

HUNTER THE VIGIL SECOND EDITION

Kickstarter Manuscript Preview

Monsters Around The World

Chapter Five: Monsters Around the World offers a taste of the strange and unusual monsters hunters may come across during the hunt. Sample monsters are presented according to the type of terrain from which they originate along with notes for how these creatures may be modified. Additionally, monster-creation rules, ephemeral-entity rules, and Dread Powers are found in this chapter.



Chapter Five: Monsters Around the World

“Villains used to always die in the end. Even the monsters. Frankenstein — Dracula, you’d kill them with a stake. Now, the nightmare guy comes back.”

— Benicio del Toro, American Actor

Since the dawn of time, monsters have always preyed on the innocent and naïve. Their existence is so terrifying most people can’t accept the truth: Their nightmares could be real, and the darkness teems with life. Human fears manifest when personal anxieties and phobias take the form of crawling spiders crawl and mysterious humanoid shapes linger in the shadows. To help them cope, victims share urban legends about bizarre animal attacks and spirits of vengeance to warn people away. To know fear is to be human. To understand what shape those fears take, however, is to be a *hunter*.

In **Hunter: The Vigil Second Edition**, the definition of monster can range from a giant alligator slithering through the sewers in New York City to a shape-shifting soucouyant from Trinidad. Monsters fall into several different classifications including cryptids, spirits, humanoids, elementals, bloodsuckers, were-creatures, fae-touched, and more, and they exist all around the globe. Some monsters are fiercely intelligent while others act on pure instinct — which forces hunters to ask questions they may not want to answer.

Some hunters like to keep it simple: Monsters are supernatural creatures that attack and harm victims. Those who don’t wrestle with their conscience. Should a cell feel sorry for a werewolf who’s desperate to find a cure for their condition? Is it right to exorcise a ghost simply because they’re a nuisance? Or kill a cursed shapeshifter who helped the cell track a dangerous warlock? When the hunt is easy and the monster is no longer a problem, hunters feel like heroes. When it’s not, however, they’re forced to examine their thoughts and feelings before making a move. Either way, it’s up to the hunters to figure out how to deal with the strange and unusual, because if they don’t act, the monster will.

Footprints and Sightings

The core of a **Hunter** chronicle is the hunt. Sometimes, to track down a monster a hunter needs more information than witnesses or evidence can provide. Experienced hunters know all too well how cloudy a victim’s memory can be and must learn how to distinguish coyote from werewolf. To help point a cell in the right direction, leverage the strengths of your chronicle’s tier. Tier-one chronicles could benefit from a legendary hunter’s journal filled with clues, tier-two chronicles might leverage what information compacts such as Network Zero have gathered, and conspiracies in tier-three chronicles could tap into their considerable resources to provide internal memos and reports.

The second way hunters can find information is by introducing knowledgeable Storyteller characters. Hint that tier-one hunters are not alone and lend the cell a hand with a grizzled veteran when the situation calls for it. Introduce a tier-two compact to which the player characters don’t belong and round out their expertise with like-minded or competitive hunters. Show how other members of a tier-three conspiracy have their own goals that coincide and oppose a cell’s.

By offering two different ways to find information, hunters will have plenty of opportunities to expand their knowledgebase during a hunt and delve deeper into hunter lore and relationships.

This chapter first explains the nuts and bolts of building your own monsters for this chronicle, including rules for ghosts and spirits. Storytellers are encouraged to create their own monsters or customize existing creatures presented in this chapter. Storytellers looking to drop a slasher into their chronicle may reference slasher-creation rules found on p. XX.

Then, this chapter provides a sampling of monsters found in different parts of the world rooted in modern myths and urban legends. Some monsters are portents to warn players they're about to face a bigger, nastier threat while others are more straightforward to hunt. These creatures comprise, by no means, an exhaustive list of threats hunters might face, because sometimes the "monsters" are human. A broad range of examples have been included to give Storytellers more tools to add plot twists and reduce "monster-of-the-week" hunts that may feel too repetitive over the course of a chronicle.

Building a Monster

Hunter antagonists can range from a cult leader bent on protecting their master to an epidemic of parasitic plants, a rogue hunter cell, or a spirit forced to do its summoner's bidding. What makes a monster unique is its set of Dread Powers and its place in a hunter's world.

When building a monster, save the rules for last. Instead, figure out what place the antagonist has in a chronicle, and build its purpose and backstory first. Otherwise, one monster is indistinguishable from another — save for its Dread Powers. This method will help ensure Storytellers are better prepared to handle how hunters explore an antagonist's storytelling potential in their cell, compact, or conspiracy.

Step One: Concept and Motivation

What does it want? All monsters want or need something — even if they act on instinct. A spirit of vengeance's motivation may be clear, while a ghost's desperate attempts to contact a cell may not be. Frame the monster's motivation according to what role it has in your story. Then, think about what the hunters might assume the monster wants. The space between why a chupacabra is terrorizing Phoenix, Arizona and why the hunters think that creature is doing so creates tension and drama.

How does it achieve that? What sort of actions would a demon take? Does La Llorona convince people to help her find her children and, when they don't, share visions of her grief with them? Is the Bell Witch the source of nightmares? This is where you get an idea of the monster's place in the setting and how the hunters may first hear about them. Be sure to sketch out a few ideas to help you decide which Dread Powers are appropriate.

What are the physical details? What does your monster look like? Is it humanoid or more animalistic? What color are its eyes? What's the shape of its mouth? How old is the monster? Details allow Storytellers to embellish what a monster looks like through the eyes of a witness, police officer, or fellow hunter. Appearance is important to hunters, because sightings are often counted as evidence. When deciding your monster's appearance, think about how this affects its Dread Powers, too.

What is its history? Does the monster "belong" to the location in which it was sighted, or does it appear to be out of place? Where does it come from? How old is it? Flesh out the monster by

deciding what secrets it holds. Hunters may unlock these details over the course of a chronicle to track a monster down. Monsters with mysterious origins or dark pasts may be harder to track; the Storyteller should have answers so the hunters may uncover them. During this step, you may want to assign a Storyteller character who possesses one or more pieces of the puzzle.

Step Two: Potency

Potency measures a monster's raw supernatural power and is rated from 1 to 10 dots, with 1 being the weakest and 10 being the highest. This trait determines a suggested range of points you'll spend on Attributes, Skills, Merits, and Dread Powers.

All monsters have a minimum Potency of 1. Additionally, Storytellers should note how Potency confers the following effects:

Willpower Capacity: Monsters add their Potency to their Resolve + Composure to determine their Willpower.

Willpower Expenditure: A monster may spend 1 point of Willpower in a turn per dot of Potency. It may not, however, spend more than 1 Willpower on the same effect. A Potency 3 monster may not spend 3 Willpower points to give itself a +9 bonus on an action, for example, but it can spend those 3 Willpower points to bolster its action, increase its Defense, and activate a Dread Power in the same turn.

Supernatural Tolerance: Monsters are more resistant to the supernatural. Add the monster's Potency dots to any contested roll to resist a supernatural power. This power may originate from a variety of sources including an Endowment, Bygone, or Dread Powers used by other monsters.

INSERT TABLE

Potency	Trait Limits*	Attribute Dots	Skill Dots	Dread Power Ranks	Merit Dots
1	5 dots 15-18	10	3	3	
2	6 dots 19-22	15	5	5	
3	7 dots 23-26	20	7	7	
4	8 dots 27-30	25	9	9	
5	9 dots 31-34	30	11	11	
6	10 dots 35-38	35	15	13	
7	10 dots 39-42	40	19	15	
8	10 dots 43-46	45	23	17	
9	10 dots 47-50	50	27	19	
10	10 dots 51+	55	31	21	

* Maximums are permanent ratings, not Traits boosted by Dread Powers.

END TABLE

Step Three: Anchors and Aspirations

Monsters generally have Virtues and Vices (p. XX) like most characters. Monsters are not human, however, so what they might believe to be virtuous (Gluttony, for example) could be the

exact opposite to a hunter. Virtues and Vices are strongly recommended for recurring antagonists and human-seeming monsters: vampires, werewolves, ghosts, shapeshifters, warlocks, demons, etc. The more animalistic or elemental a monster is, the less a Virtue and Vice will matter in a chronicle.

Storytellers must choose a minimum of one Aspiration, up to three, per monster. These may build off the antagonist's motivation or spin the monster's purpose in a new direction. Aspirations connect the monster to the setting and give it something to do in the story.

When creating Aspirations, think about what the monster knows about hunters. Are they aware they're being tracked? Have they had run ins with it before? This detail adds a layer of intrigue and deepens a cell's reason to find out more about the monster.

Sample Aspirations are as follows:

- Locate a safe place to hibernate for the season.
- Enact vengeance on the people who tried to murder me.
- Find food to satiate my ravenous hunger.
- Make myself invaluable to a hunter cell, compact, or conspiracy.
- Erase evidence of my existence.

Step Four: Dread Powers

Choose a number of Dread Powers (p. XX) as determined by your monster's Potency. Some Dread Powers have multiple dots you can purchase; each dot typically counts as an additional Dread Power. The dot ratings are noted in each description when applicable.

During this stage, take note of which Dread Powers support your vision of the monster's appearance. Remember: hunters often use evidence to track down a monster; visual cues and witness testimonies are part of every **Hunter** investigation. As the Storyteller, use what hunters don't know to throw them a curveball. After all, more than one type of creature can have glowing red eyes or the ability to shapeshift into a slithering pile of snakes.

The Dread Powers you choose also help inform the decisions you make when allocating dots in Attributes, Skills, Skill Specialties, and Merits. If you do not wish to spend all of the Dread Power dots, you may allocate them to Merits.

Step Five: Attributes

Unlike characters, monsters do not prioritize Attribute categories (p. XX) for point allocation. They simply receive a lump sum of points that are spent according to the Storyteller's wishes.

Though you may want to build a monster by evenly distributing points, most antagonists function best when their strengths and weaknesses are clear. A monster with five dots in Intelligence and one in Strength is more compelling than one with three in each. Hunters can quickly form strategies to attack an intelligent monster who's not strong but won't know where to start if they're average at everything.

When assigning points, identify in which Attribute the monster is strongest and in which they're weakest. For example, if you decide the witch in the woods with a Potency of one is best at Presence but weakest at Dexterity, assign five dots to Presence and one or two to Dexterity.

Step Six: Skills

Now that you've assigned Attributes, it's time to figure out what Skills the monster has. You may assign points to Skills derived from the monster's Potency as you see fit, and do not have to prioritize categories.

Before assigning Skill points, cross out the Skills that don't make sense for the monster. Then, determine two Skills at which the monster is best and two in which it's weakest; max out its Skill points for the first two, and assign one dot for the second two. Following this, distribute Skills that make sense for the monster's abilities. Monsters don't really bother with Skill Specialties; just assign an additional dot.

In some cases, you may get stuck. A wendigo may not physically be able to pick up a gun, so that Skill isn't relevant to it. It can, however, use its claws to attack, so put dots in Brawl instead. After exhausting all options, if you can't select any more relevant Skills, you may move on to the next step. After monster creation, leftover points are discarded.

Step Seven: Merits

Assign Merits (pp. XX-XX) if applicable but be careful to balance them against any Dread Powers the monster might have. You may safely ignore innate Merits that modify the monster's traits. Size and Speed are calculated in the next step and feel free to give them a little more than they would have based on their Attributes.

When considering in which, if any, Merits to purchase dots, review Social Merits (p. XX). Humanoid monsters who can pass as everyday citizens may have Allies, Contacts, Retainers, and Staff. These Merits provide more hooks to draw players into the monster's orbit.

For physical, violent monsters, refer to the Dread Powers you've chosen. Additional Physical Merits may tip the scales in the monster's favor and force the hunters into a vicious, extended battle when confronted. This is not necessarily a bad thing, because hunters possess teamwork, Tactics, and other gifts like Endowments geared toward dealing with a wide array of threats. The key here is *balance*. If the hunters have an impressive set of physical skills, you might decide the monsters need to match their prowess so a fight is more satisfying.

Step Eight: Advantages

Finally, calculate the monster's Advantages. If any of the numbers derived here don't feel right, you are free to change them. The formulae for calculating Advantages are there to give you a ballpark range and are based on the values for an average person.

Willpower

A monster's Willpower equals its Resolve + Composure + Potency. A monster may spend a number of Willpower points to activate Dread Powers equal to its Potency each turn.

Integrity

Monsters with Dread Powers do not have Integrity. A human being who possesses an innate supernatural gift, however, is still mortal and has Integrity. Some monsters, like shapeshifters and warlocks, may seem human. Ultimately, it is up to the Storyteller if a monster has Integrity or not. Should you decide that Integrity is crucial to your antagonist, refer to p. XX and assign an appropriate rating.

Size

There is no restriction on a monster's size. It can be as big or as small as needed. A typical adult human's Size is 5. Remember that Size factors into a monster's Health as well.

INSERT TABLE

Size	Object
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1	Handheld Object or Tool, Rodent
2	Infant, Cat, Sword, Shotgun, Skateboard
3	Mid-size Dog, Child, Window, Two-handed Tool, Stool
4	Spear, Teenager, Chair
5	Adult, Door, Electric Scooter
6	Large Adult, Deer, Bicycle
7	Alligator, Bear, Coffin
8	Vault Door, Compact Car
10	Sports Car, Moose
12	Shark, Luxury Car
15	SUV, Elephant
20	Light Airplane, Yacht, Semi Truck
25	Dump Truck, Houseboat, Tour Bus, Semi with Trailer
30	Small House, Whale
40	Large House, Small Cemetery
50	Massive Airliner, Mansion
60	Small Apartment or Office Building
80	Large Apartment Building, Retail Store
100	Skyscraper, Shopping Mall, Stadium

END TABLE

Speed

A monster's Speed is equal to Strength + Dexterity. Some monsters may have a Speed of 0 if stationary. Some monsters have multiple Speeds that vary according to their shape or method of locomotion. If your monster can fly, swim, slither, burrow, etc., note those movement modes and Speeds here as well. For more overtly supernatural forms of movement, like turning into fog or stepping through mirrors, see Dread Powers.

Health

A monster's Health is its Size + Stamina.

Initiative Modifier

A monster's Initiative Modifier is equal to the monster's Dexterity + Composure.

Defense

Defense is equal to the lower of a monster's Wits or Dexterity, plus its Athletics Skill.

Weakness (Optional)

Not all monsters have an explicit weakness, but many do. If it seems appropriate, give your monster a Ban or a Bane, or both, as described on p. XX. Use the monster's Potency (halved and rounded up) as its Rank for determining the severity of the effect.

Finishing Touches

Do one last check to make sure your monster is doing what you need it to in the story. If you anticipate the monster confronting players head on, spot check its dice pools against the characters'. Check the cell's teamwork, Tactics, Endowments, Skills, and equipment to see what capabilities the hunters have.

If, at first glance, it looks like the monster will completely outclass the players, even the playing field by giving the players another way to survive the monster or by toning down the creature's rules. Conversely, if the players' dice pools outmatch the monster's, don't be afraid to beef up the monster's traits.

Dread Powers

Dread Powers are a streamlined way of handling the staggering variety of supernatural abilities possessed by targets of the Vigil. These rules do not make a distinction between different creature types — vampires, shapeshifters, witches, and stranger things all make use of the same Dread Power system. This allows the Storyteller to customize each creature's powers without worrying about whether a monster is "eligible" to own or use a specific ability. Dread Powers, when used, are also clues the hunters can use when researching, identifying, and encountering a specific monster.

Storytellers will note that while costs are provided in each Dread Power's entry, there isn't a suggested dice pool for use. This is because different creatures might activate the same power in different ways according to their nature and abilities. Storytellers are encouraged be creative when determining what dice to roll. Some Dread Powers do not require a dice roll, however, and only cost Willpower. For example, an occultist unleashing a Blast of unholy energy might use Intelligence + Occult – Stamina, representing how she uses her knowledge of the dark arts to cast a deadly spell. By contrast, a hellhound's howl might also be a Blast, but use Strength + Intimidate – Stamina to reflect the unearthly hound's physical power. Then, if successful, inflict an appropriate Condition to narratively reflect how the hunter responds to a show of force.

Likewise, the Storyteller should feel free to adjust a power's name and description to better suit the creature they're introducing in a chronicle. For example, the Fire Elemental power might be renamed to Heart of Darkness for a demonic warlock. Instead of being wreathed in flames, the warlock is described as a roiling nimbus of cold shadows. The game mechanics are the same, but the narrative effect is unique to the monster. This technique can also help Storytellers increase the more mysterious aspects of the hunt and avoid revealing a tell that gives the hunters a boring win.

As a general guideline, Dread Powers do not have range restrictions or suffer from other penalties by design. The monster you create is not natural, and their Dread Powers often defy logic; this is partly what makes them so terrifying — even for hunters. But also consider what your monster is and if a range is necessary, a demon might need to have a conversation to steal someone's soul, while a more esoteric monster may suck it straight from a person 10 yards away.

Most Dread Powers are recurring abilities a creature can use multiple times in the same session; the Willpower cost applies each time the power is used. A few Dread Powers may only be used once, like Last Gasp, and have been included to add variability and help Storytellers increase tension.

Agonize

Since I joined my cell I've been shot twice, bitten six times, and broken more bones than I can remember. Hell, we were even been struck by lightning after a warlock spit at me. Bad as those were, though, I don't ever want to feel what the headmaster did again. Not for an instant. My advice? If he's got you cornered, use that last bullet wisely.

The creature spends 1 Willpower and rolls to cause excruciating torment for a specific target who is incapable of saying more than a few pained sentences at a time. On a success, Agonize inflicts the Immobilized Tilt as the monster maintains eye contact with the victim or concentrates on the target in some other manner.

Animal Shift (•-•••)

I was visiting a friend in Japan, touring several historic sites, when we found ourselves in front of a waterfall. I stopped to admire its beauty, and heard a woman singing. I turned around, and saw a gorgeous lady draped in cobwebs. She reached out to me, but my friend stopped me cold. "Don't do that. Just run!" "Why?" I asked. "Look! She's a jorōgumo!" When I looked at the woman, I mean really saw her, I could tell she wasn't human. When she turned into a spider, we ran so fast and hard we never looked back.

Animal Shift allows the monster to change into the form of a specific animal by spending 2 Willpower. Shapeshifters can turn into ants, spiders, snakes, wolves, bears, seals, or any other animal the Storyteller deems appropriate. This effect lasts as long as the monster wills it; if the creature falls unconscious in their animal state, it may revert to its natural form after several hours.

This Dread Power may be purchased up to three times with each purchase granting an additional animal into which the monster can shift.

Special: Willpower does not need to be spent when reverting to the creature's natural form. It only needs to be spent when activating the power.

Black Gate

Got a text that the tooth fairy was spotted all over town. Sounded strange. The tooth fairy? Gotta be a hoax, right? Managed to correlate a series of thefts with the tooth fairy's appearance. The perp had a fondness for ivory, of course. Anyway, we figured it'd hit the local museum eventually, so we hacked into security and watched for signs of movement outside in the van. We didn't have to wait long. Of course, the tooth fairy wasn't a fairy at all — it was a shriveled thing that ate old bones. We decided to rush it, but never had the chance. Damn thing opened a portal right next to a mummy, stepped into it, and vanished.

The monster has infernal knowledge allowing it to instantaneously travel. The method for creating a Black Gate may be a ritual sacrifice, spell, or some other mechanism chosen at purchase. The monster can travel a distance based on its Potency at 20 yards per dot for a maximum of 200 yards. This allows the creature to enter locked rooms, vaults, and other secure locations.

