

White Hunter

THE INVISIBLE WORLD

GRAND TOME OF ADVERSARIES



Rucht Lilavivat

Witch Hunter

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Grand Tome of Adversaries

Written By
Rucht Lilavivat

Witch Hunter Brand Management
Rucht Lilavivat, Eric Wiener

**Cover &
Interior Illustrations**
Pat Loboyko

Special Thanks to
Gail Reese for her tireless work

Additional Material
Henry Lopez

Team Paradigm
Pedro Barrenechea, Jim Beck, Matt Blank, Henry
Lopez, M. Sean Molley, Nelson Rodriguez, Eric
Wiener, and James Zwiers

Editors
Phil Collins, Bryan Leclair, Brett Lucy, J. Wayne
Parrish, Gail Reese, Chris Russell, Joe Streeky,
Alex Suarez, and Eric Wiener

Witch Hunter Development Team
Nancy Clark, Joanne Fisher, Rucht Lilavivat,
Henry Lopez, John Wayne Parish, Gail Reese,
Chris Russell, Brian Schoner, Joe Streeky, and Eric
Wiener

Layout
Ruben Smith-Zempel

Art Direction
Jim Beck

Witch Hunter the Invisible World
Created by
Henry Lopez, Rob Schwalb, and Brian Schoner



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Book the First: The Revelation of the Knowing

In the twilight of my years, I found myself adrift upon the ocean, only to discover that my journeys had led me to a foreign shore. There, I made my abode, in a village of small means with nothing but the cry of wild beasts to keep me company, and the solemn hymns of the faithful. The Puritan souls who lived near me, they took pity upon me, and called me brother. They shared with me their food, and wiped away my bereft tears.

Yet even in that distant land he did find me. Upon a night as deep and black as the bottom of the seas, he came unto me. Long before I witnessed him I heard his sonorous voice, echoing from all around, as if the earth itself had spoken. It was through the crack in my door that I saw that ghastly illumination. A light as white and bright as gleaming bone

peered through that crack, heralding the approach of a figure of fog and frost. And as the door opened, I heard my name called again and I knew that I could not refuse his familiar summons.

For there stood before me the Grey Pilgrim, that hooded phantom who haunts the quiet places of night. That luminous vision who stands at crossroads and compels those he meets to take part in his unholy hunts. He searches, with each rising of the moon he searches, for those who would call themselves Witch Hunter. Two score of their number has he claimed, ridden with their writhing souls in his grasp, ridden down into the depths of Hell to pay his unremitting tithe.

The Grey Pilgrim surveyed me, or at least I suspected this, for his face was cast in shadow, swallowed by the gloom of his hood. He spoke to me again, and I felt my own body rise up from where it sat in the cold chair, where it had longed for peace. But I would have none. His words rang in my ears like the roar of the tide, I felt my own fingers take up my ancient quill and begin to put these words to paper –

If you hold these pages in your arms and read these words of your own accord, then you have distinguished yourself. You have proven that you are not just human, but something

above mere flesh and blood. You are a mortal who is not a mortal, a living instrument of your own Free Will.

The fact that you are reading these lines proves that you have long suspected this to be so. You have known that you were something else, for you saw the world as more than what people perceived. Your insight might have begun in church, where it dawned upon you that what you were being told were lies. Perhaps your journey began among your people, where you could see how upside down the world has become. The weak rule while the strong are made to serve.

It is because of these differences, because of your courage to think for yourself, that you have been branded with that accursed name. Yet, the title of witch, diabolist, or necromancer need not carry a curse. It may hold much power and prestige among those who respect it.

Behold, for the way has been paved for you. The mantle of power awaits your donning and the cup of prestige is yours to sip – these very things which have been kept from you for so long, these things that have been your birthright, but denied to you by those who would fear you.

Now, you will give them reason to be afraid. For upon these pages lie the words of the Incabulum – the Grand Tome of the Adversary. Within this wretched catalogue you will find beings both malign and vicious that

wait to do your bidding. All manner of creatures and spirits are listed here in hopes that you might use their number to populate your glorious army. And once you are done, you will see why they have kept this secret knowledge from you for so long. They have feared what you might become. They have feared that you might become greater than they.

Of course, you already know the truth. You are greater. But listen and understand: You are greater than even you know, or have even begun to suspect. You have only started to taste the beginnings of power.

And so I bore these words to parchment and paper to my undying regret. Should you be one to read this, hear my words now as I still have the will to write them. Let not these



pages fall into the wrong hands lest an ill fate befall us all. For within these lines are hidden many keys and paths. I greatly fear what terrible passages may be opened should particular entities, both cunning and evil, gaze upon this forbidden pages. The undoing of us all may very well be spelled out in this tome alone.

Introduction

This book has been created to give you, the Grand Master, the tools you need to run an exciting and gripping Witch Hunter campaign. You hold in your hands our official book of threats. Herein we feature villains, creatures, and minions that have been designed to pose interesting challenges for your Witch Hunter cadres. We have included in this tome not just a list of monsters for your Witch Hunter cadre to fight, but a number of fully detailed organizations and cults. Also included are new powers, weaknesses, and rites that you can apply to your myriad threats in your Witch Hunter game. In other words, this isn't just a monster book. Consider it a recipe book for you to cook up more mayhem for your players.

