be summoned. In a sci-fi game, you'll need to think about the types of weaponry

available. Will there be laser guns, conventional ballistic weapons, or plasma weapons capable of frying small cities? The more powerful the weaponry, the greater chance the characters will simply try to vaporize any horrors you confront them with.



Creating Atmosphere

Regardless of how cool your setting is, you can't expect to create atmosphere at the game table by using game mechanics. Using Fear might scare the characters, but your players might be sharing a joke at the same time your ultimate evil turns up. What was meant to have the players checking the shadows as they walk home after the game instead becomes part of the joke, and all the impact is lost.

This section takes a look at ways to keep the atmosphere of your game at the right level without a single game mechanic or die roll.

Set the Initial Mood

Gamers are people. They have jobs, families, and other hobbies. When they meet to game, it's only natural they want to spend some time catching up with current events. This is especially true if they only meet up occasionally.

Ideally, you should ask (don't tell, as that can set up unwanted antagonism in the game) the players to do their catching up during the preparation period. If it's the first session of your new campaign, fill them in on the general tone of the campaign. Most gamers are at the table to have fun, and that usually means they'll go with the flow once the dice start rolling.

Horror has its own set of "rules," and one of these is light. A scary movie is better watched with the lights off, for instance. Of course, we don't recommend you play in the dark wearing nightvision goggles (though that might be cool), but you should adjust the lighting accordingly.

However, make sure the players can see their character sheets and dice. There's nothing worse than building up to a tense moment, only for a player to ask for the lights to be turned up because he can't see his skill list. Make sure everyone is happy with the lighting level before you begin.

Dim the lights, draw the curtains (especially true if you're playing a horror game during the day), and maybe light a few candles to help create flickering shadows. (Make sure candles are not near anything flammable.) It'll all help, but it won't remove the crunch of snacks, the rattle of dice, in-game jokes, and the occasional out-of-game chatter.

How can you remove these elements? Well, you can't. Gamers are people, remember? It's all part of the gaming experience and you just have to learn to ignore it or work around it. Ideally, put candy in a bowl to stop bags from rustling and make sure players have all their dice and minis to hand before the game begins.

Imagine two of your players start talking about the big football game. Suddenly the real world has infringed on the gaming world. Any atmosphere you had has disappeared. How do you recover?

Whatever you do, don't try to break up the chatter with a rod of iron. Ordering your players (and friends) to shut up and game will likely damage the atmosphere beyond repair for the rest of the session.

Instead, add an element to the game that draws them back. Start talking in a whisper, dim the lights even lower, make tapping sounds as if some unseen lurker is knocking at the door of the cabin they're hiding in, or howl like a wolf.

Alternately, just stop the game for a rest break and let the conversation die a natural death. When everyone is ready, start again.

Trappings & Tools

There are plenty of other tools you can use to set the mood besides lighting.

A sound track, either of horror sound effects or suitable music, can do wonders to aid your game, so long as technology doesn't hamper the flow of the game. Pausing to find the right music track or having an unearthly howl erupt from the speakers when you wanted a knocking at the door will break the atmosphere. Music should be kept low, barely audible if possible,



to keep your players from humming along or shouting to make themselves heard over the din.

Props are also handy, whether used in or out of game. If the characters discover a magic book, hand them an old leather bound journal with a glyph you've drawn and taped on the front. If they find a statue of some dark god, hand them a suitable ornament. Many ceramic shops, not to mention stores catering to Goths and heavy metal fans, carry such objects at reasonable prices. Artwork, whether from books or the Internet, can greatly enhance a game—there's plenty of weird monster artwork out there for free for personal use.

Drinks and drinking vessels can also be handy. If the characters are invited to a mysterious castle by a man introducing himself only as "the Count," hand them glasses filled with tomato juice when he serves drinks. If you have fancy goblets (again, check out Goth stores), use these to help create the mood.

These are all minor things compared to the adventure, but if it helps get the players into the right frame of mind, then go for it.

Out of game, you can have a few ornaments placed on the gaming table. An ashtray made to look like a skull or evil font can be handy to store snacks, as well as looking cool. It's eye candy in more ways than one.

If you get hold of one, place an animal skull on the table. We don't recommend you start making your own collection from neighborhood pets, but they're not impossible to find, especially if you live in the country. They look creepy and they make great candle holders as well.

Simple things like using a black cloth on the table can also add to the flavor of the game, as well as muffling dice rolls.

Ask the players to switch off their mobile phones unless they're expecting an urgent call. It's okay if a player's wife is expecting their first baby any minute, but not if his buddy wants to

call to arrange Friday's poker game. Ask him to do that either before or after the game.

Show, Don't Tell

The game has begun and the players are into the mood. Everything is going well, until the characters enter a graveyard and you tell them, "You see a zombie shuffling toward you." There goes the atmosphere.

Horror relies on atmosphere and a sense of the unknown. By breaking the latter, you've destroyed the former. This where the "Show, Don't Tell" part comes in.

Which of these is cooler for a horror game? "You see a zombie shuffling toward you," or, "A figure emerges from the mist, its arms outstretched, clawing at the air in front of it as it moves closer in shuffling steps. Its flesh hangs in tatters from its bones, and the smell of the grave assaults your nostrils."

The former gives the players the bare facts in a rather clinical, perfunctory way. They also know exactly what they're facing and, having read the rules, they immediately start making Called Shots to the head.

The latter description gives the players exactly the same information, but rather than being told it's a zombie, they're shown a zombie. The creature has all the hallmarks of the walking dead, but they're revealed based on what the characters can see, smell, and hear, rather than what they actually know.