To open the porthole, the creature spends 3 Willpower and takes an appropriate extended action. When a Black Gate is created, it opens a direct route from a fixed point in the physical plane to another of the creature's choosing for minutes equal to the monster's Potency. When the time expires, the doorway slams shut. The monster may step back and forth through the Black Gate as much as it likes during that time. The portal can only be used by the monster who opened it and any victims it drags through.

Blackout

We thought we were well prepared to take on the mothman. We heard every witness' testimony, read every article, even did a little surveillance of our own. We had all the right tools to capture it: stun guns, tranquilizers. Hell's bells, we even had an electric net. So what went wrong? We managed to draw the creature into a trap we set up in a storage unit, but before we got inside? The damn thing sucked the shadows into its body, spit 'em back out, then everything went dark. We didn't stand a chance.

When successful, the area is plunged into total darkness. The creature gains a +2 on subsequent rolls to reflect its ability to hunt, hide, or run better in the shadows. Blackout costs 2 Willpower.

Damnation

I can't explain it. I wish I could. It's like nothing else could satisfy me — not food, not sleep, not the hunt, nothing but...you know. Pick any sin, and that's what I did. Shoplifted. Armed robbery. Driving drunk. Even... Well, I don't want to think about that. I swear, I didn't mean to fall so hard so fast, but what could I do? Being wicked was my new normal, and anything else felt so wrong it hurt.

A monster with this Dread Power taps into a character's Vice and forces them to take quick action to fulfill their darkest desires. The roll is contested, and the character does not regain Willpower should they fall prey to this power.

Special: If Damnation is used during combat, it inflicts the Stunned Tilt. Following a success, the character then suffers -2 to any action that does not indulge their Vice.

Discorporate

"Don't let a single rat get away!" Seanan yelled, stamping furiously on the squeaking, biting rats that poured out of the shapeshifter's discarded dress. Becca stomped on a rat and nearly vomited at the sickening crack; there were so many. Too many. How could they possible kill them all? And if they didn't, how long until the shapeshifter returned to human form?

Discorporate is used when the monster wants to escape the scene. When the creature suffers damage, is cornered or captured, or wants to quickly escape notice, it discorporates. The monster's body dissolves into a huge swarm of vermin, carrion eaters, or similar small, repellent beasts, running in all directions. If even one tiny pest escapes, the creature's spirit survives, and it may return whole after a period of time (hour, day, week, etc.) passes.

Dread Attack (• or ••)

When we signed up for our first hunt, we were told to track a nest of bloodsuckers that had sharp teeth. I remember cracking a joke. “What?” I said, “You mean we’re hunting Dracula? Nice pearls that vamp had. They’d look good as a pendant.” Then I saw a picture of what we were hunting. Didn’t know its name, where it was from, how old it was. Didn’t care. All I could see were rows and rows of needle-thin teeth. “We gotta fight that thing?” I asked. “Do they sell body armor for your neck?”

The monster has an innate natural weapon it can use for attacks. Examples include fangs, claws, spiky spines, or a whip tail, which act as weapons. When this Dread Power is chosen, decide if the weapon has a damage rating of 2 lethal or inflicts a Condition or Tilt upon a hit. With the two-dot version, the attack does both. This Dread Power can be taken multiple times to represent different natural weapons.

Eye Spy

“It’s these creepy oil paintings,” Morgan explained. “I’m telling you, it’s something in the paintings. Every room in the damn place has at least one, and it seems to know what goes on in there no matter what. If we want to surprise it, we’re going to have to take those down quickly and quietly. Just trust me.

The creature falls into a trance to practice its preferred form of remote viewing. The creature has a specific form of remote viewing it can practice. It might be able to see through any surveillance camera attached to a network it is accessing, or view from the eyes of a raven it touched; perhaps it can pluck one of its eyes out and leave the bloodied organ behind to observe. Using this ability requires the expenditure of 1 Willpower per hour. The creature remains aware of its surroundings while surveilling.

Glitch (• to •••••)

We managed to follow the warlock into the middle of a grove of trees. There was an altar in the center, but no victim. I tried to warn my fellow hunters. “Hey!” I cried out. “Something’s wrong. Watch out for—”, but it was too late. The warlock managed to put Roberto in a headlock and dragged his unconscious body to the altar. Wasting no time, I grabbed my rifle and aimed at the warlock’s head. I...I don’t know what happened. I had that infernal warlock. I took my shot, but the bullet missed the summoner’s head and curved to hit Roberto in the leg, instead.

Glitch comes into play once per scene when the monster spends Willpower to add dice to a pool, or to bolster a resistance trait. After the roll, reroll a number of failed dice up to the monster’s Glitch dots. When spending to bolster a resistance trait, you may force the opponent to reroll successful dice equal to the monster’s Glitch dots.

This manifests as subtle shifts in expectation, or bouts of remarkable luck. Really, what’s occurring is that the fabric of reality shifts to suit the monster’s immediate needs. Sometimes insignificant objects appear or disappear from the environment in order to facilitate the monster’s desires.

Hex

We were visiting some friendly hunters in Brighton when they got a call from a biology student. Three-eyed toads, they said. A bad omen, they said. We’d never dealt with one, so we weren’t sure what to do. We joined our mates and dropped by the uni to investigate. By the time we got

there, the entire lab was covered in three-eyed frogs from floor to ceiling. “Looks like you’ve been hexed,” I said. Simple explanation, right? The problem was we didn’t know who did the hexing.

The monster causes its victim to suffer through magical means. On a success, the monster inflicts one of the following Tilts on their victim: Arm or Leg Wrack, Blinded, Drugged, or Winded. Hex costs 1 Willpower.

Home Turf (• to •••••)

I’ll never forget how it felt heading into Echo Hill Penitentiary that dreadful night. We were all there — Luke, Cameron, Jack, Sean, even the doc. We knew it was the warden’s territory, but we had to finish the job, because that’s what hunters do. If we’d known just how much scarier that damn ghost was on his own turf, though, we might have said our goodbyes first.

The creature has a lair that is well-protected. The location might be an abandoned warehouse, forgotten cemetery, condemned sanitarium, mystical grove, or a network of caves, subway tunnels, or sewers. While on its Home Turf, the creature adds a die, one per dot purchased, to its rolls to reflect its supernatural and natural defenses.

Special: Effects for Home Turf linger when the monster is not present. Characters who tread on a monster’s Home Turf suffer a penalty equal to its dots in this Dread Power to investigate it there.

Infernal

Lawrence told us that he was going to Hell one day. We didn’t know that he meant he was literally a spawn of Hell and intended to go there to kick his great-great-great-something or other’s ass. But when one of those infernal, fire-and-brimstone types came around fucking up the neighborhood, the thing just bowed down to Lawrence and called him “my liege” or some shit. Anyway, I’m glad Lawrence is on our side.

The monster is an infernal demon from hell. This Dread Power must be taken on any infernal demon. Infernal creatures are immune to the effects of fire and can spend 1 Willpower and make an appropriate roll to inflict the Inferno Environmental Tilt in an area.

Special: All demons have a true name. If anyone knows and uses that true name, they gain a +2 bonus to all rolls against the demon. The demon has an additional ban that it must come when it hears its name called, though it does not have to reveal itself.

Know Soul

That damn cult didn’t bother torturing me. I was waiting for that, for the razor blades and pliers and hooks to come out, but they never did. The cultists just brought a big bowl over, and I looked inside at a giant orb — a ruby-red eye — and that was it. The eye chittered to them and suddenly the cultists started reciting my whole life story. How the hell did it do that?

The creature peers into the depths of its victim’s soul. Spend a Willpower and make a contested roll. On success, it automatically learns the victim’s Virtue, Vice, Aspirations, and current Integrity. By spending an additional Willpower point, it learns the circumstances of the character’s most recent failed breaking point. Subsequent Willpower points reveal older breaking points. If the creature uses its knowledge against the victim, it earns an exceptional success on a roll of three successes or more.

Last Gasp

“Whatever you do,” Connor said, staring at each member of our cell. “We take our final shot, we drop that asshole to the ground, and we run like hell. You all remember what happened to Sam and Desi? Don’t you dare hesitate. We kill this thing, we’re not safe yet. And we are not putting another hunter in the ground. Not today. Don’t ask me why. Just do it.”

After a creature dies, its corpse explodes into hot fiery lava, acidic slime, shards of ice, or some other deadly substance. Treat the Dread Power as a weapon with a rating of 3 lethal damage, and no trace of the monster’s body remains. This Dread Power may create an appropriate Environmental Tilt instead of causing direct damage.

Special: One-time use. After Last Gasp is activated, the monster is no more.

Madness and Terror

I used to walk my dog in the park. I used to go grocery shopping, run to the post office, drop by my neighbors, go about my day. I used to have a life. Now? I know what’s out there. What’s lurking everywhere in broad daylight. Yellow, yellow, all of them yellow, whispering, shrieking, begging me to unwrap their blood-stained bandages fluttering in the wind like autumn leaves. I used to go outside, you know? But not anymore. Not while it’s so yellow.

The monster destabilizes a target’s mind. By expending 1 Willpower and making a roll of an appropriate dice pool contested by the victim’s Composure, the monster may inflict the Guilty, Shaken, or Spooked Condition for the duration of one scene. For 3 Willpower it may instead inflict the Broken, Fugue, or Madness Condition for a scene.

Maze

Took us a while, but we figured out who was attacking all those athletes: a skinwalker who wore a soccer mom’s face. We had no idea where a skinwalker might sleep, but we figured it probably moved into the victim’s house — and we were right. Damn thing settled into that three-bedroom house on the corner of Pine Street, and nobody suspected anything was wrong. So, we snuck in through the back door but didn’t see anything. After we wandered inside, we were led right back out again. There was no basement, no attic, not even a second floor. How did we get lost?!

The creature can turn a physical structure into an impossible maze. By spending 3 Willpower and touching the building, this Dread Power contorts the space into a tangled mess of doors, corridors, stairwells, and rooms. This effect is not permanent, however, and lasts for the duration of one hour or one scene when activated.

Visitors in the monster’s maze must succeed at a Wits + Composure check minus the creature’s Resolve each time they attempt to leave an intersection or progress through the labyrinth to find a specific door, room, etc. On a failure, the maze swirls and the visitors must find their bearings once again.

Multiply

We were underground in this mine, scouting out some strange noises for this corporate stooge. We figured it was good money. I mean, sure we’re hunters but we gotta eat, right? Anyway, we hit a corridor and heard an eerie, hissing sound. We turned into a cramped area and saw clumps of eggs stuck to the ceiling. The minute I saw those, I gave the signal. “Light ‘em up.” I swear, when those eggs started to catch fire? I thought I heard them scream, “Help me!”

Multiply allows the monster to replicate and reproduce through supernatural means. Maybe it lays eggs or converts a normal person into one of its own. For egg laying or creating new monsters that does not require a victim, the monster simply spends 1 Willpower to do so. Eggs hatch new monsters in a matter of days or weeks.

To convert a person, the monster spends 3 Willpower and makes an extended action of an appropriate roll contested by the victim's Stamina. This effect is limited to corporeal creatures and does not work on ghosts, spirits, or other disembodied entities such as demons. Multiply can, however, be a power the undead possess.

Numen

We thought the thing was just a normal run of the mill shifter. That is until it pulled out some fire-starting shit and started throwing blasts of energy at us like some ghost. It wasn't a ghost though; the thing was material as you or me. Good thing silver did the trick, or we'd be goop by now.

In lieu of a Dread Power, the creature may select a Numen from the Ephemeral Entities rules (see p. XX). The Numen costs Willpower instead of Essence, and if it has a dice pool, select an appropriate Attribute + Skill for the monster.

To select additional Numen, this Dread Power may be purchased multiple times.

Poison Mist

We chased a grandmother of four who ran on all fours into an alleyway. She glared at us with the eyes of a cat. Then, she asked us, "Are you hunting me?" Tommy couldn't help but laugh. "Not anymore." The rest of us, we just started giggling, too. Grandmothers aren't monsters. They bake cookies and put bandages on sore knees. Right? Then, she started to laugh. So now we're all laughing, right? Yeah, so funny. Granny winked at us, then shifted into a cloud of mist. Floated right over our damn heads and got away!

By spending 1 Willpower, the creature shifts into a gaseous form such as toxic air, a nauseous miasma, or headache-inducing fog. Its movement is equal to its base Speed. In this form, which lasts for a maximum duration of one scene, the Poison Mist may affect targets that come into contact with it. On a successful attack roll, the victim suffers from the Poisoned Tilt.

Predator's Sense

I'm the last. I'm sure of it. I don't know what my family did or why, but that insurance salesman was so angry. He picked them all off, one by one, and now I'm the only one left. I thought I lost it for a little while. Tried ditching him by flying up north, but he was waiting for me when I got there, watching me jog in the park. I can't run anymore. But maybe I can fight back.

The creature has incredibly honed senses for a specific type of prey, chosen when this power is selected. Against that prey — redheads, beginner occultists, families descended from hunters who killed it long ago — the creature gains a +3 bonus to all rolls related to tracking and identifying those targets and applies 8-again to these rolls.

Raise Dead

I sleep with the lights on. Everybody makes fun of me, but I don't care. When we hunt, I don't want to go out alone. When I grab a cup of tea, I don't want to be on my own, either. My cell thinks I'm needy, but I'm the only witness left breathing after my last cell fell. We were hunting a

warlock, and, after an anonymous tip, we found the bastard in a cemetery. By himself, no less! We lined up a shot but missed the mark. Then, he raised his arms, called to the sky, and a hand — a skeletal corpse's hand — shot up right through the ground.

The monster can raise the dead to create an army of mindless servants. This can be used on anything Size 5 or lower. The monster spends 3 Willpower and makes an appropriate roll to infuse the servant with a modicum of life. The roll is penalized by how long the subject has been dead. For a week -1, a month -2, a year -4, and anything longer -5. Anything that's been dead less than a week retains its Attributes, Skills, Health, Size, Stamina, and Speed. They do not possess any other traits, including Dread Powers, and can communicate using a limited vocabulary. Otherwise, it loses a single dot in an Attribute or Skill for each week it's been dead to a minimum of 2 in each Attribute or Skill.

The necromancer may manipulate or control the creature with subsequent rolls. The summoned corpses will remain in a state between life and death until either the necromancer or the risen bodies are destroyed.

Reborn

Everyone else in my class went off to college, to jobs, to travel the world. They think because I stayed, I'm just some small-town nobody. That's okay. They don't know what I know. I had to. My family has been living in this damn town for hundreds of years. No matter how many times we've torched that damn cypress tree, it keeps growing back...and every time it does, it brings the nightmares back with it. Nothing works — not even exorcisms!

The creature has an immortal soul and can be reborn into a new, supernatural body of its own making. As the monster dies, it can reflexively spend all its remaining Willpower to separate its soul from its body. It loses all its Traits and Dread Powers except its Willpower rating and instead functionally becomes a Rank 1 ghost with the Numen Drain. It must drain enough Willpower to refill its Willpower completely to reconstitute a body. This can occur over a long period of time; there is no time limit for the use of Reborn. Once completed, the monster takes the guise of a typical, mortal child and grows at a preternatural rate. At this time, it regains all its previous Traits and abilities. When corporeal, the Reborn creature suffers -2 to all its die rolls until it grows into an adult.

Regenerate

We heard werewolves could heal, but we didn't know how fast. Oh, we hunted our fair share of werewolves, but this one? Every time we shot it, the bullet pushed out of its fur. Every time I slashed its arm, the cut healed. To put it down, we were forced to fill it up with tranquilizers until it fell unconscious. Thank God we were prepared!

The creature possesses incredible powers of regeneration. As a reflexive action once per turn, the creature can spend 1 Willpower, healing one point of lethal damage or two points of bashing damage. The monster must reactivate this Dread Power to heal more severe wounds. Bashing damage is healed first, then lethal.

Special: The monster's body still heals when unconscious or stunned, even if the creature can no longer take an action.

Shadow Attraction

“It went this way,” Micah said, pointing down the ruined hallway. “Careful.” The rest of the team followed, flashlights and silver stakes in hand. We went room by room, checking the corners carefully, leading with the light, hitting each dark patch with at least two beams. It could use the barest scrap of shadow to hide. But we knew. We weren’t losing anyone, this time.

Shadows are pulled toward the monster. By spending 1 Willpower, the creature becomes cloaked in shadows and effectively invisible. Monsters may not attack, move quickly, or use other Dread Powers without breaking the effect. The creature may whisper, slowly manipulate small objects, open unlocked windows and doors, and move up to its regular Speed while maintaining this power.

Sigh

I was working at a senior center to keep an eye on my dad. I heard the place was haunted, but I couldn’t afford Whispering Pines. Too fancy for a truck driver like myself. Anyway, I was happy Pops was making friends, until I noticed a specific gentleman was taking interest in him. Sure enough, I found the damn thing hovering over my dad’s body in the middle of the night. I didn’t have a gun on me, but I did have a scalpel. I lunged for that creature and slit its throat. It fell to the ground, hard, blood everywhere. Then, it looked up at me and sighed. Damn thing vanished!

The monster may willingly shed its corporeal body and become a ghost when it has only three health boxes remaining without lethal damage. When it does so, the creature leaves no trace of its existence behind save for its clothes and worldly possessions. The monster spends 3 Willpower and makes an appropriate roll to disincorporate and become a ghost in the next session. The monster is remade with the Ephemeral Entity rules (p. XX) with a Rank equal to half its Potency rounded up. If unsuccessful, the monster simply remains in its body and continues to suffer damage as normal. The creature may make subsequent attempts provided it has Health left.

Special: This Dread Power may not be used in conjunction with Reborn.

Skin Thief (• or ••)

Everyone thinks we’re crazy. Why shouldn’t they? The fingerprints match. The dental records match. Even the damn DNA is perfect. And this time, I’m sure it got rid of what was left of Ryan’s body. But we saw the whole thing. We know that’s not Ryan. And if we can’t prove it in court, we’ll just have to take care of it ourselves.

The creature can steal the face and skin of another. At three dots, it must kill the victim first, then spend 2 Willpower to merge the corpse’s features with its own. At five dots, the victim may already be dead. The change is permanent; it cannot return to an earlier face and appearance. However, the disguise is flawless; only supernatural powers of perception have any chance of seeing that the creature is anything but the person whose skin it has stolen. Scientific tests detect nothing out of the ordinary.

Special: This Dread Power does not work on the living.

Soul Stealer

We finally killed the Painter, so our nightmare should have been over, right? Wrong. To get Lucky’s soul back, we had to find their portrait and release it. When we finally broke into the Painter’s vault, there were thousands of tiny paintings, stacked floor to ceiling in impossibly neat

rows. And the paintings? Each one had a human face with eyes that moved as we walked past, silently pleading, begging us to set them free. But how?

The creature is capable of stealing and collecting human souls. When you give a creature this Dread Power, specify some restriction or condition it must fulfill for the soul extraction to work. Maybe the monster tricks the victim to sign a contract, sacrifice it willingly, or sit in a specific chair. Once the restriction is met, the creature may spend 3 Willpower and roll an appropriate dice pool, contested by the victim's Resolve.

If successful, Soul Stealer inflicts the Soulless Condition on a victim. This Condition is persistent, but it is not permanent. The target or their allies may find a way to restore the soul by freeing it from its prison. The Storyteller should determine how the Condition may be resolved. Perhaps when the creature is killed the soul is restored, or maybe the object in which the monster is storing it only needs destroying.