If you read carefully, you'll see that many of the threats represented here interact with one another. They make alliances and battle each other, not just Witch Hunters. They aren't just bad-guys sitting in a room, waiting for the door to be kicked in. The threats in this book are active. They're doing

bad stuff all the time, and it's up to your player characters to stop them.

The first rule of this book: everything in here has been presented to you as an *example*. The tools you need to build your own monsters, your own secret organizations, they're all there. Our creations are just models so that you can get an idea of what the World of Witch Hunter is supposed to be like. We highly encourage you to strike out on your own and make up your own stuff.

Of course, if you're busy with other aspects of your Witch Hunter game, you can always use our examples. They're there to make play faster and easier for you.

How to Use This Book

Some of this book is written in character, meaning that it is written from the perspective of the Grey Pilgrim, a Villain infamous for his dedication against Witch Hunter in particular (see details in the Witch Hunter Core Rulebook p. 231). Those parts of the book which are not in character have been placed in sidebars, with the exception of aspects of the text which deal with creature or character stats.

At the back of this book is our Appendix. There you will find guideline and aids to help you create your own threats in the World of Witch Hunter. You will also find new rules and rule clarifications for the Witch Hunter game. These include new Talents, Powers, Prices, and Rites.



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Book the First: Forbidden Societies

Greetings traveler. We should start our discussion upon the subject of you.

If my suspicions are correct, you did not come by this text through some mere scholarly exchange, nor did you glean its contents at a simple university. No, the knowledge contained in these lines is far too valuable, too secret, and too forbidden for you to have simply stumbled upon it. This means that you have achieved these pages by plumbing realms of understanding that were previously closed to you. You had to go to some effort to seek out this tome, this Incabulum. And how did you finally achieve it? Perhaps you had to wrest it from those who would have destroyed it. Perhaps it was kept hidden in a place, requiring your discovery. Or perhaps you were forced to shed blood?

It matters not. What matters is that you now have your prize. Here, at last, is the hidden wisdom that they have sought to keep from you all this time. And how do you know that the knowledge you read now is so vital? How do you know that the words written here are not those of a fool or madman?

Know, then, that in life my name was John Hammet and that I once held the title of Witch Hunter. Indeed, I belonged to those people who would see you now hanged or burned for even desiring to peer into the contents of this tome. Perhaps you are not a believer in Witch Hunters. It may be that you think such persons exist only in legends. I assure you that Witch Hunters are real and more importantly, that you should fear them.

When I held the title Witch Hunter, there were many who greatly dreaded me. And they dreaded rightly, for my justice was swift and unrelenting. Because of my capacity to enact my duties with alacrity, I was able to face many foes. I saw many parts of the world on shores both familiar and strange. I met many other Witch Hunters. Each was alike in one respect – all of them were competent, lethal, and driven. Each was a mighty opponent, who was either keen of blade or keen of mind. There were some who were insurmountable warriors and others who could bend the laws of nature to their will. It was a wondrous time to be in such august company, and be amongst those capable of legendary deeds.

Yet, in time, I began to see the truth behind their lies. For all of their mighty deeds and fervor, none possessed any clarity of purpose. Whether they be warriors or scholars, these fools did what they were told without question. They never paused to ask why they were pursuing an endless quest to expunge the world of so-called evil. It was only when I began to question my own purpose that Witch Hunters everywhere turned upon me. My own men, for whom I had shed my own blood, pinned me to a pile of wood and watched my body burn.

Forbidden Societies vs. Orders of Solomon

Unlike the Orders of Solomon, the Forbidden Societies do not necessarily share a common history. Some of these organizations sprang up of their own accord, while others came about through infighting and the fragmentation of a larger society. These organizations are not necessarily allies. Some despise each other, some are tentative allies, and some are completely unaware of each other.

Not all of these organizations seek to serve the Adversary directly. Some, like the Inked Palm, only exist to ensure the survival and prosperity of its members. It is important to note that the Forbidden Societies represented here are not the only societies dedicated to the Adversary or evil. There are numerous such organizations. Finally, unlike Witch Hunters, the servants of the Forbidden Societies cannot all recognize each other on sight. Each society has its own method for identifying their members.

But I gave the fanatics no satisfaction. I never cried out, nor wept, nor even struggled against their bonds. I merely gazed into their eyes and swore my eternal vengeance. It is in that moment that I was able to break the caul that the accursed Witch Hunters had placed over my eyes for so long. In short, I became like you. No doubt, you have already realized the truths of which I speak.

Sadly, it is only now that I see the error of my ways. For me, it took the clarity of death to be able to gaze upon the world as it truly is. As of this writing, I wear the mantle of the phantom, that spectral form so often spoken of on lonely nights when the fog rises. And yet, despite my unbearable curse, despite the limitations that I have been shackled with, I could not allow this tome to go unwritten. The truth must be spread far and wide so that those like yourself can know – you are not alone.

And so now, I charge a human vessel to write for me. It is through these pages that I wish to reveal to you the instruments of power. I would have you use that power – to right the world to its proper order, for as you know, the world is inverted. The weak rule, while the strong are made to serve.