Of course, while the heroes may still go for head shots, the figure could also be a wight or some homebrew grave monster (neither of which have that Weakness in the brainpan).

Isolation

Isolation is a powerful tool in your armory of atmosphere. While the obvious thought is



to separate the characters from one another, forcing them to face the darkness alone, consider group isolation as well.

Put the group in a foreign country where they don't speak the language. Now they have only themselves to rely on. When some vile beast starts chasing them through unfamiliar streets, they have no one to turn to for help.

Characters can also be socially isolated. A group of characters of low social rank might be attacked by a werewolf in a fog shrouded street, but the middle class inhabitants think it is just the local thugs mugging some helpless beggars and refuse to get involved.

In both cases, the party is surrounded by fellow humans, but they're also completely cut off from help.

One standard method of isolation is to have a tomb door close behind them. Only when the evil is defeated can the door be opened. The weather is another common tool for isolation. Exploring an old house is fine when you know you can flee, but it becomes scarier when the sudden blizzard closes all the roads or a storm takes out the only bridge into town.

The Sense of the Unknown

The sense of the unknown is your friend, so use it. Never reveal facts unless you absolutely have to.

Imagine the group is exploring an old house. In one of the rooms they see a long curtain gently moving. One of the characters asks, "Can we see what's behind it?" Rather than just saying, "No," add another layer to your answer with, "Would you like to pull it aside?" Now the player begins to wonder whether he should pull it aside or not. Maybe there's something nasty lurking there.

When a player says he'll open the door encrusted with mysterious slime, ask him which hand is character is using. It's not important to the game, but the player won't know that.

If you're describing a room or situation, focus on the unknown, rather than the known. Bring their attention to the cupboard with its door slightly ajar, the deep shadows of the forest, and the thick mist swirling through the graveyard at night. Let them create their own fears based on what they think may exist.

Subtlety vs. Gore

Lastly, good horror uses implications of violence rather than visual violence. If the characters hear a scream from an alley, let them find blood splatters and drag marks rather than a corpse torn limb from limb.

Show them a clawed body, and they have information about the assailant. It becomes a creature of flesh and blood, not a creature of nightmares. By having them find only the blood, they have no idea who the victim was, or what sort of wounds he suffered. Let their ignorance breed fear.

Even a simple chase through a town or haunted house investigation can take on a new level of fear with the right atmosphere.

Monsters

Finally, let's talk about the stars of our dramas and how you can make them as terrifying as possible.

Appearance

What makes most monsters scary is their appearance. Before you start listing Traits and Special Abilities, think about what it looks like.

A zombie could be described simply as "a walking corpse." It sums up everything the players need to know to form their own image of the thing, but it's not very frightening. Compare that to "a shambling corpse, its flesh rotting away, revealing the bones beneath. Worms and beetles crawl about it, dining on the decay. A mournful groan escapes the soulless body as it staggers ever closer."

Fear

Whether a monster has a Fear Special Ability depends on your setting. If the characters are everyday people who suddenly become exposed to the supernatural—which *doesn't exist*—then nearly 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 the **Jaded** section in *Savage Worlds*. If a monster is going to become a regular foe, then give it a Fear rating the first few times it appears, then drop it.

Use Fear sparingly. Creating a spooky atmosphere is much better than letting the dice do the work for you. Look at creating atmosphere on page 136.



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.

Using the Bestiary

There are over a hundred monsters detailed in this book, and hundreds more in various *Savage Worlds* settings. Customizing them to your setting and the adventure you have in mind is the secret to making them great.

For example, the *demon worm* listed in this book doesn't imply a lot of use. It's intended as a generic (but nasty!) big monster for the forces of Hell.

So how might you use this in a modern horror campaign? Just having the thing spawn in the middle of New York City wouldn't be very exciting—that'd be a wargame rather than a horror tale.

Think about *where* the creature might at its most scary. How about the sewers of New York City? It could fit easily, and gross, slimy creatures and servants fit well there. Thinking about it a little, you might decide a cult is attempting to summon the thing into the sewers. To do so, they're kidnapping and sacrificing unfortunates from homeless shelters. The party gets clued in somehow and begins tracking them down. The trail eventually leads to the sewers where they encounter swarms of leaches, the cultists, and if they're too slow—the demon worm itself!

Villains

A true villain isn't the lowly cultist trying to drag the characters away to be sacrificed. Sometimes it's the mysterious hooded "master" leading the ceremony, or perhaps the huge demon he's just summoned.

Villains may be incidental characters in an adventure or lie at the heart of your plot, 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 than creating a monster—come up with an idea and assign suitable traits, Hindrances, Edges, and Special Abilities.

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. Just give him everything you think he needs to fulfill his role in the adventure. You don't even have to meet Edge requirements if you don't want to. *Savage Worlds* is about telling cool stories, not worrying about adhering to rules.

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.

Encounter Difficulties

Encounters should be created to reflect the natural state of the threat or monster. That means your group had best be warned that encounters *aren't* always fair. An army of undead won't be defeated just because the player characters are "heroes." They'll need to think, investigate, create a plan, and then carry it out. They might have to use a ritual, or find some legendary device. But they shouldn't be able to just wade in guns blazing and emerge victorious—that's fantasy or pulp, not horror.

Conversely, if the heroes recruit an army of companions, it doesn't make sense that every cabal of evil cultists suddenly grows exponentially to match them. But just as in real life, the minions must be fed, and are likely to have a few spies or traitors among them as well.

All that said, the Game Master 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 team loses a few of their own along the way. That's what makes things truly scary.

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