Taint

We were told the rotting seaweed and bloated fish corpses washing up on the beach were caused by climate change, but none of us were buying it. Sure, that's a logical, rational explanation, but monsters don't care what's scientifically possible — that's why I want to catch and study them. This one I've been tracking? Haven't seen it yet, but I am analyzing patterns to find its lair. Nature is giving us signs to point the way: Wherever this predator walks, its footprints taint the sand and poison the salty water.

Monsters aren't always aware of the damage they cause. Whether they force wood to age or skin to blister, their touch is an unnatural taint. This Dread Power occurs after the monster interacts with its environment. When it nears a living thing, the body mutates or starts to break down. When it interacts with an inanimate object, the material begins to disintegrate. Hunters use evidence of this Dread Power to track a creature's movements, but even they must proceed with caution. A tainted area has one of the following Environmental Tilts: Filthy, Unstable, or Viscous.

Unnatural Step (• to •••••)

This time we didn't bother trying to fight the old man. We just blocked the doors from the outside and burned the place down. Seemed like the smart move, and we felt pretty good about it, at least until we saw that Neanderthal climbing out of the wreckage. It was using the smoke like a ladder and kept climbing higher and higher until it was out of sight. We didn't find it again until days later. Well, more like the old man found us.

The monster has an unusual mode of travel. Maybe it can walk on walls, hover, or appear to teleport between steps, warping the world around it as it does. Each time Unnatural Step is purchased, choose a new mode of movement or terrain type the monster can cross with ease. It moves its Speed, though it may appear to teleport, float across fire, or walk on water.

If the chosen substance is normally harmful or toxic, the monster suffers no harm from walking on it. By spending an additional Willpower point, it can choose not to leave tracks behind.

Weathervane (• to •••••)

When I was growing up, I heard the stories of thunderclouds that followed naughty teenagers wherever we went. Of course, I never listened to them. Oh, I got into a lot of trouble. Sure. But then, one day a cloud started chasing me and I was zapped by a bolt. I had nightmares for weeks

after that, but I straightened up my act. Now, after I found out the creepy crawlies are real? I have to wonder if a witch was to blame. Time to find out.

After concentrating for 10 minutes, the monster can affect the earth, air, fire, or water. One dot purchased in Weathervane equals one element. The range of a monster's abilities is tied to how much Willpower the creature spends to achieve a desired outcome. See table below for suggestions. After Willpower is spent, the targeted area is affected by a related Environmental Tilt; the characters then deal with the Tilt as they normally would.

INSERT TABLE

Dot Rating Weathervane

Effect

- Trembling soil, slight breeze, candlelit flame, glass of water freezes
- Bumpy ground, strong wind, roaring fire, icicles
- Boulders move, biting winds, whipping flames, falling snow or rain
- Rock or mud slides, wind or sandstorm, towering inferno, thunderstorm or blizzard
- Earthquake, tornado, raging wildfires, hurricane

END TABLE

Making New Dread Powers

This chapter includes a wide range of powers, each of which can be tweaked or customized as needed. Given the variety of monsters in the Chronicles of Darkness, however, more Dread Powers may be required to serve a chronicle's needs. When creating a Dread Power, think about how similar that ability is to existing rules. If it's too similar, tweak the original rule instead.

Concept: First, decide what you want the power to do. Try to think in terms of an essential concept: move, fight, sense, alter, control, etc. Beware of "one size fits all" abilities — Dread Powers are intended to be focused. If it starts to cover too many situations, it's probably best to break it into several distinct powers instead.

Field Guide: How will you describe the power in your chronicle? Strive to make powers engaging from a descriptive point of view. Generic powers are dull and lifeless, but an evocative Dread Power can add tremendous mood and atmosphere to relay how terrifying a monster can be.

Assign Ranks: Many powers scale from one to five dots, which equates to their rating in Ranks. Some powers do not need to scale — for instance, breathing underwater doesn't really have degrees. Other powers might have two versions, a weaker and a stronger, such as being able to glide and the full power of flight. In such cases, assign a static cost in Ranks — minor or rarely useful powers at Rank 1, serious or commonly useful powers at Rank 2, and devastating or far-reaching powers at Rank 3.

Create Dice Pool: Not every Dread Power requires a dice pool, but if it does, it is formed as Attribute + Skill. Select the Attribute and Skill that make sense for the power and how the creature operates. If something provides a bonus to Resistance, such as wearing a certain color

that makes it harder to affect a target, list that bonus as well. Some dice pools may be better decided during a scene, so be flexible when thinking about these rules.

Determine Resistance: If a Dread Power affects other characters, select a Resistance attribute targets can roll; if it's an attack, decide whether targets apply Defense against it instead. As a rule, supernatural beings add their Supernatural Tolerance rating to any resistance rolls unless something about the power specifically defeats it (which should be rare).

Determine Action Type: Decide whether the power is a reflexive, instant, or extended action. If it is extended, figure out how long each rolling interval is and how to determine how many successes are required for the power to work.

Assign Cost: Unless it is a constant, low-level ability such as night vision, every Dread Power should have a Willpower cost. Most common powers cost 1 or 2 points per use, but truly impressive or permanent powers can cost as much as 5 points. Any Dread Power that affects targets or areas beyond the creature itself should *always* have a cost.

Determine Results: Figure out what dramatic failure, failure, success, and exceptional success mean after the power is activated. Success and failure are usually straightforward — the power either works or it doesn't — but a dramatic failure may invert a power, deny use of it for a time, or grant a target heightened resistance to it instead. Exceptional success typically adds a bonus: extra effect, wider area, extended duration, or similar benefit. If the power inflicts a Tilt or Condition, specify its duration and any special conditions to remove it ahead of time.

Note Special: You may decide a Dread Power has a unique requirement, such as the purchase of another Dread Power or limited use. To wrap up your Dread Power, note any special circumstances to ensure this stands apart from the rest of the rule.

Ephemeral Entities

Monsters encompass a large array of inhuman creatures, from blood-sucking vampires to shape-changing werewolves to witches. But the one thing they all have in common is that they are all very much in this realm of existence. Other entities lurk in the worlds connected to our realm through tenuous gates and a between area called Twilight. Incorporeal and mostly invisible, these entities stay just on the other side waiting for the right conditions to Manifest, and can cause just as many problems as a monster.

Crossing Over

The physical world is not the only realm, and a multitude of other realms lie just on the other side of a barrier, in parallel to our own. These barriers are porous, though, and entities come through all the time for various reasons. These inhabitants are not material creatures like monsters, and often their thoughts and motivations are inscrutable to hunters.

Hunters know little to nothing of the realms from which these creatures hail, other than knowing there are far worse things that never deign to make their way into our world. Hunters deal with these entities in the physical world, unprepared and unwilling to take the fight into an alien place.

Hunters don't always know what they are dealing with when an ephemeral entity shows up but they have two general categories they use to define and describe these entities.

Ghosts are the remnants left behind when people die. They are not souls, but afterimages given form and function. Ghosts can range from weak creatures unable to Manifest or affect the

physical world to powerful entities bent on revenge or filled with rage over their deaths. Hunters deal with both kinds, knowing full well that a weak ghost left alone could eventually grow into one of these vengeful entities. At least, that's what they tell themselves. Some hunters view this as putting people to rest, as ghosts often form after a particularly violent or traumatic death, meaning monster victims are more vulnerable to leaving a ghost behind.

Spirits are anything else that is not a physical entity. While this classification is a gross mischaracterization of the variety of entities that exist outside the physical world, hunters don't care provided their methods can remain the same when dealing with them. Hunters rarely deal with spirits and don't know much about them; spirits' actions tend toward subtle and covert manipulations. Hunters are more likely to run into a spirit in the presence of a witch or werewolf rather than on its own. That isn't to say they don't find spirits around, but when they do it's because the spirit has Manifested in the physical world.

Manifestation and Possession

Ephemeral entities do not have a physical form. Instead, they are made up of something called ephemera, a kind of spiritual essence that is both invisible and intangible to anything not made of the same ephemera. Ghosts and spirits do not interact with one another, as they rarely even know the other exists. Normally, they cannot affect the physical world, but they all have the ability to Manifest, which gives them enough of a solid form to both become visible and touch the physical, and even possess physical entities — including people. Manifestation can only happen if the situation is right. Ephemeral entities require Conditions to ease their passage, otherwise they cannot cross over.

Ghosts require Anchors — people, places, or things that link them to who they were when they were alive. Spirits require emotional or spiritual resonances in a person or area to match their own. Manifestation comes in stages, from simply reaching across to full Manifestation, and each of these requires a different level of Condition to accomplish.

When dealing with these creatures then, a hunter must change the environment allowing these entities to Manifest. And, for the people attempting to contact these entities, they must create favorable conditions in which to attempt.

Game Systems

Ghosts and spirits share a broad set of rules, with minor variations.

The State of Twilight

While an ephemeral entity might make it into the physical world from their own realm, that doesn't mean they get to Manifest immediately. Most spend their time in a spiritual in-between state. This is called "Twilight." While hunters may describe Twilight as a place, it is more a state of being in which ephemeral entities exist when incorporeal. Nothing in Twilight can affect a material object, and the reverse is true.

The only things that exist in Twilight are the entities there, and ghost structures. Whenever a physical building or structure is destroyed, its afterimage lingers in Twilight, made up of the same ephemera as ghosts. Ghosts cannot pass through these structures, which are as real to them as buildings are to hunters. Without a ghost structure to stop them, ephemeral entities can move at a walking pace in any direction. There is no gravity or physics really guiding Twilight, though ghosts tend to stick to what they knew in life, rather than flying about.

A Manifested being leaves this Twilight state, and no longer exists there. Some hunters can see and interact with Twilight beings through the use of Endowments, allowing them to deal with threats before they ever Manifest. Though these fail to be useful once the entity has Manifested. Some hunters have learned how to separate their consciousness from their own body to walk around in a Twilight state, gaining an ephemeral body much like a ghost.

Ephemeral Traits

Ephemeral beings aren't alive the way humans are alive. They aren't biological creatures, and don't have the divides between body, soul, and mind mortals and once-mortal supernatural beings possess. In game terms, ephemeral beings are represented by simplified game traits.

Rank

All ephemeral beings have dots in an Attribute called Rank, which notes how self-aware and powerful the entity is. Rank ranges from one to five dots for the purposes of what hunters will deal with. Anything more powerful than that just doesn't cross over from its own realm.

Rank determines not only the entity's power, but also the maximums it can have in its traits, as described in the table below. All ephemeral entities have the ability to sense the relative Rank of other entities and may attempt to conceal their own Rank by succeeding in a contested Finesse roll. Success means the entity appears to be of the same Rank as the being sensing the relative Rank. Ghosts can't increase Rank outside of the Underworld and come into existence as either Rank 1 or 2 depending on how much self-awareness they have. Nonsapient ghosts are Rank 1, while those that retain most of their living memories are Rank 2. Ghosts summoned back from the Underworld, however, may be of any Rank. Spirits run the full range of Ranks, depending on how old and successful a spirit is.

[THIS IS A TABLE]

Rank

Rank*	Trait Limits**	Attribute	Dots	Maximum	Essence	Numina
•	5 dots	5-8	10	1-3		
••	7 dots	9-14	15	3-5		
•••	9 dots	15-25	20	5-7		
••••	12 dots	26-35	25	7-9		
•••••	15 dots	36-45	50	9-11		

*Each Rank gives a -1 penalty to attempts to bind that entity and acts as a Supernatural Tolerance trait.

** These represent permanent dots, not temporarily boosted ones.

[END TABLE]

Essence

Essence is the life force and fuel for ephemeral entities. Without Essence they go dormant, and they use Essence to fuel their powers, Manifest, and do myriad other things. Essence is much like Willpower in that each entity has a permanent maximum Essence rating and an equal number of Essence points it can spend to achieve effects. Maximum Essence is determined by

Rank. Entities can sense sources of Essence appropriate for their needs up to a mile away. The Seek Numen (p. XX) increases this range. Entities can use Essence in the following ways:

- Ephemeral beings must spend a point of Essence per day to remain active. If they have run out of Essence, they fall into hibernation until something happens to regain at least 1 point, which can then be spent on returning to activity. Such dormancy is dangerous — the entity remains in Twilight and can be destroyed if it loses all Corpus and Essence at the same time.
- Ephemeral beings outside of a suitable Condition bleed one point of Essence per hour. The Influence and Manifestation Conditions, starting on p. XX, state whether they protect from Essence bleed for different types of ephemeral being. Entities that run out of Essence due to bleed suffer a single point of lethal damage and enter hibernation.
- Ephemeral beings can spend Essence to boost their traits for a single scene on a point-per-dot basis. They can't boost a single trait by more than Rank + 2 dots; boosting takes a turn and they can only boost a single Attribute in a turn.
- Ephemeral beings regain 1 point of Essence per day that they are in proximity to any Condition relating to them.
- Ephemeral beings can attempt to steal Essence from beings of the same type — ghosts from ghosts and spirits from spirits. The attacking entity rolls Power + Finesse, contested by the victim's Power + Resistance. If the attacker succeeds, it steals up to the number of successes in Essence, as long as the victimized entity has Essence remaining to lose.
- Ghosts regain a point of Essence whenever someone remembers the living person they once were. Visiting their grave, simply sitting and remembering them, or recognizing their Manifested form as the person they used to be all qualify.
- Spirits may attempt to gorge themselves on a source of appropriate Essence. Once per day, when in proximity to a suitable Condition, a spirit can roll Power + Finesse, regaining successes in Essence.

Attributes and Skills

Ephemeral entities use a simplified set of the Power, Finesse, and Resistance categories into which mortal Attributes fall. When creating an ephemeral being, look at the Rank chart earlier in this section to determine how many dots are available and what the trait maximum is. Ghosts usually use the average rating in each category from when they were alive — for example, a person with Strength 3, Intelligence 2, and Presence 2 would become a ghost with Power 2.

Power describes the raw ability of the entity to impose itself on other ephemeral beings and the world at large. It is used in all rolls that call for Strength, Intelligence, or Presence.

Finesse describes how deft the entity is at imposing its desires with fine control. It is used for all rolls that call for Dexterity, Wits, or Manipulation.

Resistance describes how well the entity can avoid imposition from its peers, and how easily it is damaged. It is used for all rolls that call for Stamina, Resolve, or Composure.

Ephemeral beings don't possess Skills, but don't suffer unskilled penalties as long as the action they're attempting is appropriate to their former self or nature. They roll the appropriate Attribute + Rank for actions relating directly to their concept, or Attribute + Attribute for actions like surprise and perception.

Advantages

Ephemeral beings differ in how they treat Integrity, Virtues, and Vices. Ghosts retain their Virtue and Vice from life, but they are reversed in effect — ghosts regain all spent Willpower by fulfilling their Vice, but can only do so once per chapter, and regain up to 1 Willpower point per scene by fulfilling their Virtue. Alone among ephemeral beings, ghosts also possess Integrity, set at the level they had before death. Their Integrity scores don't change, however, as ghosts do not suffer breaking points. Their self-image is fixed, unless something happens to push them back to the level of cognizance and self-awareness they had in life. If this should happen somehow, they can suffer breaking points the same way living people can.

Spirits don't have an Integrity trait, a Virtue, or a Vice. Instead, they regain 1 point of spent Willpower per 3 points of Essence they consume by gorging or stealing as described above.

Other Traits

Because they have simplified traits, ephemeral entities calculate derived traits a little differently from mortal characters.

Corpus: This replaces Health and is a measure of how intact the Twilight form is. Permanent Corpus is equal to Resistance + Size, and grants Corpus boxes, filling when the entity suffers injury. Corpus boxes don't have wound penalties associated with them.

Willpower: Entities have Willpower dots equal to Resistance + Finesse, with a maximum of 10 dots for entities with the Ranks presented in this book. In addition to the Willpower-gaining methods described above, all ephemeral beings regain 1 spent Willpower per day.

Initiative: Initiative is equal to Finesse + Resistance.

Defense: Defense is equal to the lower of Power or Finesse, except for Rank 1 spirits which use the higher of the two Attributes.

Speed: Speed is equal to Power + Finesse + a species factor. Spirits of inanimate objects usually have a species factor of 0.

Size: Ephemeral beings can be of any size. Ghosts are usually Size 5, while spirits often use Rank as Size, growing larger as they become more powerful.

Language: Rank 1 ghosts can't communicate verbally; they don't have enough of their sense of self left to employ language. Rank 2 and higher ghosts know whichever languages they knew in life. Spirits all speak the native tongue of Shadow, a strange, sibilant language that resembles ancient Sumerian, but often learn the human languages common around their Essence feeding grounds.

Bans

All ephemeral entities suffer from a mystical compulsion known as a ban, a behavior the entity must or must not perform under certain conditions. A ban can be as simple as "the ghost cannot cross the street," complex as "the spirit must always follow the scent of fear," or difficult as "the ghost must have candles lit in her honor weekly at a Catholic church or lose Essence equal to Rank." Bans increase in both complexity and consequences with Rank.

Rank 1 entities have mild bans that do not endanger or deeply inconvenience them. *The ghost of a musician must sing along when he hears music.*

Rank 2 and 3 entities have moderate bans that curtail the creature's activities. *A ghost of a serial killer must visit his crime scenes once a month or lose all Willpower.*

Rank 4 and 5 entities have complicated bans that put an end to whatever the creature is trying to do — often in an explosive fashion. They have consequences in game traits or long-term actions, but esoteric requirements. *Lady White, the ghost of a schoolteacher, is immediately banished to the Underworld if anyone can recite the roster of her first class.*

Banes

Ephemeral entities are not of the material world and react strangely to some elements of it. The interaction between their ephemeral Twilight form and physical substances always contains a flaw — a bane — that damages the entity's Corpus through symbolic or mystical interference. The bane is a physical substance or energy the entity can't abide.

- Ephemeral beings voluntarily attempting to come into contact with the bane must spend a Willpower point and succeed on a Power + Resistance roll with a dice penalty equal to their Rank.
- Banes are solid to entities, even when they are in Twilight.
- Simply touching the bane — even voluntarily — causes a level of aggravated damage per turn if the entity is Materialized and causes the relevant Condition to end unless the entity succeeds on a roll of Rank in dice. The roll must be repeated every turn if contact persists.
- If a subject being possessed by an entity touches the bane, the entity takes a point of lethal damage per turn it remains in contact.
- Touching the bane while in Twilight causes a point of lethal damage per turn to non-Manifested entities.
- If the bane has been used as a weapon against the entity, the wounds suffered are aggravated for Manifest entities and lethal for entities still in Twilight.

Banes are increasingly esoteric and obscure for entities of increasing Rank.

Rank 1 entities have common substances and phenomena as banes. *Ghosts burn at the touch of salt. The spirit of a forest is poisoned by the fumes of burning plastic.*

Rank 2 and 3 entities have difficult-to-obtain, but still “natural,” banes. *A powerful ghost is repelled by holy water. A spirit must be killed by a sharpened stake made of pine.*

Rank 4 and 5 entities have highly specific banes that require great effort to acquire. *The Gray Lord, a powerful ghost, can be killed by an obsidian blade marked with the names of his biological parents. The spirit of the U.S. Treasury Building can be killed by a silver bullet made from a melted-down silver dollar minted prior to 1850.*

The hierarchical nature of ephemeral beings also plays a part — Rank isn't a social convention for them, but a fundamental part of their nature. Ephemeral entities of two Ranks or more above an opponent of the same type (a Rank 5 spirit attacking a Rank 3 spirit, for example), count as their opponent's bane when using unarmed attacks, claws, or teeth.

Combat

Ephemeral entities apply Defense against all attacks, even firearms. They roll Power + Finesse to attack. Their attacks inflict bashing damage unless the nature of the entity (a spirit with metal fists, for example) indicates it should inflict lethal wounds instead. Some entities use weapons, in which case roll Power + Finesse, then apply weapon damage on a successful attack.