You will find that throughout your journeys, you will encounter many enemies. These pernicious foes seek to keep the world as it is. They would see the craven and corrupt in power while the righteous are kept beneath their heel. These enemies dare to wear the titles of priest, pastor, king, black friar, and magistrate. Some even wear the coveted sobriquet of Witch Hunter.

Yet, you are not alone. Our own forces have marshaled their armies as well. We have mighty societies that are a match for even the greatest of Witch Hunters. It is here that you may find succor and gather to you like-minded individuals, who are not afraid to see the truth of the world.

Herein, we shall discuss the so-called Forbidden Societies of the world, as they are dubbed by the judgmental Black Friars. Each of these loose associations is quite varied in structure and composition. I do not pretend to reveal each and every single Forbidden Society within this single volume, for such an endeavor would take decades. However, I bring these forward for your attention so that you may either join them, or find some way in which they might be of use to you.

Coven of the Dark Canticle

Of all the Forbidden Societies in the world, the Coven of the Dark Canticle is perhaps the most feared. Not even the Orders of Solomon themselves strike up as much trepidation as this age-long sisterhood does. When their name is spoken, I find peasants usually do so with a glance placed over the shoulder, or with a sign against the evil eye. Whenever they arrive, these beings create legends and folklore in their wake. There are sites across the world that are simply known because a member of this society worked her magic in that place, or simply said a few passing words to a complete stranger.

Little is publicly known about this society, for when the Dark Canticle works their machinations, it is usually from the shadows and the darkness. However, the evidence of their work can be seen on just about every continent on earth. They are behind such events as the eruption of Mt. Vesuvius and the fall of Babylon.

Ironically, this society of witches is responsible for the very birth of Witch Hunters, for it was this sisterhood that caused the corruption of the Great Seal of Solomon. For that reason alone, most Witch Hunters steel themselves when they hear the name of this most dreaded circle of witches.

Other Names: Coven of the Horned Moon

Area of Origin: Mesopotamia, currently the Ottoman Empire

History

The history of the Coven of the Dark Canticle is stepped in rumor, legend, and folklore. It is difficult to tell what fact is and what fiction is when it comes to the

long history of what is known as the world's most powerful coven of witches.

Most of their history is contained in a single tome, called the Book of Hamun-Ket. This antiquated text tells the parallel story of the Old Testament, though mostly through the perspective of the Adversary. According to the text, the Dark Canticle began with the daughters of Lot, whom you may know from the Scriptures.

As the Bible states, Lot wallowed in his sorrow after the destruction of Sodom and Gomorrah, drinking away his despair in a cave. Lot's daughters despaired as well, for their brothers had died in the fires of Sodom and Gomorrah, and their mother had been transformed into a pillar of salt. In a single night, the daughters of Lot had gone from bountiful prosperity to destitution.

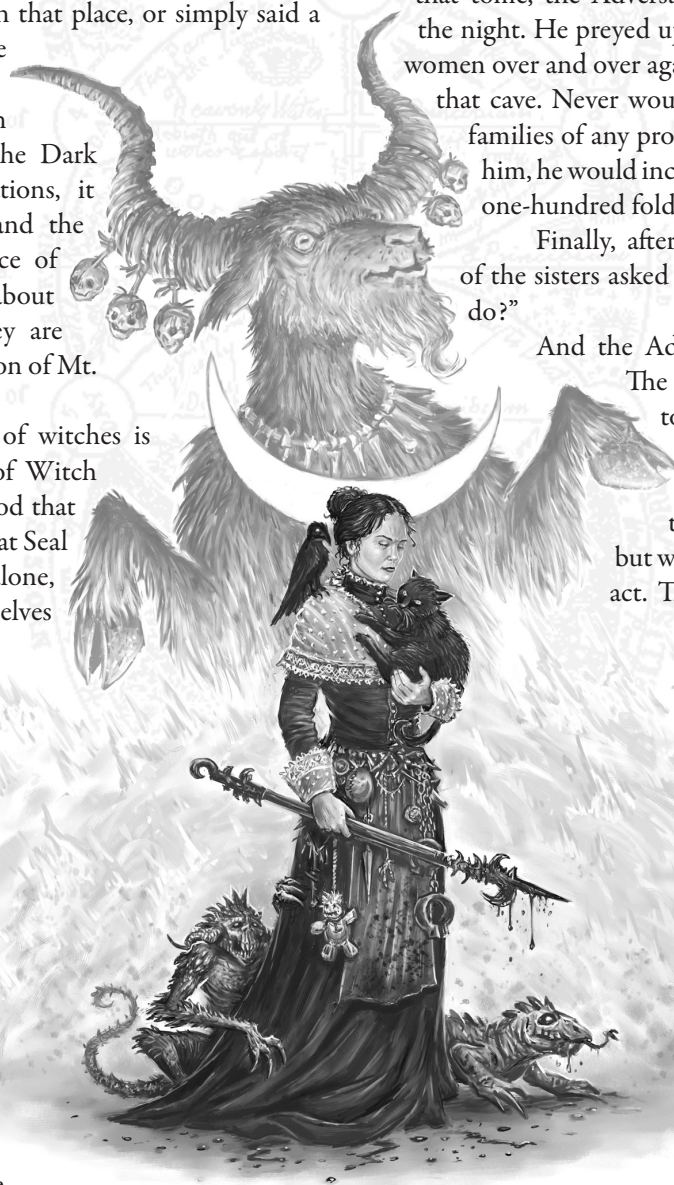
The Bible then tells us that the daughters of Lot slept with their father and bore children. Yet, the Book of Hamun-Ket tells us a different side to this incestuous tale. According to that tome, the Adversary came to Lot's daughters in the night. He preyed upon their fear, telling these two women over and over again that they would die alone in that cave. Never would they bear children nor have families of any promise. If only they would follow him, he would increase their bounties and families one-hundred fold.

Finally, after 33 nights of temptation, one of the sisters asked the Adversary, "What must we do?"

And the Adversary gave them his answer.

The two daughters would have to sleep with their father and produce offspring by him as their part of the bargain. The two daughters were horrified, but went through with the incestuous act. They gave their father wine and bade him drink until all sense had left him. Then, each lay with him and bore a son. When they had done this, the Adversary explained to them, "Your sons will be provided for. They shall each forge their own kingdoms. However, should you bear any daughters...you must give them to me."

This prospect horrified the two women even more. Yet, they had struck their



bargain. They could not refuse. Their sons became great leaders of dual nations, but their daughters were forever marked as sacrifices. Between them, the women gave birth to thirteen daughters. Upon the moment of their birth, each girl-child was taken and sacrificed. The manner of sacrifice varies in each telling of the tale. Some say that the cursed daughters would be taken instantly, while their newborn lips still cried and wailed, and thrown into a fire dedicated to Lucifer himself. Others claimed that a large, black goat would always come galloping up, and swallow the infant. Then, it would take the babe, still struggling in its distended belly into the night, where the creature would vanish.

Thus was born the Coven of the Dark Canticle. In a place that cannot be reached by any road, these thirteen girl-children were raised. They suckled at the teats of devils and were schooled at the knees of cunning daemons. Nephilim were their nurse-maids, and imps were their playmates. And after many years, the thirteen girls grew to be women. It was then that the Adversary beheld them and said, "Go now into the world in wrath, for these are your people, who would have rather seen you devoured by the flame. But instead you will see them devoured, and they will cry out to you for mercy."

Since their conception, the Dark Canticle has appeared again and again throughout history. Each time, this elite coven of witches is always careful to *influence* history rather than create it. It is said that one of their number called for King Herod to give unto her the head of John the Baptist. And yet another member of this coven whispered four words to a noble by the name of Elizabeth Bathory causing her to engage in a blood bath of untold horror. In Wallachia, two adherents of the Dark Canticle were able to subtly craft and mold a single boy into a murderous tyrant who placed whole forests of bodies upon stakes as he made war. There are even those who whisper that these women were responsible for the Black Plague which seems to have killed so many more men than women. In each case, the Dark Canticle has always been careful to allow someone else to do their work, rather than take a direct hand in events.

It is important to note that two things throughout history have stymied the Dark Canticle in their tracks. The first was the creation of the Great Seal. Even though the witches were able to put a flaw into the Great Seal, it was still partially formed, and continues to separate the two worlds. This was an affront to all of creation in the eyes of the Dark Canticle, and since the forging of the Seal, the witches have sought a way to undo it.

The second impediment to the Dark Canticle has happened more recently. When this group of witches sent over an entire coven into the New World to explore its wilds, they disappeared. When they vanished, this infernal sisterhood grew apprehensive, for up until now, there has been little in this world that has been able to challenge their knowledge and power.

Now, the Dark Canticle appears to be mounting an all-out war. They greatly fear the New World and its foreign shores. In response, they are sending their members to the colonies prepared for battle. They apparently believe that the answer to all their problems lie in the New World. Numerous Hellpoints exist in the wilds there, and if the witches can control enough of the Hellpoints in this new found land, they believe that they break the Great Seal.

Traits and Tactics

The Dark Canticle usually sought to spread sorrow and woe, primarily to instill fear in the populace of the world. However, the sisters of the Dark Canticle are not content to cause an incident here or there. They wish to have the world consumed with fear. The only way to accomplish this, then, is to refrain from a simple crime or disaster. Long lasting problems must be created – hideous events that stretch on for years and decades. The best way to do this, then, is to corrupt human beings, and spread their misery to others.

The witches of the Dark Canticle make it a point to search the world for wicked and twisted individuals. These witches then perfect their finds in the image of the Adversary himself. The Dark Canticle does this through a number of means. Sometimes, all it takes is a single whisper to provoke someone's deepest, most depraved desires into action. Other times, it calls for more extreme action – torturing someone until they go insane, for example, may be required to unleash their inner natures. The Coven of the Dark Canticle call this process, "Birthing". When a host of villains is Birthed upon the world, these corrupted souls spread fear like a disease, infecting everyone they meet with it.