Entities in Twilight can only attack or be attacked by other ephemeral beings of the same type, unless the attack utilizes the entity's bane.

Physical attacks on a Manifested entity that would normally cause lethal damage only cause bashing damage unless the attack utilizes the entity's bane. Despite appearing to the naked eye and being solid, a Manifested ghost or spirit doesn't have any internal organs to injure.

Ephemeral entities record and heal from wounds in the same way as material characters but lose one point of Essence for every aggravated wound they suffer. Ephemeral entities that lose all Corpus from lethal or aggravated wounds explode into a burst of ephemera, stylized to their nature. A forest spirit dies in a hail of rapidly vanishing pine needles, while ghosts crumble, screaming, into the ground. The entity isn't dead, though, unless it has also run out of Essence. If it has even a single Essence point remaining, it reforms, hibernating, in a safe place (a Conditioned location, usually). Once it has regained Essence points equal to its Corpus dots, it spends an Essence point and reawakens. As the entity can't act while hibernating, this means it must wait for the one Essence a day for being in a suitable area to slowly build up to Corpus, and that more powerful entities take longer to recover from being "killed."

Influence

All ephemeral entities have a degree of Influence over the world, which they can leverage to control and shape the basis of their existence. Ghosts have influence over their Anchors while spirits influence elements that align with their natures. Entities begin with dots in Influence equal to Rank. Although Rank is also the maximum rating for an Influence, ephemeral beings can split their dots to have more than one Influence. A Rank 3 ghost, for example, might have Influence: Childhood Home •• and Influence: Car Crashes •.

Entities may reduce their number of Numina granted by Rank to increase Influence dots, at a cost of 1 Numen per dot. Ghosts have influence over their particular Anchor, but not all instances of it, while spirits have Influences that relate to their natures — the dog spirit, for example, has Influence: Dogs, not Influence over a particular dog.

Influence is measured in both scale and duration. To use an Influence, compare the entity's Influence rating to the total dots of the intended effect and how long it will last. The total must be equal to or less than the entity's Influence rating in order for the Influence to be attempted. The entity pays the listed cost in Essence and rolls Power + Finesse, with success creating the desired effect. If the Influence is altering the thoughts or emotions of a sapient being, the roll is contested by Resolve or Composure (whichever is higher) + Supernatural Tolerance.

[THIS IS A TABLE]

Influence Effects

Level Effect

- **Strengthen** The entity spends 1 Essence to enhance its sphere of influence. It can add to someone's Defense, make an emotion stronger, or grant Health or Structure to an object. This influence can also shift the Anchor or Resonant Condition to Open for its duration.

•• Manipulate The entity spends 2 Essence to make minor changes within its sphere of Influence. It can change the nature or target of an emotion, change an animal's actions, a plant's growth, or an object's functionality.

••• Control The entity spends 3 Essence to make dramatic changes within its sphere of influence. It twists emotions entirely, dictates an animal's actions, makes an object function, or changes how a plant grows.

•••• Create The entity spends 4 Essence to create a new example of its sphere of influence. It instills a new emotion, creates a new sapling or young plant, a new animal, or brand-new object. The entity can cause a temporary Anchor or Resonant Condition in a subject for the duration of the Influence.

••••• Mass Create The entity spends 5 Essence to create multiple examples of its sphere of influence, just like Create. Alternately, the entity may create one instance of its sphere of influence — including creating the base Condition for its type — permanently, although an ephemeral entity can't permanently alter the mind of a sapient being.

[END TABLE]

[THIS IS A TABLE]

Influence Durations

Level	Duration	Cost
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0	One minute per success	No additional Essence cost
---	------------------------	----------------------------

•	Ten minutes per success	No additional Essence cost
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••	One hour per success	1 additional Essence
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•••	One day per success	2 additional Essence
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••••	Permanent	2 additional Essence
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[END TABLE]

Manifestation

Ephemeral beings can interact with the mortal world in many ways, but the one that hunters know about and deal with most is Manifestation. Just as Influence traits determine what level of control the creature has over their environment, Manifestation traits define which forms of Manifestation are possible for an entity.

Entities begin with the Twilight Form Manifestation and a number of Manifestation Effects equal to Rank. Some effects are only available to certain kinds of entities. Entities may increase their capabilities by reducing the number of Numina they are granted by Rank, at the cost of 1 Numen per Manifestation Effect.

All Manifestation Effects require a Power + Finesse roll to use. Most have an associated cost in Essence, and some are contested or resisted.

If something falls into an ephemeral being's sphere of influence, this is handled mechanically by declaring an Influence Condition. Influence Conditions resemble Tilts and character Conditions. The different forms of Manifestation Effects are also Conditions, applied to the location, object, or character into which the entity is Manifesting, or in cases like Reaching, to the entity itself.

Unlike many Conditions, Influence and Manifestation Conditions are tiered and interrelated; Manifestation Conditions have Influence Conditions as prerequisites and vice versa. The lower tiers are naturally occurring, while the higher ones must be created by entities using Influences and Manifestations.

In the most advanced forms of Influence and Manifestation, entities may attempt to create a long-lasting Condition that has a prerequisite of a very temporary one. When one Condition is advanced into another, the remaining duration of the prerequisite Conditions is “frozen.”

If a prerequisite Condition is removed from a character (for example, a Possessed character’s Open Condition is removed by exorcism) any Conditions relying on it, any Conditions relying on them, and so on, are immediately removed. The most advanced remaining Condition then resumes its duration.

The Gauntlet

Spirits rarely spend their time in Twilight unless commanded to do so by another monster or attempting to Manifest. Hunters have no way of piercing the Gauntlet or dealing with spirits in Shadow, meaning they mainly deal with spirits who are already in Twilight. For this reason, we won’t talk much about the Gauntlet or its effects on spirits.

If you would like to use the full Gauntlet rules for spirits in your **Hunter** game, use the information on pp. XX-XX in the **Chronicles of Darkness Rulebook**.

[[TABLE]]

Manifestation Effects

Manifestation Effect

Twilight Form If the entity enters the material world, it does so in Twilight (see p. XX). The effect has no cost.

Discorporate In emergencies, the entity can voluntarily Discorporate as though it had lost all its Corpus to lethal injury — a painful way to escape a greater being threatening to permanently kill it. The effect has no cost.

Gauntlet Breach (Spirit Only — requires the Resonant Condition) By spending 3 Essence, the spirit forces itself through the Gauntlet — returning to Shadow from the material world or appearing in Twilight Form by entering the material world.

Gateway (Requires Open Condition) By spending 3 Essence, the entity opens a portal into its home realm, and can pass through the Gateway. This is a one-way trip and only the entity using the effect can use the Gateway.

Image (Requires Anchor or Resonant Condition) By spending 1 Essence, the entity may make its Twilight Form visible to material beings for a scene.

Materialize (Requires Open Condition) By spending 3 Essence, the entity may shift from Twilight Form into the Materialized Condition.

Possess (Requires Open Condition) By spending 3 Essence, the entity gains temporary control over an object, corpse, or creature, applying the Possessed Condition to the subject. Living subjects contest the roll with Resolve + Composure + Supernatural Tolerance.

[[END TABLE]]

[THE FOLLOWING ARE FORMATTED LIKE CONDITIONS]

Conditions

Anchor

The subject of this Condition — usually a location or object, though it can be a person in rare cases — is within the sphere of influence of a ghost. Ghosts in or within (Rank x 3) yards of their Anchors do not suffer Essence bleed.

Causing the Condition: This Condition is immediately created when a new ghost is formed, based on whatever subject anchors the ghost's identity. Summoning rituals intended to release ghosts from the Underworld or call them from elsewhere temporarily create this Condition in their target. Finally, a high-Rank ghost can use a Create Influence to mark a target as an Anchor.

Ending the Condition: The easiest way to end an Anchor Condition is to destroy the subject. Some ghosts cling to Anchors that represent unfinished business, in which case resolving those issues can remove the Condition. Abjuration temporarily suppresses the Condition, as described on p. XX, forcing the ghost to retreat to another Anchor if it has one. Ghosts without Anchors bleed Essence until they fall into dormancy, at which point a Gateway Effect happens immediately and the ghost is banished to the Great Below.

Materialized

The entity has shifted from ephemeral to material substance, manifesting in physical form. All the rules for ephemeral entities' traits still apply, except for the effects of being in Twilight. This Condition protects the entity from Essence Bleed for its duration.

Causing the Condition: This Condition is created by an entity using the Materialize Manifestation Effect on an Open Condition. If the Open Condition used is on an object or person, the entity must materialize within its Rank in yards.

Ending the Condition: Materialization lasts for one hour per success on the activating roll. When the duration ends, the entity fades back into Twilight. Physical contact with a Bane or removal of a prerequisite condition can cause the Condition to end early.

Open

Prerequisites: The Anchor or Resonant Condition for the same phenomenon to which this Condition is tagged.

The place, object, animal, or person covered by a previous Condition has now been conditioned to accept the entity. It can attempt to Possess the subject of the Condition, or, if the Condition is on a location, Manifest.

Causing the Condition: This Condition is usually the result of an entity fine tuning the prerequisite Condition as part of an extended action involving the subject and entity acting in concert, for a number of scenes equal to Rank or a living subject's Resolve, whichever is higher.

Ending the Condition: The Condition ends if the prerequisite Condition is removed. Exorcism rituals work by removing this Condition, reverting it to the prerequisite.

Possessed

This object, corpse, or living being is temporarily controlled by an ephemeral entity. Living hosts are put into a coma-like state while Possessed; they experience the possession as missing time, aside from flashbacks that might come out in dreams or times of stress such as losing Integrity. The entity may not use Numina or Influences while controlling the host but is safe from Essence Bleed for as long as the possession lasts.

The entity may pay one Essence per turn to heal a lethal or bashing wound or a point of structure lost to damage. Corpses that died from damage begin Possession incapacitated and must be “healed” with Essence. Entities possessing inanimate objects or corpses have a great deal of control over their host. An entity controlling an object can’t make it do anything it couldn’t do while being operated, but it can turn switches on and off, operate machinery, use keyboards, and turn dials. Use the entity’s Finesse if dice rolls are necessary. Corpses and other articulated hosts capable of movement, like shop mannequins or industrial robots, use their own Physical Attributes, but use the entity’s Attributes in Social or Mental rolls. By spending a point of Essence, the entity can use its own Attributes instead of the host’s for Physical tasks for a turn but doing so causes one point of lethal damage or structure loss to the host.

Living hosts require more time for the entity to gain full control, and always use their own Attributes. The entity may read the host’s mind with a Finesse Roll at a –4 penalty, use the host’s Physical Skills at a –3 penalty, and use their Social and Mental Skills at a –4 penalty. These penalties are all reduced by one die per day that the entity has possession of the host.

To possess a host, the entity must remain in Twilight, superimposed over the host. This means that if the host touches the entity’s bane or is injured by a weapon made of the bane, the entity will suffer wounds to its Corpus.

Causing the Condition: This Condition is created by an entity using the Possess Manifestation Effect. The object or victim must be under the Open Condition, tagged to the entity.

Ending the Condition: The possession lasts for a single scene, unless the entity abandons it early or the host is killed or destroyed. Abjurations, exorcisms, strong bans, and forced contact with banes can all motivate an entity to release a host.

Resonant

The subject of this Condition is within the sphere of influence of a spirit.

Causing the Condition: This Condition is common and occurs naturally; if an object, phenomenon, person, or place matches the spirit’s purview in some way, it has this Condition. Anything matching the description of one of a spirit’s Influences counts as having this Condition tagged to the spirit.

Summoning rituals intended to entice a particular spirit to a location work by instilling the qualities that result in this Condition. Finally, a high-Rank spirit can use a Create Influence to cause the prerequisites for the Condition itself.

Ending the Condition: The Condition ends if the phenomenon creating it ends. A forest stops being Resonant for a tree spirit when all the trees are logged, a grief spirit can’t Influence someone who has healed and let go of his pain, and a fire spirit must move on when the fire is extinguished. Abjuration and exorcism may temporarily suppress the Condition or be the cause of it “naturally” ending, if the ritualists remove the causal phenomenon as part of the ritual.

[END CONDITIONS LAYOUT]

Numina

In addition to Influence and Manifestation, all ephemeral entities have a number of discrete magical powers called Numina. Each Numen is a single ability — activated by a successful Power + Finesse roll unless stated otherwise — linked to the entity's nature.

The Numina described here are deliberately generic. Individual ephemeral beings display their Numen in ways reflecting their type, theme, and biases — a ghost's Blast is an empty, freezing cold in the bones of its victim, while a spirit of light's is a jolt of energy.

Aggressive Meme

The entity speaks to a person (it must have a Condition making it capable of doing so), and plants an idea in their mind. When that person tells someone else the idea, it takes hold in their mind, too, as well as in the minds of whomever *they* tell. The Numen costs 7 Essence to activate and is contested by Resolve + Composure + Supernatural Tolerance.

Awe

The entity causes terror in anyone who can see it. The Numen costs 3 Essence, and its activation is contested with Presence + Composure + Supernatural Tolerance individually by anyone looking at the entity. Anyone achieving fewer successes than the entity is unable to move or speak for a turn. If the entity gains an exceptional success, the effect lasts three turns.

Blast

The entity may wound opponents at a distance. Range is equal to 10 yards per dot of Power, and the entity does not suffer range penalties. If the activation roll succeeds, the Blast wounds as a lethal weapon. The entity may increase the lethality of its Blast by paying Essence — every 2 Essence spent increases the “weapon” by one lethal damage. The maximum weapon bonus is equal to the entity's Rank.

Dement

The entity may torture its victim's mind via psychic assault. The Numen costs 1 Essence, and the activation roll is contested by the victim's Intelligence + Supernatural Tolerance. If the entity succeeds, the victim suffers the Insane Tilt (p. XX) for the rest of the scene.

Drain

The entity can steal Essence or Willpower (chosen at activation) from a material being. The activation roll is contested by Stamina + Resolve + Supernatural Tolerance. Whichever character — entity or target — gains the most successes receives points of Willpower or Essence equal to successes, while the other party loses the same number.

Emotional Aura

The entity sends out a wave of powerful — and distracting — emotion. This Numen costs 1 Essence, and lasts for a scene, or until the entity uses another Numina. The activation roll is made once, but anyone coming within five yards of the entity must make a Resolve + Composure + Supernatural Tolerance roll. If the activation roll had more successes, the victim suffers a -2 dice penalty to all actions as long as the aura remains. If the victim gains more successes, he is immune to the aura unless the entity uses the Numen again.

Essence Thief

The entity may steal Essence from and consume ephemeral beings other than its own type — for example, spirits with this Numen may consume ghosts and angels. The Numen costs 1 Essence to activate.

Firestarter

The entity causes flammable materials to combust. This Numen costs 1 Essence and causes a small fire to break out per activation success within the entity's Power in yards.

Hallucination

The entity may create an illusion experienced by a single target; anything from a sight or sound to an imaginary person that holds a conversation. The Numen costs 1 Essence and is contested by the victim's Wits + Composure + Supernatural Tolerance. Each success over the contesting roll alters one of the victim's senses.

Innocuous

This Numen does not require a roll to activate and has no cost. The entity is very good at being overlooked. Rolls to notice the entity suffer a -2 penalty.

Left-Handed Spanner

The entity disables a device, paying 1 Essence and touching the object if Manifested, or moving its Twilight Form to superimpose over it if not. The device must be a human-manufactured object with at least three moving parts. If the activation roll succeeds, the device malfunctions for the number of successes in turns. Using this Numen in combat requires the entity to Grapple and gain control of the object, so it can't be used this way in Twilight unless the target is as well.

Mortal Mask

This Numen disguises a Materialized entity as a human and can be used at the same time as the Materialize Manifestation Effect. Using the Numen costs 1 Essence, and the human seeming lasts for activation successes in hours. The human "costume" is flawed — witnesses may make a Wits + Composure roll penalized by the entity's Finesse to realize that something is wrong. Characters able to sense the entity in Twilight do not suffer the penalty.

Pathfinder

This Numen allows an entity to know the quickest route to a destination. The fastest route isn't always the safest, and the Numen doesn't reveal any dangers on the way, only a set of directions to the target. If the destination is the subject of the Safe Place Merit, the activation roll is contested by the lowest Resolve + Supernatural Tolerance among any owners. The Numen costs 1 Essence and lasts for a scene. If the destination is too far away to reach that quickly, the entity must use the Numen again.

Regenerate

The entity can use Essence to heal bashing and lethal wounds on its Corpus. This Numen does not require a roll to activate, but costs 1 Essence and heals one level of damage. The entity must reactivate the Numen each turn to heal more severe wounds. Bashing damage is healed first, then lethal.

Seek

The entity can sense the presence of suitable Conditions from a distance. The base range is two miles per Rank; entities may spend an Essence to multiply this by 10. If successful on a Finesse roll, the entity becomes aware of the direction and distance to the nearest suitable Anchor or Resonant Condition.

Speed

The entity accelerates into a blur of movement. The entity chooses whether to spend 2 or 4 Essence when activating this Numen. Spending 2 Essence doubles its Speed for the remainder of the scene, while spending 4 Essence triples it.

Sign

The entity creates messages or images in any media in the same way that media can be used by a mortal—it can write in the condensation on cold glass, produce images on computer screens, and send audible messages via phone lines. The Numen costs 1 Essence to activate, and if successful creates a single message.

Stalwart

The entity appears armored in Twilight form and uses Resistance instead of the lower of Power or Finesse as its Defense score.

Telekinesis

The entity can manipulate objects without using a Manifestation Effect. This Numen costs 1 Essence, and successes on the activation roll become the entity's Strength when attempting to lift or throw an item. Fine motor control is impossible using this Numen.

The Hunt

Mortals can interact with ephemeral entities in more ways than just as victims. Some people actively seek out ghosts of their loved ones with whom to speak, or seek spirits from whom to entreat power. Characters with an Unseen Sense for spirits or ghosts can sense their presence even in Twilight. Hunters seek them out to fight them and eliminate the threat they pose to humanity.

Research

Just like everything else hunters have to deal with, the best way to handle an ephemeral entity is to learn everything they can about them first. Finding out a ban or bane is the best way to deal with an ephemeral entity, though some hunters have Endowments that let them bypass the need.

If met with an ephemeral entity mystery, hunters can research them just like anything else. Generally, the roll is Intelligence + Occult, and all sorts of information from Anchors, resonances, bans, and banes are the result of Clue gathering.

Exorcism and Summoning

For dealing with an ephemeral entity, the ability to summon or banish is the most basic tool in a hunter's repertoire. These aren't perfect, and they don't always work. The concept behind them is that if the hunter knows the ideal atmosphere the entity needs to exist in the physical world, then he can manipulate it and force the entity to comply with his wishes.

As such, exorcism and summoning are functionally the same. They require a series of research actions (Intelligence + Occult rolls, with bonuses and penalties depending on access to proper

literature) to narrow down the requirements for the rest of the rites. The remaining actions serve as alternate ways to cause the Manifestation Conditions in the desired source.

For the most part, hunters engage in exorcisms more than summoning, though some hunters want to end the fight quickly by demanding an entity appear before the cell. Some other mortals, cultists and the like, summon entities for more nefarious purposes. These people tend to pose severe moral questions to hunters, especially those whose Code prohibits harming other humans.

Abjuration

While exorcism is an attempt to tackle the Conditions underpinning an entity's presence by mundane means or the use of bans and banes, abjuration fights the supernatural with the supernatural, pitting a hunter's soul and Resolve against the entity he is attempting to force away.