For example, when the famous highway killer Barnabas Cassidy was captured, he said between sobs that he himself had been a victim. I can vouch for this tale myself, for I was alive and present at its telling. According to Barnabas, each night he awoke in a dark cave. The cave was filled with chains and whispers. Yet, always in the cave was a woman. From the darkness, voices explained that both he and the woman would die unless Barnabas made a cut deep enough on the woman's skin to draw blood. After a while, Barnabas began to enjoy cutting his partners, and one night he actually got carried away with the whole affair. Thereafter, he was released and proceeded to carve up dozens of victims, creating legends of cannibalistic werewolves in northern France. Barnabas's hideous predilections inspired others to copy his violent crimes, further spreading fear.

Usually, the witches of this secretive organization seek out individuals who are already on the verge of madness. If someone has a deep-rooted evil within their heart, this infernal sisterhood will dig it out. As Hell's own favored daughters, the Dark Canticle are rumored to have the power to take the deserving to the Beast's Pit, where their bodies can be tortured

and any inhibitions or sanity can be peeled away by diabolical beings of dripping flesh and glistening bone.

Once the Dark Canticle has Birthed a killer, tyrant, or maniac, they will continue to advise and guide the newly crafted fear-monger. On long nights, when the moon is a thumbnail in the black sky, this infernal sisterhood will continue to goad their twisted progeny into more and more hideous acts. For example, I hear that it is said that a pair of women from this diabolic sisterhood would come to the warlord Liu Pengli of China's bed each night and beg that he spread his victims' blood on their bodies. It is also told that three of these witches made the Pharaoh Thutmose III go mad and bloodthirsty by causing him to see his dead mother's face everywhere and on everyone.

When this coven does directly involve itself in affairs, the result is usually dramatic. As mortals who have sat upon the knee of the Adversary, they command mighty magics. Some have said that they have cast down fleets of ships or sundered the sides of mountains with their hellish powers. The Dark Canticle does this rarely, only when they believe that they can leave a lasting impression upon humanity and inspire fear in future generations.

Recruitment and Organization

The Coven of the Dark Canticle rarely recruits new members. Normally, new members are bred into existence. One of the coven members will mate with a male of their choosing and give birth to a child. If the child is male, it is usually crafted into a monster or beast and made to serve the Dark Canticle. From what I am told, many rawheads are said to come about this way. The female children of the Dark Canticle are given into the arms of the Adversary. Then, they are raised in the Bowels of Perdition itself and are only allowed back into the world when one of the Dark Canticle dies. When a new member of the Dark Canticle is needed a fully grown woman emerges from the Fiery Pit, ready to take the fallen woman's place. No one is sure how many ready replacements stand ready for these witches at the gates of Hell. Can you imagine such an existence? To be raised by Hell itself? What an existence these women must have. Yet it speaks to one of the Dark Canticle's greatest weaknesses, for few of them understand human nature, not having lived upon the earth for so long.

On very rare occasions, the Dark Canticle will recruit members. They only do this with female witches of great promise and power. Usually, these witches must travel to the place that may not be reached by any road, to receive additional instruction and training. Thereafter, they may return to the world to reap havoc and destruction.

The Coven of the Dark Canticle has a static membership of 169 members, no more or less. The society is divided into a single High Coven and a series of Low Covens. The High Coven is comprised of thirteen witches. Each of

these thirteen are leaders of their own Low Coven, which is also made up of thirteen members.

The covens that make up this organization are the model of egalitarianism. Each sister who holds a position in one of the covens is considered to be the equal to all other sisters in the circle. When a decision needs to be made within the coven, all thirteen members meet and discuss the matter, usually trying to come to consensus. One of the witches, called the Matron, acts as a facilitator for the group. In cases where there cannot be an agreement, the Matron makes any and all final decisions. The Matron is an elected position. Those elected to the title of Matron serve for thirteen years before stepping down and allowing someone else to take on the role. No Matron may serve two consecutive terms.

Each Matron reports to the High Coven every year. No one is quite sure how the High Coven is able to meet year after year, when their covens are spread out across the globe. However, some forbidden scholars say that the High Coven meets in a place that cannot be reached by any road. Many interpret this to mean that the High Coven is actually able to meet whilst in the Invisible World, most probably somewhere in the Inner Kingdom. A few have taken this to mean that the High Coven travels to Hell itself once a year to give a tithe and full accounting of their machinations on earth.

There, the assembled thirteen witches reaffirm their allegiance to the Adversary and gives an accounting to the High Matron, who acts as the facilitator of the High Coven. The High Matron is an elected position as well, and serves her role only for thirteen years. The High Matron has the auspicious duty of reporting to the Pit of Fire herself every thirteen years, when her term is up.

Belief System and Goals

Being raised by the Adversary's minions, those of the Dark Canticle are also taught to understand that the world was made by God, who unfairly punished Lucifer. The world is a reflection of God, for it was made in his image. Any way that a witch can profane the world, then, uplifts the Infernal Father and triumphs over God. However, the world is simply too large a place for a handful of women to burn down. Therefore, the best tactic is to convince the children of God to burn it down for them. And how do they accomplish this? They summon the fears of the ignorant.

The children of God have proven that the one thing that drives them more than love or even faith is fear. Get the children of God to fear the woods, and they will burn it down. Get them to fear a book and they will throw it into the flames. Get them to fear *people* and they will tie them up and thrown them onto a pyre.

For this reason, the Dark Canticle cleave to the shadows. As long as the children of God do not have an enemy

Special Attributes

Soul Piercing: Each member of the Dark Canticle excels at influencing others into dark deeds. Each member of this coven may instantly know the personal Sin or Vice of the person they are observing. They may also trigger this Sin or Vice within the person whenever they wish. Once per game session, a member of the Coven of the Dark Canticle may trigger a character's Vice, even if the object of their Vice is not present. For example, a politician with the Vice of Lust might gain a sudden urge to be with his mistress and quickly excuse himself to go pursue her. A gluttonous merchant who is in the street might suddenly gain the urge to run home and eat.

When it comes to Player Characters, once per game session a PC may have his or her Vice triggered by a member of the Dark Canticle who can observe them for at least a scene. Affected PCs will have to go forth and seek out the object of their Vice unless they can spend a Hero Point. Alternatively, an affected PC can choose to try to resist the urge with a Faith (Willpower) check, with the Difficulty being $\frac{1}{2}$ of the witch's Damnation score. Those that succeed are able to master their desire. Those that fail the roll are compelled to fulfill their Vice in some way.

Special Equipment:

Implements of Understanding: The witches of the Dark Canticle are fond of using torture to "caress" the inner sins out from their victims. Those poor souls who are resistant to their Birthing process usually wind up on the wrong end of one of the Dark Canticle's Implements of Understanding.

The Implements of Understanding vary wildly in nature, depending upon a witch's appetites and predilections. All such implements are usually bizarre tools of some kind, used to coerce a victim into unleashing his or her true nature. When using the Implements of Understanding, a member of the Dark Canticle gains a +2 to all Intimidate, Deceive, and Charm rolls while torturing someone. If the witch has the Torturer Talent, then the Implements of Understanding allow her to restore 1 hit per success on a Charm (Personality) roll while her subject is on the torture table. In this way, she can damage and heal her opponent over and over, prolonging the session almost indefinitely.

they can point their finger at, as long as mortals grow more distrustful of each other, then the children of God will destroy themselves and the world. The Adversary and all of his minions can simply sit back and watch.

The Dark Canticle also believes that one the most egregious affronts to all of creation is the Great Seal that separates the Invisible World from the material world. So long as the world is riven in two, how can any healing of the world take place? How can mortals start anew when all of creation

has been sundered? To restore the world to its proper state, the two halves of her body must be mended together. The Great Seal must be broken.

To accomplish this, the Coven of the Dark Canticle seeks out Hellpoints to render under their control. They also encourage wizards and magi that they meet to summon minions from Hell, which weaken the fabric of the Great Seal.

Current Activity

This powerful coven of witches has members in Europe, the Middle East, Asia, and Africa. However, it has very few members in the New World, a situation which it seeks to change – soon. Currently, the Coven of the Dark Canticle has posted the Long Coven out in the east coast of the colonies to act as guardians for newly arriving sister witches.

The Dark Canticle believes that the New World promises an answer for all of their problems. With all of the Hellpoints and mystical sites in that area of the world, the Dark Canticle should be able to use them to finally rip apart the barrier between the Invisible World and the material world. Even better, the colonies are a breeding ground for fear. The populace there is quick to accuse others of witchcraft or consorting with the Devil because they live in such a harsh and unknown environment. If the Dark Canticle can breed enough fear in the colonies, they will war amongst each other and even Europe, bringing them closer to their goal of global destruction.

However, the Dark Canticle has reason to fear the New World. Their sisters have perished there under mysterious circumstances. Something brews there that the Dark Canticle cannot even understand, and because of this, when they finally establish themselves in the colonies, they will do so aggressively.

Feature Minions

Minions of the Dark Canticle (Minions)

Threat Level	3
Skills	Hand-to-Hand +3
Talents	Allied Attack
Movement	C 3/W 9/R 15
Weapons's DM	Hatchet +2
Special	

The minions of the Dark Canticle are poor souls. They were candidates for their Birthing process but ultimately failed. As a result, they are put through grueling brain-washing and made into near mindless servants.