Hunters learn exorcism through necessity, and while some exorcists tend to be religious, it is not necessary for either exorcism or abjuration. By concentrating on the higher self, a skilled abjurist can cause his soul to affect Twilight, forcing ephemeral beings away and clearing an area of Influence. The abjuration effect must be performed as a meditative exercise that helps the user stay calm, even in the face of a rampaging, Materialized ghost. Religious abjurists use repeated prayer, while more secular occultists rely on incantations learned from their research. Anything that instills the proper calm and reverence will work, though — a soldier might attempt to abjure a ghost by reciting the patriotic oath of his country.

The abjuration itself is a Resolve + Composure roll contested by the entity's Power + Resistance. As abjuration channels the higher self, working the ritual by a means that matches the abjurist's Virtue provides a +2 bonus to the dice pool. A strong psyche is also useful — characters with Integrity 10 receive a +3 bonus, Integrity 9 characters gain +2, and Integrity 8 gain +1. Conversely, if the abjuration calls on the abjurist's Vice, the dice pool is penalized by two dice. Low-Integrity characters suffer a cumulative -1 penalty per Integrity dot below 6: -1 for Integrity 5, -2 for Integrity 4, and so on.

If the abjuration is successful, all Conditions tagged by the entity in the abjurist's Willpower in yards are suppressed for one day. On an exceptional success, the abjurist also becomes an extra bane for the entity until its Conditions return.

Warding and Binding

Beyond just sending an ephemeral entity away for a day, hunters can ward an area, or bind a particularly difficult entity into a specific location. By using the entity's bane and a specific kind of abjuration, a hunter can force it to stay away from or remain in certain areas.

Instead of confronting the entity directly as in abjuration, the ritualist marks the boundary she intends to protect with the entity's bane. She doesn't have to mark a complete boundary — her concept of the area she's protecting is what's important. Marking doors and windows with lamb's blood to keep out a ghost who can't touch it will prevent that ghost from simply floating through the wall while in Twilight, and carefully drawing a sigil on the floor will serve to trap the ghost whose name it is.

If the ritualist doesn't have the proper bane for her ritual's subject, it fails automatically, so the most important part of warding is getting that detail right. Once that's done, and the area has been marked, the ritualist performs whatever abjuration method she knows, focusing on

suffusing the area with the essence of the entity's bane. Performing the ritual requires a Presence + Occult roll, modified by the ritualist's Integrity as per an abjuration, and further penalized by the entity's Rank. A further modifier depends on the size of the area being warded.

[TABLE]

Area Modifier

Small area within a location, up to a six-foot area +1

Single room, a vehicle 0

Two story, suburban building -1

[END TABLE]

Larger structures levy increasing penalties; an additional -1 for every equivalent of a family home. Most superstructures, like skyscrapers, trains, government buildings, and hospitals are too large to be effectively warded.

If successful, the entity described in the ritual treats attempting to move into or out of the warded area as though it is against its ban. The effect lasts for successes in days or is broken if the marking of the boundary is disturbed — a determined entity can suffer the injury from touching the bane material marker in order to break the ward.

Monsters by Region

Any Time, Anywhere

Ghosts and spirits are the most common types of monsters that can appear at will. The ghosts that don't haunt a house or the bones of their corpse are often tied to a possessed object, relic, or person, while others manifest because someone summoned them. Ghosts that inhabit physical objects are still ghosts, however; if a doll, computer, mirror, or mannequin is destroyed, the ghost isn't automatically vanquished. These physical items are often Anchors for the ghost and add flavor to the hunt, a touch of misdirection, and a deep sense of history that isn't grounded in a set of coordinates. Spirits don't have Anchors, but they usually have bans that give them a predictable pattern of behavior. Sometimes, the effects of a witch's curse or a supernatural virus may be misidentified as a ghost's or spirit's handiwork — most people admit ghosts are real, and pass everything else off as anxiety or superstition.

For the Storyteller: Hunting on a Map

The monsters and examples provided scratch the surface of a world filled with the strange and unexplained. It is assumed that a local hunter will have more knowledge, resources, and connections to deal with an incident at home than an outsider would. When switching locales, keep in mind the hunters are strangers to a new location and will have to earn trust of local experts or ally with other, local hunters before taking action.

Take Robert the Doll for example. Originally owned by Key West painter and author, Robert Eugene Otto, this life-sized doll is possessed by a ghost with a taste for mischief and violence. The doll was once a display piece in a toy store in Germany, gifted to Otto by a wealthy relative. In the past, Robert the Doll allegedly attacked household staff, started fires, and played pranks on the humans with whom he's lived. Robert the Doll has straw-blonde hair, glass buttons for eyes,

faded rosy cheeks, and wears a blue-and-white sailor's suit. Despite being possessed by a ghost, the Doll is made of cloth. When the ghost speaks through Robert, his button eyes glow softly with an aura of lurid light most visible in the darkness. Burn the doll, however, and the ghost moves on. So, while the mischief Robert caused may seem like it's been dealt with, the true monster hasn't been.

Spirits and monsters aren't bound to an environment or any one place. They don't need a grassland or a swamp to survive, and they aren't tied to a specific gravesite or ancient battlefield, either. Creatures that can appear anywhere are still connected to the world of the living, however, and often reveal their malicious intent after they strike.

Black Dog

You are a British assistant manager working at a fish-and-chips restaurant in Sheffield. After your shift, you walk back to your car when you hear a loud, menacing bark. Is that a stray dog? No, you think, it can't be. You don't see anything. You ignore the noise as each ear-splitting bark grows louder and louder. Whatever it is — it's coming closer! You suck in your breath and don't make a sound. You feel goosebumps up and down your arms. That's when you see it: a massive, ink-black hound with glowing red eyes is running right for you.

Location(s): Prominent in Great Britain. Can be found in any country.

The Black Dog is a malevolent spirit tied to ill will and fear. Witnesses refer to the Black Dog by many names including Black Shuck, Church Grim, El Cadejo, Lobizon, Perro Negro, or Padfoot. Black Dogs are often portents of ill will; anyone who sees the creature is doomed to a dark fate, disaster, or death. Some report seeing the dog before a large-scale calamity such as a hurricane, an earthquake, or a terrorist attack. Still other reports state this dog is a familiar summoned by witches and warlocks to murder their intended victims.

In some Latin American legends, the Black Dog's counterpart is a White Dog that appears as a benevolent force trying to warn victims they are about to befall a great tragedy.

Appearance: This spirit manifests as an enormous black dog with glowing red eyes and possesses the combined qualities of the fiercest breeds: snapping jaws, rippling muscles, and flesh-tearing claws. The dog's bark or howl can always be heard by the intended, doomed target no matter where they may try to hide, and they possess excellent hearing.

Storytelling Hints: The Black Dog is a storytelling tool perfect for any tier. When it makes an appearance, this malevolent canine can serve Storytellers as a thematic clue. For example, the Black Dog may show itself to a hunter who's been cursed and is in danger. On a less-personal scale, a cell might wake from a dead sleep, right before a supernatural or natural disaster, to hear Black Dogs howling at the moon. In this way, the Black Dog adds fear and tension to the chronicle because hunters may not always have opportunities to capture, study, or murder it.

Storytellers may also use the Black Dog as a sign that they've run afoul of a different monster; a cell may have crossed paths with a shapeshifting warlock who summoned the Black Dog and commanded it to pursue them. The Black Dog may also be used as a standalone monster that haunts a sleepy neighborhood.

Power: 5

Finesse: 4

Resistance: 4

Manifestation Effects: Gateway, Materialize

Numina: Aggressive Meme, Blast, Emotional Aura, Seek

Ban: The Black Dog must spend one day out of every seven in a forested area or take 1 lethal damage for each day it cannot get to a forest.

Bane: Any blade carved from obsidian.

Rank: 2

Influence: Fear 2

Willpower: 8

Essence: 15

Corpus: 9

Initiative: 8

Defense: 4

Speed: 15

Size: 6

Slender Man

You are a South African hunter who has a few hunts under your belt. This time, however, you're facing your first real threat: A mythic impundulu has been spotted near Johannesburg, feeding on its citizens. You and your cell are stumped. You have no idea why such a creature would fly into a well-populated city, so you decide to track it with a spell you'd found. It's your first time using magic, but you have no time to find a different solution. You perform your spell and you're not sure if it worked — but now you've got bigger problems. Out of the corner of your eye, you spot an impossibly tall man. You whirl around, don't see anything, and return to your task. When he reappears, you know the impundulu is not the only monster you need to tackle head on.

The Slender Man's origins are as obscure and mysterious as the reasons for its appearance. Some speculate that the Slender Man is attracted to people who open a grimoire or try a spell for the first time and preys on their curiosity, while others believe he targets the young and emotionally vulnerable. The briefest contact with him inflicts paranoia and nightmares, while prolonged exposure to the otherworldly creature can be fatal.

Whether it's an internet construct or a spirit made flesh, the Slender Man is one of the most dangerous monsters because it's shrouded in one too many mysteries. Why appear now? Why target magical initiates? How would a force connected to technology become real?

Slender Man also inflicts "slender sickness" on his victims, a pathology that drives the afflicted to fits of rage and violence. Those who survive prolonged contact with the monster often leave behind an "operator mark" (a circle with an X through it) to warn others of its presence.

Slender Man rarely aggressively attacks his victims and instead frightens them by looming at the edges of a target's perception. Hunters are searching for ways to lure or trap the Slender Man,

but the process is slow going; the monster's presence causes electronic devices to malfunction within a wide radius, and files have been known to disappear.

Appearance: Slender Man is commonly described as an impossibly tall, thin, spectral man dressed in a fine black suit, white shirt, and dark tie. He has a blank, featureless white face, and unnaturally long arms that, according to some accounts, are replaced by tentacles. Often, the edges of his silhouette are blurry, as if he hasn't fully materialized.

Storyteller Hints: Slender Man adds a layer of mystery to any chronicle and may be introduced as a recurring antagonist. People are uncertain if he is a ghost or a spirit, so making that determination for your game is important. Attracted to magic, this entity may end up in the same places as the hunters. If an unfurling mystery suits the tone of the chronicle, Slender Man poses an unknowable, insidious threat that seemingly targets people at random and leaves those who survive the encounter shaken and unstable.

The Storyteller is encouraged to shape the Slender Man into a monster the hunters can, with a little creativity, track and hunt. The monster can lead the cell into deeper mysteries of the supernatural, or he can simply cause chaos and panic. Either way, this spirit is more than a vision in the dark. He appears and attacks, but the hunters can unlock his weaknesses eventually.

Power: 10

Finesse: 8

Resistance: 9

Manifestation Effects: Image, Materialize, Possess

Numina: Aggressive Meme, Dement, Drain, Innocuous, Left-Handed Spanner

Ban: The Slender Man cannot use Aggressive Meme, Dement, or Drain without touching the skin of his victim. He cannot use Left-Handed Spanner without touching the object.

Bane: A blade etched with the Slender Man's true name.

Rank: 4

Influence: Fear 2, Death 2

Willpower: 10

Essence: 25

Corpus: 15

Initiative: 17

Defense: 8

Speed: 24

Size: 6

Cities, Towns, and Villages

Where there are people, there are monsters. Cities are filled with humanoid predators that require a mortal's blood, flesh, and soul to survive. Most hunters believe a supernatural predator's motivation is simple and straightforward: they track, pursue, haunt, study, or feed on mortals.

For this reason, many cells operate under the assumption that anyone who can pass as human — vampires, ghosts, were-creatures, shapeshifters, witches, and warlocks — might be more dangerous than the unusual and bizarre because they can blend in or infiltrate hunter organizations. Hunters are often warned that they, themselves, are a target, and their cell should take precautions even before they realize what they're dealing with. When they don't, however, that's when the real challenge begins.

Large, concentrated populations are often the source of fast-spreading urban legends that spawn rumors and hints of truth. Sometimes, these beliefs are grounded in cultural, personal, or location-specific experiences that may be unfamiliar to the players sitting around the table. Take, for example, Nurse Janet. In East Malaysia, there is a story of how a young nurse named Janet went missing in the 1960s. Her disappearance was linked to the construction of a local bridge. It was said that whenever development was delayed, its owners would offer human sacrifices to something: restless spirits, perhaps, or demons. Any number of dark forces demand worship; the account is never clear. What is known, however, is that these sacrifices invariably involved decapitating the victims and embedding their heads in the concrete. This was the fate many believed befell poor Janet. True enough, her parents would eventually find her headless corpse a few days later, untouched save for that one act of mutilation. In their despair, her parents did the only thing they could: They dressed her in scarlet, hoping to help their child one last time.

Ghosts, whether they are out for vengeance or a poltergeist, are tied to cultural experiences, identities, and beliefs. Each one has a history grounded in a living person's former life. In Nurse Janet's story, the color red holds cultural significance. In Chinese culture, some believe if you clothe a corpse in red, its spirit will find its way back to our world, seeking the vengeance it's been owed. As a spirit of vengeance, hunters who hold similar beliefs know Nurse Janet may act like other types of ghosts, for instance a Woman in White, but she isn't one. She's an example of a different threat, a Woman in Red, who is just as determined to wreak havoc on the living as other spirits.

The monster selected for a chronicle is more than a thing to hunt; it adds depth and layers of meaning to the city it inhabits. The Cheonyeo Gwishin are another excellent example of how urban legends are not only tied to locations, but to the people who live there. While these women are native to South Korea, the Women in White can be introduced in any city where tragedy has befallen a victim.

When introducing a chronicle, the Storyteller is encouraged to treat a city, town, or village as its own character that has its fair share of beautiful flaws and ugly scars waiting to be uncovered.

Cheonyeo Gwishin

You are a South Korean student who's recently moved into a new apartment building. You hear someone knocking on your door. You open the door and call out, "Who's there?" A feminine voice answers, telling you to close your eyes and count to a hundred. Is this a game, you wonder? Then, the voice tells you that if you don't start counting — you'll die. You're not sure if someone's playing a prank on you or not. You double check the abandoned hallway, go back inside, and close your eyes. Then, you start reciting the numbers. You feel silly, so you stop counting at fifty. When you open your eyes, you are shocked to find a ghostly figure — a woman in white with dark, flowing hair — glaring back at you.

Location: The Cheonyeo Gwishin hail from South Korea. They are a type of apparition known as the Women in White; these ghosts may be found worldwide.

Depending on who you ask, the Cheonyeo Gwishin are either the ghosts of virgins or unmarried women, pinioned by whatever traumatic event prevented them from moving on. In some stories, that event is the grief of never having fulfilled their purpose as Korean women: to uphold the family name, to experience matrimonial bliss. In others, it is a case of innocence betrayed.

Cheonyeo Gwishin can be found haunting abandoned buildings and schools — the quiet places in the bustle of South Korea. Many are simply visual aberrations, a flicker at the periphery of the eye. They are echoes, suspended in their moment of agony. Other Cheonyeo Gwishin, however, move with purpose.

Every prefecture, every town in South Korea possesses some variation of this story: sightings of a girl in a white dress, her black hair trailing like a veil, accompanied by accounts of how she caused death and madness. In life, that unfortunate girl is always said to have been lovely and kind, the paragon of girlish virtue, adored by those who knew her. Yet, somehow, no one ever takes notice when she goes missing for days, and no one ever presses charges against her murderer.

Hunters investigating Cheonyeo Gwishin will inevitably find more than the town is willing to confess, because the oldest legends always come back to blood. That said, the Cheonyeo Gwishin are a type of apparition called Women in White and are only found in South Korea. Women in White that appear elsewhere possess unique histories and sets of abilities tied to their personal background and the location they haunt.

Appearance: Cheonyeo Gwishin are pale, alluring Korean women. Their black hair is worn long and loose, and often ripples behind them — even if there is no wind. Typically, the Cheonyeo Gwishin are spotted in a traditional sobok — a white funerary gown that stretches from the corpse's neck to their ankles. The sobok has billowing sleeves that reach from shoulder to wrist and may be tied with a long bow at the neck.

Storytelling Hints: At first, the Cheonyeo Gwishin may seem harmless. They are an apparition that has perhaps terrified a family from their home, or an interloper in a small neighborhood. As the cell continues to dig deeper into the local history, the Cheonyeo Gwishin moves with purpose. One way to point out morally gray areas is to present a Woman in White as a tragic ghost who deserves vengeance for what has happened to her. Depending upon her backstory, a cell might struggle with their next move.

At increased threat levels, the Cheonyeo Gwishin lose any pretense of innocence. Suicide cults rise in chat channels. A video circulates on the internet. Anyone who watches the clip drops dead, frothing black at the mouth. Of course, that makes everyone want to send the cursed video to their enemies.

Power: 4

Finesse: 5

Resistance: 5

Manifestation Effects: Materialize, Possess

Numina: Aggressive Meme, Dement, Hallucination, Speed

Ban: If the Cheonyeo Gwishin harms an unwed woman, she suffers 1 lethal damage for doing so.

Bane: Salt

Rank: 2

Influence: Family Home 2

Willpower: 10

Essence: 15

Corpus: 10

Initiative: 10

Defense: 4

Speed: 14

Size: 5

Fatal Fare Passenger

A panicked passenger enters your cab. You can't quite make out what she looks like; her hood is pulled tight against the rain and obscures her thin face. "Where you headed?" you ask. "Make a left here at the light," she responds. "No, wait! Make a right on this side street!" You barely manage to make the turn and miss rear ending a semi. Your passenger shivers, then tells you to head for a quiet neighborhood — it's just off the highway. Anxious to be rid of your eerie passenger and get paid, you follow her instructions as best you can. Deep down, you fear you're one bad turn away from flipping your cab over.

Location(s): Worldwide

The Fatal Fare Passenger or Haunted Hitchhiker is a global phenomenon. In the reported cases of "fatal fare," almost every story begins the same way: A stranded citizen, desperate to go home, hails a cab. Some accounts report the ghost can also be a hitchhiker or a passenger waiting for a pick-up from a ride-share service. Upon entering the vehicle, the Fatal Fare Passenger gives the driver directions "home." As the ride continues, the ghost frequently changes their instructions to force the driver to crash their vehicle and die. Though a Fatal Fare Passenger may seem like a class of ghosts or the work of a serial killer, each individual passenger acts on its own. An untrained eye may not realize a Fatal Fare Passenger isn't human until it's too late.

Appearance: A Fatal Fare Passenger is a ghost who Anchors almost solely to the location of their death. Unlike other ghosts or undead, this monster is a near-perfect fit to the village, town, or city they wander in. The Fatal Fare Passenger even goes so far as to adopt the mannerisms and dress of the local population to blend in as best they can. The only way to tell if a Fatal Fare Passenger exists is to closely inspect their translucent skin and hair. For this reason, these monsters often target victims at night or during inclement weather to better conceal their true identities. Hunters should be wary of anyone begging for a ride who does not show their face, even after entering their vehicle.

Storyteller Hints: A Fatal Fare Passenger is a good choice to open a session or chronicle, because this monster type doesn't possess a lengthy history or elaborate agenda. Storytellers are

encouraged to make this attack personal; a Fatal Fare Passenger might target a hunter's Touchstone, ally, or mentor. To ratchet up the tension, shroud the Fatal Fare Passenger in mystery. Drop in newspaper clippings, forum chatter, and cryptic texts to breathe personality into the hitchhiker.

Eventually, a Fatal Fare Passenger will target a cell when all the hunters are together; one of the best ways to ensure the cell is together, is to encourage safety in numbers. Then, when the Fatal Fare Passenger attempts to hitchhike or share a ride with them, the hunters will fight for their lives in a swerving vehicle. This monster can also be employed as a red herring to distract or slow the hunters down while on another hunt. To step away from its ghostly origins, the Fatal Fare Passenger can also be undead or a warlock in disguise, intent on targeting the hunters.