Sybil Archer (Villain)			
Standard Character (1,260 points)			
Fear Rating	0		
Initiative pool	Base: 3d – 5d (Danger Sense)		
Melee pool	Base: 3d – Dagger: 3d (DM +1)		
Ranged pool	Base: 6d – Bow: 3d (DM +4)		
Defense Pool	N+3d		
Movement	C3/W 9/R 15		
Basic Talents 45 pts.	Animal Empathy, Basic Animism, Basic Diabolism, Basic Witchcraft, Expertise (Animism), Expertise (Witchcraft), Meditative Trance, Torturer, Unreadable		
Greater Talents 60 pts.	Animal Trainer, Convey Power, Danger Sense, Greater Animism, Greater Diabolism, Greater Witchcraft		
Heroic Talents 80 pts.	Heroic Animism, Permanent Rite, Villainous Caveat, Villainous Witchcraft		
Powers (Prices)	Summon Lesser Minion 3 (Atmospheric Disturbance) Babel* 4 (Contracted Soul)		
Rites 195 pts.	Basic Animism: Awakening, Knit the Flesh, Speech of the First Times, Spirit Son Basic Diabolism: Circle of Summoning, Dread of the Dark One, Trapped in Darkness Basic Witchcraft: Charm, Hex, Scry Greater Animism: Bond of Blood, Cocoon of the Weaver, Mastery of the Elements, Spirit Brother Greater Diabolism: Blasphemous Truths Greater Witchcraft: Levitate, Shapeshift Heroic Animism: Spirit Father Villainous Witchcraft: Drain		
Ability Line-Up 200 pts.	Strength 1 Agility 3 Toughness 2	Education 3 Reason 3 Will 5	Courage 4 Intuition 5 Personality 4
Background Skills 170 pts.	Animal Care 5(10), Animism 5(11), Empathy 5(10), Intimidate 4(9), Pantomime 4(8), Witchcraft 5(11)		
Elective Skills 440 pts.	Archery 3(6), Charm 3(7), Diabolism 3(7), Heal 3(8), Herbalism 3(6), Stealth 3(6), Myth and Lore 3(6), Occult 3(6) Survival 3(8), Track 4(9), Concentrate 3(8), Notice 5(11), Parry 3(6), Resolve 2(6)		
True Faith: 0	Damnation: 7 (70 pts.)		
Health Track:	4/3/3/2/1		
Equipment:	Staff, Cloak, Bow, Implements of Understanding		
Special: Can force someone to enact their Vice.			
Babel*: Sybil can cause another person to speak the words that she wishes. Those resisting must make a Faith (Will) check or utter the pronouncement she wishes. This power affects 1 person in line of sight. It may be renounced from the target.			

Feature Villain: Sybil Archer

Background – Catherine Matilda Hark was born to a lower class family in London in 1653. When she was nine years old, she got a job as a scullery maid for a wealthy family and worked in that position for many years. When Catherine grew older, one of the family's boys took a liking to her. Using his position over her, he forced her into an abusive relationship. Later, Catherine became pregnant. To spare the family embarrassment, the family matron had Catherine sent to Bethlem Royal Hospital, an insane asylum infamously nicknamed "Bedlam" for its horrific practices.

There, Catherine was subjected to all manner of tortures and treatments, even though she was not insane. As her pregnancy continued, she became increasingly anxious about giving birth to a child in that environment. Then, one night, as she held her swollen belly, she ripped off a strip of cloth from her bedraggled dress and wound it around her neck, intending to hang herself, killing herself and her unborn child.

It was then, from darkened the corner of the room, she witnessed the approach of three crones. These three crones bade her to stop, and explained that they could spirit her away from Bedlam and ensure the safety of her child. Neither of them would be trapped in Bethlem Royal Hospital forever. The only thing she needed to do was to bear her child and wait until she reached ten years of age. Catherine did not know if she could withstand ten more years of the treatments to which she been subjected. But the thought that her child could be safe and free of the horrors of Bedlam filled her heart.

There was a catch. In order to free her child, her child would have to be given into the care of someone else. The three crones would not say who, only that after ten years, Catherine's time with her child would be up. Seeing no other alternative, Catherine agreed. In those ten remaining years, Catherine continually fretted over the fate of her child, Mary. In her heart, she had no true doubt as to the fate of her daughter.

She bade Mary to pray every night. When their final night together came, Catherine kissed her daughter upon the head and rocked her to sleep. The three crones came to Catherine again, and left a bewitched effigy in her place. The doctors of the asylum came and performed a final treatment upon the straw effigy and buried it. Everyone in the asylum believed her to be dead, including her own daughter.

Catherine was spirited away from the asylum that night to join the Coven of the Dark Canticle. Since that time, she has served dutifully in the Long Coven of Long Island, taking the name Sybil Archer. Resigned to her fate as a witch, Sybil speaks to no one – mortal, spirit, or beast. She has been granted the strange ability to cause others to speak for her (detailed below). While she is now a powerful witch in her own right, Sybil Archer understands her only true importance is that she is the mother of her daughter – Mary Hark. According to witch lore, Mary Hark is destined to become one of the most powerful and destructive witches the world has ever seen.

Roleplaying – Sybil is a sad and distant figure whose eyes are constantly cast to the ground. Her form is tall and willowy, and she has an almost royal bearing about her. Long ago, this woman resigned herself to her fate as a witch. She knows that she cast her own fate as soon as she agreed to the dark bargain that allowed her to escape Bethlem Royal Hospital.

In Sybil's mind, she was either damned from the start, fated by God to become a witch...or God simply didn't care about what happened to her. In any event, she considers the Long Coven her new family, a family which she will fight fiercely to preserve. Yet, there is a lingering sadness about her and the fate of her daughter which she cannot shake. Sybil's sadness is only lifted while around animals. She has an uncanny way of getting along with them, particularly because she does not speak.

Rumor has it that Mary seeks out her mother still. Sybil is not sure what she would do if she were able to see her daughter again. Part of her is afraid of what she would see, for "Mad" Mary Hark's infamy has spread far and wide amongst the Coven of the Dark Canticle.

Tactics - As Witch of the Dark Canticle, Sybil is coldly efficient, methodically using all of the torture methods and hideous treatments that were used on her while she was trapped in Bedlam. She no longer has any compunction about killing or harming anyone. All sense of mercy or justice was stripped from her during her time in one of the world's worst asylums.