Power: 6

Finesse: 4

Resistance: 4

Manifestation Effects: Image, Materialize

Numina: Emotional Aura, Left-Handed Spanner, Mortal Mask, Speed, Telekinesis

Ban: The Fatal Fare Passenger must try to hitch a ride and kill a driver once a month or lose all its Willpower.

Bane: Turmeric

Rank: 2

Influence: Cars 2

Willpower: 8

Essence: 15

Corpus: 9

Initiative: 8

Defense: 4

Speed: 15

Size: 5

Rawhead the Bogeyman

Rawhead and Bloody Bones/Steals naughty children from their homes/Takes them to his dirty den/And they are never seen again.

Location(s): Great Britain, United States. Rawhead is a type of bogeyman present in several myths. Depending on its guise, it can be found worldwide.

Rawhead is a type of bogeyman that targets ill-behaved children and terrorizes families. The bogeyman can possess masculine, feminine, or animalistic traits. Other known guises include: Mummelmann, Popelmann, Homem do Saco, El Roba-chicos, Złota Baba H'awouahoua, Gurumapa, Cuca, and the Jersey Devil.

Almost everyone grew up with a story that the bogeyman would snatch a naughty kid out of bed if they misbehaved. Rawhead and Bloody Bones is one such monster. In Great Britain, Rawhead is the reason you don't peek between your ankles at the slats under the stairs. Parents caution their children away from ponds; children tell each other to watch out for old, dark cupboards. That is where Rawhead lives, scalped and streaked in blood.

In America, the story is told a little differently. Rawhead was the favorite pet of a woman named Old Betty, and when a hunter made the mistake of killing the boar, she moved its soul into another body to let it get revenge. He came back from the dead, swaying on two legs, because the hunter had eaten up everything that he was and Old Betty could only find a poor farm boy's corpse. But the head was right. He still had his porcine skull.

Now the monster he wasn't before, Rawhead staggered off to look for the man who killed him. He found him, of course. The boar ate its murderer, but he didn't drop back dead. Instead, he went on to the woods to look for more meat — young meat, preferably fresh from the warm bone of a child.

Of course, this means Rawhead doesn't seem to have respect for international borders. Hunters have found the beast haunting staircases and armoires in Bristol, Kentucky, Wyoming, Scotland — wherever his story is told. They always find him on a pile of bloody bones, ravenous, even as he smiles at them from hollow sockets, blood running tracks down his eyes.

Appearance: Rawhead's appearance can differ depending on region. In Europe, he is hunched under a drape of leather, with bloodied bones and overlong limbs, always smiling from within the gloom. Americans say that Rawhead is a massive creature and frighteningly powerful, a hideous amalgamation of pig and man. His head is always the same: a boar's skull, its eye sockets burning with red light.

Storyteller Hints: If Rawhead is dropped into a chronicle to add tension and make people uneasy, he's usually a household nuisance straight out of a fairy tale. When he's hungry, he preys on the innocent and easy pickings. As soon as he's thwarted, however, he'll move on to another town or city and try to find fresh meat.

Storytellers who want to add a twist to the bogeyman may expand his pool of victims to include the elderly or infirmed. In a house, Rawhead is scary but can be thwarted. In a hospital filled with patients, this monster emerges as a deadly threat. Storytellers may also treat Rawhead as a summoned spirit bound to a set of bloody bones. Hunters will then have to figure out who — or what — had the power to call forth Rawhead and determine what, if any, plans they have for his victims.

Mental Attributes: Intelligence 2, Wits 4, Resolve 3

Physical Attributes: Strength 6, Dexterity 4, Stamina 6

Social Attributes: Presence 4, Manipulation 2, Composure 3

Mental Skills: Investigation 4, Occult 2

Physical Skills: Athletics 2, Brawl 7, Survival 3, Stealth 4, Weaponry 3

Social Skills: Intimidation 4, Streetwise 1

Merits: Choke Hold, Cover Tracks, Relentless

Potency: 5

Willpower: 11

Virtue: Naïveté

Vice: Gluttony

Aspirations: Eat naughty children and adults who misbehave.

Initiative: 7

Defense: 6

Size: 7

Speed: 17

Health: 13

Weapons/Attacks:

Type	Damage	Range	Dice Pool
Bone Fists	2L	Melee	13
Bite	2L	Grapple	13

Dread Powers: Dread Attack (Bite, Bone Fists), Home Turf 2 (Nest), Predator's Sense (Children), Regenerate

Deserts and Sandy Terrain

Monsters spotted in the deep desert are not hunted by the faint of heart. Though not as devoid of life as stereotypes proclaim, sandy terrain is challenging for inexperienced hunters who don't have the right gear or training. Filled with myths, local hunters may venture into the deep desert on a dare or to hone their survival skills. After all, a hunt in the desert requires a vastly different set of skills than scouting out abandoned warehouses and condemned office buildings.

Some deserts can be found just outside a metropolis. These include Las Vegas, Nevada; Tucson, Arizona; and Casablanca, Morocco. Many deserts, however, stretch for miles and miles like the Mojave, Gobi, Thar, Sahara, and Atacama Deserts. Hunters called in to help must weigh the benefits and drawbacks of venturing out into the desert, knowing how dangerous hunting under the hot sun can be. For this reason, some cells tack on an extra hunt or two when they're visiting a desert-adjacent village or city, just in case.

For the Storyteller: Relics and Rumors

Remote environments, whether they're in the Sahara or the middle of the Atlantic, are perfect locations to drop into a chronicle when the hunters want to find mystical or ancient relics owned by the supernatural. Occult bookstores and black markets can only yield so many artifacts, and some hunters may want to do their own legwork. Tier-one hunters may abandon the hunt to find a cursed object, called a Bygone (p. XX), to give them an edge. Tier-two hunters may stumble across a Bygone someone tried to get rid of — but couldn't. Tier-three hunters may acquire anything they find for the benefit of their organization. The Aegis Kai Doru, for

example, could launch an expedition to Namib, the world's oldest desert, to retrieve an unusual object rumored to be a mythical Wheel of Fire.

Storytellers who want to set a session or a chronicle in the desert can research other reasons for the hunters to travel in sandy regions that range from assisting a local cell at their request to tracking a different monster that's in hiding.

Devalpa

You and your brother are hunters from Tehran. You heard rumors that visitors have gone missing in Kavir National Park, so you pack your gear and plan for a long trip. You reach an immense stretch of desert that, at first glance, seems harmless enough. As you start to cross the expanse, however, you hear an old man cry for help! You rush to the man's side, and he begs you to help carry him. That's when you notice something strange — the man is half-buried in the sand. Your brother, who's close behind, wonders why you stopped. You tell him something's not right, but he doesn't listen. He rushes in to help the man, and as soon as he lifts the creature from the sand, long tentacles wrap around your brother's body.

Location(s): Iran (Deserts)

The devalpa is a type of shapeshifter that preys on people's desire and need to help others. It communicates with its victims telepathically, so they "hear" its voice in their native tongue. Unlike other humanoid creatures, the devalpa is telling the truth: It does want its victims to help it carry out tasks it normally cannot and enslaves those who pick it up off the ground by wrapping its long, thin tentacles around their bodies.

Once attached, the devalpa takes control by telling its victims where to go and what to do. Its motivations range from helping it escape the desert and scavenging for food to finding others of its kind. Despite its seemingly benign needs, the devalpa does not care about the safety or health of its victims and will often make demands that cannot be fulfilled. To date, no one knows much about the devalpa other than the occasional eyewitness report, because most people first encounter the creature after reading the tale of *Sinbad the Sailor*. People are quick to point out disappearances — even in the deep desert — should be thoroughly investigated to rule out criminal activity first, before claiming a devalpa is to blame.

Hunters are beginning to suspect the devalpa is a symbiotic creature that cannot survive for long periods of time on its own. Because so little is known about its strengths and weaknesses, however, hunters who encounter the devalpa are often unprepared to fight it.

Appearance: The devalpa is a reptilian shapeshifter that preys upon the kind-hearted. At first glance, it appears to be an old, deeply wrinkled man with long, white hair and thin arms stuck in the sand. Scrutinizing the creature further doesn't yield any clues; it's not until the creature is removed from the sand that its tentacles are revealed.

Storyteller Hints: This type of predator is an example of a monster that appeals to a victim's emotions. Though its natural habitat is the desert, the devalpa can move from place to place by wrapping its tentacles around a victim's body.

Depending upon what Dread Powers are used to flesh out this antagonist, the devalpa might feed off a victim's emotions, blood, or soul. This food is how the devalpa retains its strength; its grip tightens as its victims become more fearful or anxious. The opposite could also be true: The

devalpa might deposit a hallucinogenic toxic when its tentacles contact a target's skin, reducing inhibitions, fears, etc.

Mental Attributes: Intelligence 6, Wits 5, Resolve 5

Physical Attributes: Strength 2, Dexterity 1, Stamina 3

Social Attributes: Presence 1, Manipulation 5, Composure 2

Mental Skills: Investigation 3

Physical Skills: Athletics 2, Brawl 2

Social Skills: Persuasion 5, Subterfuge 3

Potency: 4

Willpower: 11

Virtue: Altruistic

Vice: Petulant

Aspiration(s): Attach myself to a mortal and ensure they carry out my every command. Multiply and make more devalpa.

Initiative: 3

Defense: 3

Size: 2

Speed: 5/15 (tentacle)

Health: 5

Weapons/Attacks:

Type	Damage	Range	Dice Pool	Special
Grasping Tentacles	2L	Melee	5	Inflicts the Drugged (Hallucinogenic) Tilt

Dread Powers: Discorporate (Tentacles), Dread Attack 2(Tentacles), Multiply (Eggs), Numen (Hallucination, Mortal Mask)

Special: When the devalpa lays its eggs in a victim, they don't necessarily know they're in their system.

Mongolian Death Worm

You are a Chinese biologist who studies the flora and fauna of the Gobi Desert. Your predecessor was recently fired, and you never bothered to ask why. While preparing for your next expedition, however, your peer tracks you down and begs you not to return to that area. You don't want to listen to their warning but when you turn away, they hand you a file packed with reports and photos. You part ways and examine the file as soon as you get home. One photo in particular catches your eye. It shows a massive, segmented worm spitting vivid green liquid from a ringed maw into the air against the backdrop of the afternoon sun. Included is a sticky note that reads: No photo manipulation.

Location(s): Gobi Desert

The Mongolian Death Worm has been sighted in the most desolate areas of the Gobi Desert. A predatory beast, the worm can grow several feet long and threatens the safety of travelers, residents, and livestock that wander near it. Reports attribute many supernatural abilities to this monstrous worm. It can spit acidic venom, attack with electrical discharge, lay eggs in the bodies of its prey, and is lethal to touch. As far as the average hunter is concerned, all stories *could* be true but are hard to verify. While rumors swirl that Mongolian Death Worms can survive in captivity, they have never been spotted out of their natural habitat.

Many hunters believe the worm is a natural anomaly, while others argue that the creature is the product of a Cold War experiment. The latter is demonstrably false, as Mongolian Prime Minister Damdinbazar cited its existence back in 1922. Still others speculate that the worms are not from Earth; they are creatures who slipped into our dimension from their nightmarish home.

Provided the Mongolian Death Worm remains in the remote regions of the Gobi Desert, most hunters avoid the area at all costs. Unfortunately, Mongolian and Chinese hunters have recently discovered evidence that hatchlings are venturing further and further into well-populated areas.

Appearance: Mongolian Death Worms are massive, segmented worms with thick, spiked exoskeletons. Its toothy maw is wide enough to bite an adult in half, and its eyes are sheltered behind curving, chitin plates. Some death worms have metallic nodes in place of spikes on their shells which they use to conduct electricity. Sand-colored Mongolian Death Worms are non-venomous while those capable of generating venom display bright colors: violent yellows, deep indigos, and angry reds.

Storyteller Hints: The Mongolian Death Worm is the kind of monster players can hunt down for a good, old-fashioned fight. The creature is a giant, aggressive predator; it has no agenda, it's not secretly hiding in plain sight, and it doesn't vanish at daybreak. The worm is a mindless monster that slithers and eats.

For Storytellers who want to add more mystery to the hunt, place the Mongolian Death Worm in a different desert or worse — a zoo. What was once a simple hunt takes a darker turn when the hunters realize someone has managed to snatch the Mongolian Death Worm from its home to test its ability to survive outside Asia. If successful, the worm's presence in other habitats has frightening implications.

Mental Attributes: Intelligence 1, Wits 2, Resolve 5

Physical Attributes: Strength 7, Dexterity 1, Stamina 5

Social Attributes: Presence 1, Manipulation 1, Composure 3

Physical Skills: Athletics 4, Brawl 7, Survival 3, Stealth 2

Social Skills: Intimidation 5

Potency: 3

Willpower: 11

Aspiration: To hunt.

Initiative: 4

Defense: 5

Size: 60

Speed: 12

Health: 65

Weapons/Attacks:

Type	Damage	Range	Dice Pool
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Maw	2L	Melee	14
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Dread Powers: Dread Attack (Bite), Home Turf 3, Numen (Blast), Weathervane 1 (Wind)

Fields and Forests

Monsters that make their homes in fields and forests can be found near remote villages or in Central Park. Often, those who need to live in these environments are fiercely protective of their homes and attack if threatened regardless of intelligence. Some creatures, like the dryad, unicorn, or satyr, are simply the stuff of fairy tales, while there may be truth to some creatures' existence, such as Jenny Greenteeth and the Finnish Ajatar.

Storytellers are encouraged to leverage fields and forests as common locations hunters can investigate. These areas complement urban landscapes and enhance the hunt by adding a different set of challenges they must overcome. City parks are perfect hunting grounds for predators waiting to ambush the unprepared, and hunters trying to catch a monster *before* a victim's life is claimed must deal with concerned parents, pet owners, sports enthusiasts, and local police. After all, vampires, werewolves, and shapeshifters may lurk in a spooky grove, but they don't *need* a specific environments to survive. Humanoid monsters who use parks, botanical gardens, arboretums, and abandoned fields to live near, but not next door to, the people upon whom they prey know their backyards well.

Despite all their efforts, sometimes hunters come up empty and can't find the source of harm. A jogger disappears without a trace. A couple takes a stroll with their dog and all three never return home. After exhausting all other options, they might discover a humanoid monster isn't to blame after all. Eventually, hunters learn supernatural threats aren't restricted to monsters such as the Bulgarian Vrkolak, which shifts from a werewolf to a vampire after it dies.

Sometimes, the trees and plants are monsters, too. Storytellers should treat a lone weeping willow that's possessed by a mournful lover as an antagonist that's part of a location; if, however, the entire swamp or grove is haunted, then that wider area is a Mysterious Place (p. XX). Some plants, regardless of size, can move of their own volition or be transplanted to freshly tilled soil.

Hungry Grass

You're an Irish tourist taking a stroll through a part of your country you've never seen before. You're enjoying your walk through the emerald-green fields when you approach the base of what the locals call "Hungry Hill." You've heard them warn you. You've been told to avoid it but you don't bother listening. You take your first step and laugh. You feel a little peckish, but you're okay! With each step you take, your hunger grows: Now, there's a gnawing pit in your stomach, you feel lightheaded, and your body starts to shiver. Suddenly, you begin hallucinating. Long, thin tendrils of grass slither around your ankles. Damn! Your blood sugar must be dropping — or is it? It isn't until you stumble and fall, yanked hard by the Hungry Grass, that you realize you shouldn't have been rude to the locals.

Location(s): Ireland. It may grow elsewhere when transplanted.

While its precise origins are unclear, Hungry Grass (or Cursed Grass) originates in Ireland and reports trace back its existence to the Great Hunger in 1840. Others believe that Cursed Grass is extradimensional in origin — a product of the fairy world — and should be left alone lest its disappearance attract darker forces. Still others believe Hungry Grass marks the location of a sinner's corpse.

Thankfully, Hungry Grass cannot move its entire mass on its own; it drains and weakens anyone who's unfortunate (or stubborn) enough to walk through the blades of grass. The length of time spent crossing Hungry Grass does not matter; it distracts victims by igniting a terrible hunger. Some reports state that the grass whispers hateful curses to solitary listeners, while others claim the grass instead tries to lure bystanders to walk through it. Following capture, it "grows" around the victim so it can devour their flesh. Any clothing or inorganic items are then swallowed up by the grass, leaving no evidence behind.

Hungry Grass disorients victims who walk through it, forcing them to wander through its blades long enough to inflict them with its starving curse. While native to Ireland, Hungry Grass can be uprooted and planted anywhere grass grows. It takes root immediately and spreads until all ordinary grass is gone, as far as the eye can see.

Appearance: At a cursory glance, Hungry Grass is indistinguishable from normal sod. With a moment's study, the viewer realizes the grass has a bluish tint and wide blades that reach upwards like miniature, snaring vines. If an observer spends additional time watching the grass, it moves subtly of its own accord and independently of any breeze.

Storyteller Hints: Hungry Grass is an interesting threat to throw at hunters who are neck-deep in an investigation of a creepy location or other monster. Thematically, Cursed Grass is excellent for chronicles set in Ireland, but its nature may be adjusted to fit any location. Storytellers planning to introduce Hungry Grass as a threat should weigh its placement. Another monster, for example, might transplant a patch of Hungry Grass in a hospital lawn or a public park. The question is, "Why?"

Hungry Grass is a fun antagonist to drop into hints and rumors, because it's an unexpected plant-based creature. Eventually, hunters might grimly suspect that Hungry Grass can spread after being buried along with a corpse. Others could learn Hungry Grass is immune to fire, can survive in low-light conditions, and is hardier than most types of sod.

Mental Attributes: Intelligence 2, Wits 2, Resolve 4

Physical Attributes: Strength 2, Dexterity 1, Stamina 5

Social Attributes: Presence 1, Manipulation 2, Composure 4

Mental Skills: Occult 4

Physical Skills: Athletics 1, Brawl 4, Survival 3

Social Skills: Intimidation 3

Potency: 4

Willpower: 12

Aspiration(s): To suck the nutrients out of victims. To multiply.

Initiative: 5

Defense: 2

Size: 10

Speed: 0

Health: 15

Weapons/Attacks:

Type	Damage	Range	Dice Pool	Special
Strangling Grass	1L	Melee	6	Will only attack if victim doesn't have food.

Dread Powers: Multiply, Numen (Drain), Regenerate, Reborn

Owl Man

You're a British minister tending to your church in the village of Mawnan. You're surprised to find several large owl feathers. Could it be? You've heard the stories — two young girls spotted a hybrid creature all those years ago — but you've never put much stock in them. 'Course, you can't deny you find the idea fascinating. More than one villager has confessed seeing the Owl Man, and they're terribly embarrassed about it. When they first asked you if the Owl Man was a devil in disguise, you told them you weren't sure. You still aren't. But, just in case, you grab a vial of holy water and make sure you're not out too late tonight.

Location(s): England

First sighted in 1976 in the village of Mawnan, Cornwall, the Owl Man is a shapeshifter who's half-man, half-owl. Two young girls spotted a giant birdman with great feathers and black claws hovering in the sky just above the village's church tower. Others reported the creature had glowing, red eyes and hissed when it swooped near them in the woods nearby. Strange, glowing red lights hanging in the night sky are often thought to be the Owl Man peering down from high above.

The story of the first sighting was published in "Morgawr: The Monster of Falmouth Bay," a pamphlet distributed locally. Since that time, there have been several other sightings outside of the village in Cornwall. Witnesses report the Owl Man has tall, pointed ears like a bat and is covered in mottled, gray-brown feathers. It peers at them with an intelligent malevolence and studies passersby. Some have even started referring to it by another name: Death Raptor.

Hunters are curious about the Owl Man because no reported deaths have been attributed to the creature. Still, that doesn't stop them from wondering — is there more than one Owl Man? Is he related to the Mothman and other similar creatures? Is he tied to the appearance of the Black Dog? Still others believe the church of Mawnan holds answers but understand investigating the area without just cause may incite a panic.

Appearance: The Owl Man has a unique and specific appearance that is easily recognizable. It stands between five and six feet tall, its ears are sharply pointed, its eyes glow red, and its sharp, black talons threaten to rend flesh from bone. Covered in giant, spotted feathers, the Owl Man's coloring is gray and brown, and it possesses the ability to fly. The Owl Man doesn't force an encounter with groups of witnesses and will hover in the sky so it cannot be attacked. It is not

known how the Owl Man's appearance changes if it interacts with only one person; hunters suspect it may change color or return to human form.

Storyteller Hints: To drop the Owl Man into a chronicle, determine what it wants and where it might get it. Its motivations are unclear, and its physical nature is also mysterious, leading to a deeper investigation that could stretch across the Atlantic. The Owl Man could either be a shapeshifter who dons a human guise during the day, or a summoned demon who's lost their warlock. Maybe the Owl Man is searching for a cure for their condition and believes they're suffering from a witch's curse. Maybe the Owl Man is an accident of nature — a cryptid — and wants nothing more than to be left alone. Or, maybe the reason the Owl Man remains in proximity to the church is because something's buried beneath it, something old and forgotten, something that could help the shapeshifter return home.

Mental Attributes: Intelligence 3, Wits 4, Resolve 2

Physical Attributes: Strength 3, Dexterity 6, Stamina 3

Social Attributes: Presence 1, Manipulation 2, Composure 3

Mental Skills: Investigation 4, Occult 1

Physical Skills: Athletics 4, Brawl 2, Firearms 2, Survival 2

Social Skills: Intimidation 3, Subterfuge 2

Merits: Alert, Masked Scent

Potency: 3

Willpower: 8

Virtue: Stalwart

Vice: Pride

Aspiration(s): Glean secrets from those I watch. Use their weaknesses to ensure my safety.

Initiative: 9

Defense: 8

Size: 5

Speed: 14/20 (Fly)

Health: 8

Dread Powers: Animal Shift (Owl), Eye Spy, Numen (Emotional Aura, Mortal Mask, Pathfinder), Home Turf 2

Hills and Mountains

Rocky, hilly terrain is often a deterrent for hunters, because of the technical challenges hunting in a variable environment. From sudden shifts in weather to falling rocks, hills and mountains are beautiful to hike but can be dangerous for unskilled hunters who don't have the right gear or allies.

Monsters native to a giant hill or mountainous region often hitch rides with an unsuspecting hiker to infest or plague people in larger populations. Though several creatures, like the

Mountain Giant or Yeti, tend to remain in caves or on plateaus, other, smaller monsters blend into the local flora and fauna so well they're harder to spot. Most of the time, the supernatural live out their days until they are disturbed. When they're homes are threatened, either because they're being attacked by a different predator or resources are scarce, they'll migrate toward settlements to find food and shelter. Then, once their appetites are sated, that's when the real trouble begins.

Storytellers should keep in mind vast mountain ranges incorporate other types of varied terrain ranging from freshwater lakes to dark, underground caves. Several cities are also bordered by steep hills and mountains. In the United States, these cities include Boulder, Colorado; San Francisco, California; and Pigeon Forge, Tennessee. Other locations include Cusco, Peru; Shimla, India; and La Chaux-de-Fonds in Switzerland. Unusual sightings, animal attacks, and missing-person reports are rampant in these areas, and anyone who owns a cabin in the woods suspects something unnatural may be lurking nearby — they're just not sure what.

Brain-Eating Ants

You are a Brazilian travel writer who's just returned from a week-long scenic hike near the Pico da Neblina. Exhausted, you fall asleep for two days and promise to call the doctor when you wake up. Though you're still tired and have a killer headache, you have an article due yesterday. So, you break out your laptop and start to write about your travels. Unfortunately, the words won't come, and you're worried something is very, very wrong with you. You try typing a sentence but can't work with all those scritch-scratch-tsk'ing noises. Pissed, you pack up your things and head to the nearest cafe. That's when you realize why you can't think. Those terrible sounds? They're coming from something that's eating away at your brain.

Location(s): Worldwide. There are multiple species of Brain-Eating Ants that flourish in mountainous regions.

Almost everyone has heard an urban legend about what happens when you neglect to take care of yourself. Brain-Eating Ants, however, don't crawl into your ears because you forgot to clean them. These common insects devour flesh and brain matter because they've been altered to be unnatural. Whether they're the byproduct of a horrific experiment or an accident caused by a supernatural taint or side effect, Brain-Eating Ants exist when they shouldn't.

The popularity of these myths makes it easy to brush them off as hearsay, but the problem is they're real. Medical personnel say hornets can't possibly burrow through a human skull to lay their eggs, but it is entirely feasible for a cockroach to scurry up the nasal cavity. More than one camper has gone to their doctor, begging to be rid of the beetles that had taken residence in their ears. As for tapeworms? Those parasites can squirm and burrow their way into any organ.

Knowledgeable hunters will tell you that these medical personnel are both right *and* wrong. *Ordinary* ants might not be able to tunnel through bone, but Brain-Eating Ants are anything but normal and they are always cruel. More than one hunter has gone to a retirement home to find elderly victims transformed into living nests, their muscles and bones hollowed out, the pores of their skin seeded with eggs and newborn larvae.

Appearance: Most hunters have trouble preventing Brain-Eating Ants from claiming a victim, because they look like the common ant. Usually, a cell stumbles onto a giant anthill at a remote camp or an understaffed hospital. Each time a cell tracks these cryptids down, there is almost always evidence a deliberate, malevolent force is at work: bright yellow slime, hollowed brains,

cold spots. What's more, for every report that is publicized, hunters say there are 10 more that unmentioned.

Storyteller Hints: Brain-Eating Ants are an everyday horror that can infest mundane locations or natural locales and can be commanded or controlled by non-supernatural means. They prey on humans and animals alike — which is part of the reason their colonies grow larger in remote regions. This monster is perfect for mortal Storyteller characters who operate with malicious intent. To introduce them, focus on the mundane. Maybe a group of neighbors keeps rushing to the doctor for headaches. Maybe doctors are threatening to call the CDC. Then, up the ante by devising an infestation of a specific location. A prestigious hospital has been shut down, but there are still patients in the facility, all sitting quietly in their rooms, dying in degrees.

The moment the cell has a grip on the infestation, encourage the hunters to identify patterns of intent. Maybe the infestations aren't random. They're moving. *Somewhere*. Maybe, the Brain-Eating Ants can be traced back to a specific location, and when the hunters investigate they discover something much, much worse.

Mental Attributes: Intelligence 1, Wits 1, Resolve 1

Physical Attributes: Strength 5, Dexterity 3, Stamina 3

Social Attributes: Presence 0, Manipulation 0, Composure 1

Physical Skills: Athletics 4, Brawl 5, Survival 2

Potency: 1

Willpower: 3

Aspiration(s): Find a warm, bloody, living organ. Lay eggs.

Initiative: 4

Defense: 5

Size: 1

Speed:

Health: 8

Dread Powers: Madness and Terror, Multiply (eggs), Taint (Viscous)

Nekomata

You are a Japanese veterinarian who enjoys keeping animals healthy. You grew up hearing about the yōkai, but never quite believed the stories. Oh, you saw your fair share of strange and unusual animals and have spent a lot of time reassuring your clients that the supernatural isn't real. You stuck to that theory — until someone brought a stray, older cat in from the cold. Its mottled fur was thick, its claws were broken, and the poor creature was missing several teeth. You examine the cat further and listen to its heart — but you can't find a pulse. You try to draw blood next, but before you can pierce the cat's skin it turns to glare at you with an intelligent malevolence. That's when you notice other signs of decay — festering wounds, distended belly, milk-white eyes — and realize the yōkai are very, very real.

Location(s): Japan

Prominent in Japanese folklore, *yōkai* is a word that describes the denizens of the supernatural ranging from demons to spirits. The nekomata is a type of cat *yōkai* that possesses the power of necromancy. Some believe the nekomata were once domesticated cats that were abused and unloved, while others say they hail from the mountain regions of Japan, which includes Mounts Fuji, Kita, and Haku. Once the cats reach old age, their bodies begin to mutate and during this process they become nekomata.

The nekomata are shapeshifters who wield the power of necromancy, can transform from cat to human, and feed on human flesh. Vengeance drives them, for they never forgive those who hurt and neglected them in life. According to legend, the nekomata are capable of steering reanimated corpses with the flick of a paw. Despite these powers, the nekomata aren't as antagonistic as other *yōkai* and are often confused with the bakeneko. Though they aren't aggressive unless provoked, the nekomata have been known to torment their victims.

The nekomata are not harmless, however; they're evil cats that often begin tormenting a victim with commonplace annoyances. A grouchy neighbor complains of strange, eerie yowls in the middle of the night. Dead birds are dragged onto their doorstep. Then, the nekomata attacks — biting their ankles and shredding their flesh.

Japanese hunters have heard reports of cat *yōkai* but have a hard time sorting fact from myth. These hunters believe that the nekomata have migrated from the mountains to the cities, compelled by necessity and lured by the chance for vengeance.

Appearance: Some nekomata grow a second tail while others dangle their molted skin from the base of their spines. Though they can possess a variety of physical characteristics, the nekomata share common traits. In cat form, they can appear as any breed, but are almost always old. In human form, they can take the guise of any person they come across, but retain certain feline features such as their fangs, eyes, and whiskers.

Storyteller Hints: The nekomata can be challenging for hunters to identify because they may be mistaken for were-creatures, other *yōkai*, or rabid animals. When signs of necromancy start to appear, a cell might assume a witch or warlock is to blame. The connective tissue between strange claw marks and the dead rising to life is the human form of the nekomata. Introduce an encounter with a cat-eyed shapeshifter who eerily resembles an eyewitness and give the hunters an opportunity to hunt the nekomata before they claim a victim.

Storytellers who want to add a twist may hint that competing forces are hoping to trap, capture, and study the nekomata to unravel their shapeshifting and necromantic powers. These forces may range from cults, to black-market opportunists, or other hunters.

Mental Attributes: Intelligence 4, Wits 4, Resolve 2

Physical Attributes: Strength 2, Dexterity 4, Stamina 2

Social Attributes: Presence 2, Manipulation 4, Composure 2

Mental Skills: Occult 5

Physical Skills: Athletics 3, Brawl 3 Stealth 4, Survival 2

Social Skills: Persuasion 4

Potency: 3

Willpower: 7

Virtue: Loyal

Vice: Demanding

Aspiration(s): Find a new owner who will take care of me. Take revenge on the owner who didn't. Make new (undead) feline friends.

Initiative: 6

Defense: 7

Size: 2/5

Speed: 8 (Cat)/11 (Human)

Health: 4 (Cat)/7 (Human)

Dread Powers: Animal Shift (Cat), Hex, Know Soul, Raise Dead, Skin Taker

Rivers, Lakes, Oceans

Deep, dark waters hold secrets waiting to be uncovered beyond the occasional lost shipwreck or underground ruin. Mortals have long been fascinated by the aquatic creatures that swim oceanic depths, but have also wondered if other, more predatory beasts breathe underwater. For centuries, giant kraken and lake monsters, like Bessie, Champ, and the Lariosauro, have been blamed for strange weather conditions and unfortunate accidents in open waters. Sometimes, when a lover drowns or a boat crashes, the best and easiest explanation is to blame a monster instead of human error.

Hunters know there may be some truth to fish tales about bunyips, snallygasters, and sea monks. Finding evidence is tedious and time consuming, however, and superstitions are rampant. Everyone has heard of selkies, nymphs, and mermaids, and yet most people are too embarrassed to admit they might believe in them and that if they are real, they may not be benign. Worse: stories of haunted ships and ghosts of drowned sailors are so common, eyewitness accounts favor spirits as the cause for most strange sightings in open waters. Mysterious fog, bouncing lights, and eerie screams are often attributed to local tragedies that never took place.

Smaller lakes and rivers can yield unexpected clues when hunters participate with the Coast Guard to find survivors — a scaly carcass, a waterlogged trunk, a cache of gold coins. Monsters, too, know that deep waters shield them from sight. Creatures who can breathe underwater, hold their breath, or swim great distances can hide for months, perhaps years, without anyone noticing they've holed up in an underwater cave. While the hunters are chasing after a vampire in their car, the bloodsucker ditches them at the marina. Frustrated, members of the cell don't understand how a slasher is choosing victims; days later they find out the slasher pretends to fish near a popular swimming hole.

Wise hunters know that they can't rule anything out, but all-too often bodies of water are overlooked during a hunt. Hunters need to consider all types of terrain on a hunt, and the ones who do will find more than they bargained for.

Muldjewangk

You are an experienced Australian fisherman who avoids certain fishing spots near Lake Alexandrina, because you know what lurks beneath the waters. You spot a group of tourists on a boat sailing up the Murray River, and you feel a chill crawling up and down your spine. You beg them to turn back. After an uncomfortable silence, they ask why, so you tell them how your best friend died. You describe the giant, scaly hand that exploded from the water and snatched your friend off your boat. Then, you tell them you sailed away as fast as you could before the creature attacked you, too, and you will only return when you are skilled enough to hunt it.

The muldjewangk is a monstrous mercreature native to Australian waters that is part human, part fish. Rooted in aboriginal legends, the muldjewangk is the name for an ancient creature that lives underwater — only emerging to claim a victim.

Eyewitness accounts stretch back hundreds, if not thousands, of years. Most people do not heed the warnings that giants live under the water and pass them off as tall tales or rumors. Survivors who share their encounters often tell similar stories, however. Sometimes, a tourist rents a boat and accidentally provokes the ire of a great river monster. Other times, a fisherman spots movement in the water and doesn't realize they're attacking the muldjewangk. In most cases, the muldjewangk mauls the boaters and smashes their craft. In others, the monster is annoyed and curses them instead. The afflicted then contract rare diseases, or break out in itching, painful boils.

Muldjewangk are intelligent predators that prefer to be left alone. Fiercely territorial, they tolerate boaters unless they linger or cross paths. These giant fish monsters protect their homes at all costs and have been rumored to attack commercial freight liners and cruise ships. Historically, the muldjewangk were thought to be creatures that only existed in aboriginal lore, until a viral video proved otherwise. Rumor has it they attack by filling their mouths with water and spitting it out at sailors nearby.

Appearance: Some reports describe the muldjewangk as an immense merperson, while others give it more serpent-like qualities. Most images of the creature are blurry, as it is almost always caught in motion, but they all reveal glistening, triangular scales in shades of murky- or bluish-green — whatever best helps it blend in with its watery environment.

Storyteller Hints: More cunning than most, the muldjewangk plans its ambushes and strikes when its prey least expects it. After all, who expects a giant fish person to destroy their boat? Muldjewangk aren't discerning about who or what they consider prey, and any Australian hunters sailing on the Murray River are warned to keep their wits about them. Storytellers are also encouraged to introduce different types of aquatic creatures, such as the bunyip or fabled taniwha, to increase the threat level.

Storytellers who want to introduce rumors and intrigue might introduce rival hunters or a group of commercial business owners who are hoping to capture merfolk such as the muldjewangk. With the right motivation, a clever person could even train one of these aquatic monsters to attack specific crafts. While one trained Muldjewangk is terrifying enough, opportunists might use them to seek out even bigger, more terrifying sea creatures like the kraken; the ancient Filipino sea dragon bakunawa; or the giant, island-shaped turtle aspidochelone.

Mental Attributes: Intelligence 2, Wits 2, Resolve 3

Physical Attributes: Strength 6, Dexterity 3, Stamina 5

Social Attributes: Presence 4, Manipulation 2, Composure 2

Physical Skills: Athletics 5, Brawl 4, Stealth 4, Survival 5

Social Skills: Animal Ken 4, Intimidation 2

Potency: 4

Willpower: 9

Virtue: Courageous

Vice: Territorial

Aspirations: To capsize boats that come near me.

Initiative: 5

Defense: 7

Size: 15

Speed: 24

Health: 20

Weapons/Attacks:

Type	Damage	Range	Dice Pool	Special
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Massive Webbed Fists	1B	Melee	10	Inflicts the Stunned Tilt
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Dread Powers: Dread Attack (Fists), Home Turf 4, Numen (Blast, Pathfinder), Poison Mists

Special: To use Blast, the mercreature gathers water in its mouth then spits it back out at its targets.

Sea Trow

You've never been whale watching before, but it was on your bucket list and it sounded fun. You and your husband hop onboard a boat docked in Dalvik, Iceland and settle in to see the sights. You're told you can see humpback whales on the fjord, so you excitedly lean on the rail, hoping you'll spot one. You spend several minutes but the only thing you see is a small fishing boat. Before you turn around, you spot movement along the shoreline. Is that...a rock? Whatever it is, it's swimming fast, and it's headed right for that lone fisherman!

Location(s): Atlantic Ocean

The Sea Trow, or Trowis, is a type of aquatic vampiric creature that capsizes boats and feeds on entire crews. Known as a Draugr Sea in Iceland, the superstitious claim the shapeshifting revenant is a curse from the fae who “gifted” the victims with immortality. After drowning in the sea, the victim’s corpse begins to mutate, and its unconsecrated spirit lingers on to plague the living. The newly formed Sea Trow develops powers and succumbs to its darkest urges, targeting sailors, feeding on their fresh blood.

Some sailors are convinced the Sea Trow is a myth cooked up to ensure drowning victims receive a proper burial, while others wonder if the dark, shadowy shapes moving under the surface of the water will lunge and attack them. Scandinavian hunters suspect that both theories are correct, for the Sea Trow only shows itself to its next victim. Its chameleon-like abilities allow the supernaturally strong creature to blend in with its surroundings — which makes

hunting it a challenge. Worse: The Sea Trow's hide is so thick an ordinary blade cannot pierce it, and bullets cannot puncture it.

Like other vampires, most hunters believe the Sea Trow was once human. It is a grotesque mimicry of its former, human self and has its own personality, memories, and terrible hatred. A rank monster, the Sea Trow does not lure or speak to its victims, but its intentions are clear: It hates mortals, and will gorge on their blood even when it doesn't need to.

Appearance: The Sea Trow is a giant humanoid creature; its charcoal-colored body is bloated, filled with dead blood, and is covered with tangled hair and seaweed. Its shapeshifting ability is unusual, even among vampires, and it can shift into boulders, rocks, and other debris usually found along a shoreline.

Storyteller Hints: On the surface, the Sea Trow is a clear-cut antagonist: it's a hard-to-kill vampire that drinks blood, murders freely, and wrecks boats. It's so vicious, it might even pose as a lone survivor to target a rescue ship. To leverage this monster in a chronicle, think about the identities of the Sea Trow's victims. Does the creature target all the ships in a specific area or is the Sea Trow more selective? An entire session can be built around investigating who's at risk of being attacked and killed. Then, from there, the hunters may scout around to discover who the Sea Trow *used* to be.

Clues about the past can help a cell find justice for a wrongful death by drowning, or it can present clues to prevent another attack. Though the Sea Trow represents a dangerous supernatural threat, its connections to the living have a lot of storytelling potential and offer a twist on other maritime monsters.

Mental Attributes: Intelligence 4, Wits 5, Resolve 5

Physical Attributes: Strength 4, Dexterity 4, Stamina 4

Social Attributes: Presence 5, Manipulation 5, Composure 4

Mental Skills: Investigation 3, Occult 4

Physical Skills: Athletics (Swim) 4, Brawl 3, Drive (Boats) 3, Stealth 4, Survival 3, Weaponry 2

Social Skills: Empathy 3, Expression 2, Intimidation 4, Persuasion 3, Subterfuge 4

Potency: 8

Willpower: 17

Virtue: Pride

Vice: Gluttony

Aspiration(s): To feed. To destroy all things I cannot eat.

Initiative: 8

Defense: 4 + Athletics Skill

Speed: 8

Health: 9

Weapons/Attacks:

Type	Damage	Range	Dice Pool	Special
Claws	1L	Melee	7	N/A
Bite	2L	Grapple	7	Inflicts the Drugged Tilt

Dread Powers: Black Gate, Dread Attack 2 (Bite), Multiply, Numen (Drain), Predator’s Sense (Swimmers) Raise Dead, Shadow Harvest, Unnatural Step 1 (Water)

Special: The Sea Trow uses Multiply by first biting and weakening its victim. Then, the Trow dribbles its toxic blood into their mouth, drowns them, and waits for them to be reborn as a Sea Trow. The Sea Trow can use Black Gate underwater.

Ice, Snow, Tundra

Frozen wastelands and vast, empty spaces are filled with urban legends many people recognize. The Himalayan yetis are creatures of the most common myth; it is so common, in fact, that hunters often argue whether the giant, hairy, two-legged beasts exist. Omnipresent in fictional and nonfictional accounts, some hunters point out many explorers romanticize the “abominable snowman” and its North American cousin, Bigfoot. Cells might scoff at the idea and think only amateurs believe they’re a lost species waiting to be found. After all, wealthy magnates have spent millions exploring remote areas hoping to find proof of their existence — but have come up empty-handed. Other hunters suspect the beasts have been misidentified and believe yetis are either subterranean humanoids who live in underground caves or yet-to-be-named were-creatures.

Though yetis are infamous, they aren’t the only monsters who prefer wintry conditions. Some hunters grudgingly admit that the more they hunt across snow and ice, the less they know. Polar regions are demanding environments in which to travel, and outsiders often find themselves in over their heads if they venture off on their own without help from local hunters. Due to changing climates, however, monsters native to Antarctica and the Arctic Circle are on the move. Some travel by boat. Some never make it that far south. Others, however, can and will.

Amarok

You are an Inuit professor and hunter who teaches at the University of Lapland. A group of Finnish hunters claims a giant, yellow-eyed wolf is attacking the citizens of Rovaniemi; the last cell that ventured out into the cold never came back. You mark the incidents on a map of the area and assess possible locations of the creature. There can be only one place sturdy and safe enough to house such an impossible wolf: an ancient, winding network of caves rumored to be haunted. You grab your gear and extra medical supplies. You’re not sure if you can corner this wolf, but you do know one thing: Your fellow hunters won’t face this terror alone.

Location(s): Primarily in the Arctic Circle; it may venture further south into Canada, Finland, Norway, Greenland, Iceland, and Alaska in the United States during the winter months.

More than one Arctic hunter has spoken of the Amarok, a lupine creature that stalks victims in the bitter cold. Most hunters agree the Amarok is a species of wolf but have yet to confirm if there’s more than one creature or species.

Though the word has found its way into different languages, the word “amarok” originated in the languages of the Inuit people and holds special significance to their cultures. Most hunters, however, agree that while the Amarok they seek possesses the same name as the Inuit’s

legendary wolf, the monster they seek is a deadly threat and not the benevolent creature found in those legends.

Hunting the Amarok is difficult for several reasons. The Amarok shows itself to victims who are isolated; survivors' accounts describing the wolf change from one to another. Further, many academics and cryptozoologists want to believe there's nothing otherworldly or supernatural about the creature, so they lean too heavily on the 19th-century works of Danish geologist and explorer Hinrich Johannes Rink. Because of this, some hunters abandon a scientific study of the Amarok and claim the reason they're hard to identify or capture is that they are not wolves — they're reclusive were-beasts that have shunned civilization.

Finding the Amarok is difficult, but not impossible. Given that most hunters have only encountered the Amarok in isolation, and never in the company of their cells, it is difficult to say who is right.

Appearance: Eyewitness accounts shift frequently. The Amarok is often described as a colossal wolf, but unfortunately that's where the similarities end. Some say the creature is big enough to take down a grown reindeer, while others are convinced the Amarok is the size of a small glacier. Its eyes are bright yellow, green, or blue, and its fur has been described as shades of smoke and ash. A few witnesses claim the Amarok can speak in human tongues but have never seen more than one giant wolf at a time.

Storyteller Hints: The Amarok only shows itself to an isolated individual and possesses an above-average intelligence. Storytellers are encouraged to use this to their advantage. To increase the threat level, change the Amarok's behavior and location. Instead of isolating and attacking victims in the wilderness, place it near a small town or village. Mimic what a slasher might do and let the bodies pile up. Then, when the hunters believe they know what they're dealing with, introduce a broken claw or torn fur to get them back on track.

Longer chronicles featuring the Amarok have room to address contemporary themes. Think about how climate change affects this wolf in its natural habitat. With temperatures shifting in the Arctic Circle, ecosystems must now adapt or die. The Amarok, a hardy breed of wolf, will not perish with the ice. Like many cryptids, it does whatever it takes to survive — even if that means adapting to city life.

Mental Attributes: Intelligence 2, Wits 2, Resolve 2

Physical Attributes: Strength 5, Dexterity 4, Stamina 4

Social Attributes: Presence 2, Manipulation 1, Composure 3

Mental Skills: Investigation 1

Physical Skills: Athletics 3, Brawl 4, Stealth 4, Survival 3

Social Skills: Animal Ken 3, Intimidation 2,

Potency: 3

Willpower: 8

Virtue: Protective

Vice: Wrath

Aspiration(s): Find new hunting grounds. Keep my hunting grounds safe.

Initiative: 7

Defense: 5

Size: 6

Speed: 17

Health: 10

Weapons/Attacks:

Type	Damage	Range	Dice Pool	Special
Claws	2L	Melee	5	N/A
Bite	2L	Grapple	4	Inflicts the Poisoned Tilt

Dread Powers: Animal Shift (Wolf), Dread Attack 1 (Claws), Dread Attack 2 (Fangs), Multiply, Regenerate

Special: If introducing the Amarok as a large cryptid instead of a werewolf, the Amarok has Size 4 and does not inflict the Poisoned Tilt when it bites. The Amarok can spread its taint through its saliva. After the Amarok bites a victim, they inflict the Sick (Virus) Tilt. If the virus isn't purged from the victim's body in days equal to the Amarok's Potency x 2, they begin exhibiting signs their body is changing.

Snow Wasset

You are a Canadian deer hunter. Though you're no stranger to the beauty of Canadian forests, you didn't come out today to hunt a buck. One of your sister's friends went missing overnight, and you're worried they were accidentally shot, trapped in their tree stand, or worse — mauled by a bear. You manage to find their stand and a shredded, camouflage coat covered with stains. You try to find tracks in the snow, but you discover something else: a gnawed, human hand. You pray you have enough time to return to camp for more ammo before this monster hunts you.

Locations(s): American Upper Midwest around the Great Lakes region in the wintertime. It migrates north to Canada in the summer.

The Snow Wasset is a creature that migrates north during the summer months but remains in colder areas during the winter. During the summer, the Snow Wasset is easy to avoid; its green fur allows it to blend in with lush foliage, and it moves slowly on short, stunted legs. A fierce predator, it preys on animals during the summer months and typically avoids human encounters — unless it can't find food. Thankfully, the Snow Wasset spends half the summer hibernating in marshes that camouflage its presence.

The Snow Wasset's attacks more frequently during the winter than in the summer. Often, it is mistaken for a large beaver or weasel during the warmer months, and some hunters don't recognize the monster until its body changes. As the nights grow cold and dark, the cryptid migrates further and further north. Eventually, its front and hind legs break off and its fur turns white, allowing it to blend in with the snow-covered bushes, trees, and grass. With each passing winter day it grows hungrier and hungrier. Scurrying rabbits, deer, badgers, and other woodland creatures do not satisfy the Snow Wasset's appetite, and eventually the monster starts to prey on people.

Unlike other creatures, the Snow Wasset is solely interested in one thing: satisfying its voracious appetite. The monster is incredibly quick and can burrow its way through several feet of snow in mere seconds. Its size, when combined with its speed, forces it to consume several times its weight in fresh meat just to survive. Unfortunately, changing climates is forcing the Snow Wasset to relocate to new areas — and fresh victims.

Appearance: The Snow Wasset is approximately 150 feet long and has a medium-sized snout and beady black eyes. During the summertime, its fur-covered body is green, and it grows four, stunted legs. Its limbs die and fall off by the first significant snowfall, and its fur turns white.

Storyteller Hints: The Snow Wasset is an example of a creature that may be misidentified as two separate monsters due to its migratory habits. If introduced in a chronicle, the monster may make an appearance twice: once in the summer, in its less fearsome state, and again in the wintertime.

Some cells may think the monster is fabricated by deer hunters who want to tell a wild story. As a standalone monster, the Snow Wasset may represent a challenge for hunters and taking it down can be a good way to encourage teamwork. Storytellers may also want to relay a sighting in an unusual location to reflect its changing migratory patterns. Perhaps the Snow Wasset was sighted in Montana or Colorado during ski season instead of Minnesota, Wisconsin, or Michigan.

Mental Attributes: Intelligence 2, Wits 4, Resolve 2

Physical Attributes: Strength 3, Dexterity 4, Stamina 3

Social Attributes: Presence 2, Manipulation 1, Composure 1

Physical Skills: Athletics 2, Brawl 5, Stealth 2, Survival 3

Potency: 2

Willpower: 5

Virtue: Opportunistic

Vice: Gluttony

Aspiration(s): Feed until I'm full, then feed again.

Initiative: 5

Defense: 6

Size: 30

Speed: 15

Health: 33

Weapons/Attacks:

Type	Damage	Range	Dice Pool	Special
Claws	2L	Melee	8	N/A
Body Slam	0L	Melee	8	Incurs the Stunned Tilt

Dread Powers: Dread Attack (Claws, Slam), Unnatural Step (Snow)

Caves, Sewers, Subways

Hunters are aware that some monsters require deep, dark places to survive and others, like slashers, live underground to hide. They build nests where it's safe, but they do not stay dormant beneath the streets of Tokyo, London, Paris, or Chicago. When they emerge, they lure their prey underground to torture and feed on them in forgotten necropolises, crumbling tunnels, and condemned mines. Creatures that live beneath the surface are terrifying on a good day, and when they attack, they cause panic and mayhem.

Most people don't want to think about what can and *does* live right beneath their sleepy suburbs and sprawling communities. When an animal is to blame for collapsing pillars beneath a city street, citizens breathe a little easier. But, when a pair of glowing red eyes glares at them through a sewer grate? They walk just a little faster, hoping to get home where they think it's safe.

Underground, hunters may investigate a network of tunnels or a secret road that snakes beneath the city. They might head to a long-forgotten necropolis tourists don't know about, or an ancient cave that's barely been explored. What lurks beneath the soil can emerge in the cellar of a city mayor or a condemned sanitarium. Vast underground cities of the dead, like the French Necropolis of Bougon, date back to Neolithic times and are rife with legends of the intelligent undead snatching tourists from the surface. When logical explanations don't suffice, however, people claim monsters are to blame for accidents caused by human error.

Whether the things that go bump in the night are spirits of forgotten victims buried beneath a building or not, hunters forced to search in dank basements and old root cellars have their hands full. Cells are often one or two flashlights away from total darkness and nothing but the dripping of a leaky pipe. In these conditions, hunters have no choice but to rely on each other to unlock the deadly mysteries that slither and crawl right beneath them.

Subterranean Humanoids

You are a sanitation worker from Chicago. It's your day off, but that didn't stop your boss from calling you in to check out a busted pipe. You immediately see the problem: Part of the pipe's been crushed. You turn to grab a wrench when your phone rings. The office tells you to come back up on the double. When you ask why, they tell you police are on their way. Then, they play you a message from the last worker they sent down: "Hey! You, you can't be in here. Hey! Oh, fuck. Oh, my God. Don't kill me!" Pissed, you stomp over to the nearest ladder and hope the traffic isn't too terrible. You get halfway up when something grabs your ankle.

Location(s): Worldwide

Reports of subterranean humanoid species are rampant. Some are two-legged creatures who possess animal characteristics: fur, scales, or claws. Others, however, are humanoid predators that lurk beneath the surface and use urban legends as a means of scaring off inquisitive teenagers, local officials, and hunters, too. Sightings that occur are almost always traced back to a specific location, however, which makes finding the truth challenging. Reptilian humanoids who shun sunlight are often "spotted" in mining colonies, sewers, subways, and old tunnels used during wartime maneuvers — but not always.

Many hunters suspect that there may be more than one species of subterranean humanoid living beneath the surface of most villages, towns, and cities. These hostile monsters likely view surface dwellers as predators intruding on *their* territory, coming into *their* homes to attack *their*

children. Some hunters believe these creatures won't attack unless they're provoked; others, however, are more vocal about the need to map, track, and clear out any underground nests and lairs they find.

Hunting underground is a technical challenge, because most underground creatures navigate perfectly in their domain. They know which boulder will cause a cave-in to kill miners or wayward spelunkers. They know where to snatch victims from the surface and take them back to their nests for feeding. They know which root cellars make perfect hiding places and which entrances to the surface are they should avoid, too.

Appearance: Descriptions of subterranean humanoids vary widely, but are almost always alien in nature. The reptilian species are lithe, scaly humanoids with clawed hands and lashing tails. The human-seeming creatures are paler and hairier than surface-dwellers but can pass for a modern human with the right clothes. Some have learned to dress like miners, but don't do so out of modesty. As intelligent predators, subterranean humanoids think, plot, and plan for their survival first, and sometimes that means learning how to blend in with their surroundings.

Storyteller Hints: Subterranean humanoids are a great tool and a starting point for many chronicles. Rumors of their existence beneath the surface can facilitate several different styles of gameplay ranging from investigative to action-oriented. Hunters may head to City Hall to speak to officials, scour old maps and architectural plans, or get permits for construction. Others may hit up a supply store and head down into the sewers with guns blazing.

This type of creature, however, can highlight what hunters don't know. The terrain and this type of monster introduces storytelling possibilities that can be tailored to a cell's needs.

"Subterranean humanoid" might also simply refer to a feral murderer — a slasher — who *seems* inhuman. It could refer to a vampire who uses the tunnels to travel about the city by day, a crocodile that escaped from the zoo, or the undead that shambles through the subways to distract the hunters from a necromancer's true quarry.

Mental Attributes: Intelligence 3, Wits 5, Resolve 3

Physical Attributes: Strength 5, Dexterity 3, Stamina 3

Social Attributes: Presence 1, Manipulation 1, Composure 2

Physical Skills: Athletics 3, Brawl 2, Stealth 5, Survival 3, Weaponry 2

Social Skills: Intimidation 3, Streetwise 2

Potency: 3

Willpower: 8

Virtue: Tenacious

Vice: Envy

Aspiration(s): Deter outsiders. Reach the surface. Force other mortals to stay underground.

Initiative: 5

Defense: 6

Size: 5

Speed: 13

Health: 8

Weapons/Attacks:

Type Damage Range Dice Pool

Claws 2L Melee 7

Dread Powers: Blackout, Dread Attack (Claws), Home Turf 2, Weathervane 3 (Earth)

Teke-Teke

You are a policeman patrolling the Yokohama Subway. Someone called your unit, and your sergeant wants you to make sure everyone is safe. You reach the general area you were told to investigate and ask the passengers if they saw anything strange. Suddenly, you hear a scream! You ask the passengers to move aside and hope there hasn't been an accident. You spot a lump on the tracks. It's a girl, but it's not. It's half of a girl. You pull out your gun and your phone. You feel your hand shaking, and almost forget to call for backup. Whatever that thing is, it can't be real. Can it?

Location(s): Japan

The teke-teke is a dangerous creature that stalks the subways in Japan. It is a monster created after a person commits suicide by throwing themselves in front of a subway train. The victim's distressed spirit remains attached to the upper half of their body, and the possessed corpse hungers for human flesh. A ravenous predator, the teke-teke has an insatiable appetite and preys on the living. These undead creatures drag themselves towards their victims by their arms, and frighten victims with their unusual appearance. Their name is tied to the unsettling sound they make as they inch closer to their victims.

Though teke-teke are stealthy, their victims have a moment's warning before they strike as the scuttling sound of the approaching monster resonates through the subway tunnel. After leaping onto their target, the teke-teke tear the body in half and feed on its legs and torso. Following this terrifying sight, the victim slowly awakens as a teke-teke after they die. Japanese hunters know if one teke-teke is found, it must be eliminated quickly. Otherwise, more are sure to follow.

Appearance: At first glance, a teke-teke looks like any other ordinary Japanese citizen. Witnesses are often shocked to realize a teke-teke is only *half* a person; they drag their bodies along the ground with clawed hands, and have matted hair, wild eyes, and blood-stained mouths. Some teke-teke still wear the tattered clothes they wore when they died, while others are naked and covered with blood, dirt, and grime. Where their severed torso ends, some of the teke-teke's bodies are cleanly cut, while others drag a wet train of entrails and shredded flesh.

Storyteller Hints: The teke-teke are both undead and spirits of vengeance. It is a type of revenant perfect for a survival horror-themed chronicle, because the teke-teke can quickly replicate. Though this antagonist's motivations are clear — to feed on flesh and create other teke-teke — an encounter can quickly spiral out of control. To balance the threat level, consider where potential victims might be located before springing the teke-teke on an unsuspecting group of hunters. Storytellers are encouraged to drop clues through eyewitness reports, too. After all, the teke-teke's abilities are simple but deadly.

To add a twist, introduce the teke-teke to a different subway. As the hunters investigate, hint how the teke-teke hails from Japan, and this flesh-devouring monstrosity *shouldn't* be crawling

through the Shanghai Metro, London Underground, Madrid Metro, or New York Subway. If encountered elsewhere, the teke-teke's presence creates chaos and havoc — a perfect distraction for a rogue hunter who's captured the teke-teke and has released it to make the hunters' lives miserable. The teke-teke might also have accidentally escaped after a well-meaning cell wanted to study it abroad.

Mental Attributes: Intelligence 4, Wits 4, Resolve 3

Physical Attributes: Strength 4, Dexterity 5, Stamina 3

Social Attributes: Presence 2, Manipulation 3, Composure 4

Physical Skills: Athletics 2, Brawl 3

Social Skills: Intimidation 5

Potency: 5

Willpower: 12

Virtue: Adaptable

Vice: Greed

Aspirations: To make more like me. To feed.

Initiative: 9

Defense: 4

Size: 3

Speed: 12

Health: 6

Weapons/Attacks:

Type	Damage	Range	Dice Pool	Special
Claws	2L	Melee	7	Inflicts the Immobilized Tilt
Bite	1L	Grapple	7	Inflicts the Poisoned Tilt

Dread Powers: Dread Attack 2 (Claws), Dread Attack (Bite), Multiply, Madness and Terror, Regenerate, Unnatural Step 2 (Walls, Ceilings)

Special: When introducing this monster, the Storyteller is encouraged to present more than one in the initial scene.