When it comes to confrontation, Sybil makes sure she simply isn't there. When heroes come crashing in, she's usually long gone, warned by a familiar spirit, devil or animal ally. She prefers to strike at her opponents from afar, allowing summoned entities to do the work for her. Her numerous animal allies are always willing to come to her aid, and she often coordinates strikes using both animals and spiritual creatures.

Inked Palm

The Inked Palm is the leading criminal organization in the world today. This organization exists primarily to further its reach and absorb other criminal enterprises. In almost every port, every slum, and every corrupt court, there sits a member of the Inked Palm. The members of the Inked Palm are known for their hooded cloaks, which are a particular shade of shimmering, midnight black. They are always trained in the use of a special knife which is shaped like a crescent. Their arrowheads, as well, are made into a crescent shape.

Other Names: The Rashaska's Mark, The Horned Fingers, The Barbed Sigil

Area of Origin: Italy, Persia

History

Some of you may know of the Crusaders Inviolable. These deluded fools were once a special sect of the Knights Templar who also possessed the mantle of Witch Hunter. The Inked Palm began as a group of the Crusaders Inviolable, formed to keep the treasures of the Knights Templar when they were persecuted in the Christian year of 1312. Because keeping things hidden was the utmost important to this specialized group of men and women, they sought the secrets of the Persians. They learned the ways of the Hashashiyin – how to move without being heard, and how to stand next to others without being seen. While their intentions started out as noble, their guardianship of vast treasures eventually corrupted them.

The Crusaders Inviolable retaliated viciously, seeking out the former guardians of templar wealth and dispatching them without pause or mercy. The resulting conflict inflicted their former brethren with a terrible spiritual scar. No member of the Inked Palm will ever register as a Witch Hunter. It was only through their arcane training in the art of remaining unseen, that a number of this rebel group survived.

This organization's name comes from the mystical tattoo that all members keep on their left palm. The tattoo is normally invisible and only appears when the palm is pricked for blood in certain locations on the hand in the correct sequence. Each pricking pattern is different for each member. It is said that Markus Vallius, the founder of the Inked Palm, forged the first blood tattoo onto his own hand. After carving out the intricate symbol it is said that Markus spat onto it, declaring that his fist would not rest until all of his family was safe and the Crusaders Inviolable were wiped from the face of the world. Since that time, the Hand of Markus, severed from his long-dead body, is kept by the heads of the Inked Palm as a symbol of their defiance against the Crusaders Inviolable. It is said that the mummified Hand of Markus is the original Hand of Glory and is a relic of vast power.

By this, the year of 1689, the Inked Palm and the Crusaders Inviolable have waged a secret war that has spanned over 200 years. This long conflict has made the members of the Inked Palm extremely prejudiced against any and all Witch

Hunters, no matter what order they hail from. In the eyes of the Palm, Witch Hunters are madmen, railing against forces that they cannot possibly defeat.

Traits and Tactics

Each member of the Inked Palm are trained in the arts of stealth, larceny, assassination, and torture. The society trains members rigorously, honing their skills until they become a thingawesome to behold. Because of this strict training, others who witness the Inked Palm in action are often convinced that they have some sort of sorcerous ability. Legends have it that their members can turn invisible, walk through walls, or simply vanish into thin air. The Inked Palm tries to promote this myth as much as possible, often dressing up their abilities with glamorous flair.

Though the Inked Palm is a criminal organization, the society itself maintains extravagant rituals and ceremonies, which are a holdover from their days as Knights Templar. Most meetings of the Inked Palm require members to be hooded in special robes when they arrive, and all members must raise their tattooed hand when they speak. Elaborate chants are conducted before and after each meeting. Finally, when new members of the Palm are inducted, they are usually tapped on each shoulder with a sword, again harkening back to the days of the Knights Templar.

The Inked Palm makes a marked practice of kindness to its members and ruthlessness towards its enemies. Those who are members of the Palm are always treated like close family. If any are captured, the Inked Palm makes it a point to doggedly pursue their freedom. The friends and family of Inked Palm members are also treated well, always getting lucky in terms of business or social endeavors. Conversely, those who are rivals of the Inked Palm must constantly watch their back. Deadly accidents often plague those who oppose the Palm. Fires burn down their homes. Livestock suddenly dies. And relatives die from strange "eating" accidents.

The result of this tactic is that those who are members of the Inked Palm are fanatically loyal to their society. Most will willingly suffer torture on behalf of their society. It also makes those few criminal organizations who oppose the Inked Palm petrified of them.

When it comes to Witch Hunters, the Inked Palm's policy is simple – join us or die. The Inked Palm will try to reason with a Witch Hunter first. Should this fail, however, the offending Witch Hunter is blacklisted by the society and targeted for assassination. Of course, those Witch Hunters who do join the Inked Palm immediately lose the aura which identifies them as such. The reason for this deep vitriol is because of the rivalry between the Crusaders Inviolable and their organization. When it comes to the Crusaders Inviolable in particular, the Inked Palm has a kill-on-sight policy. They do not attempt negotiations with these Witch Hunters.

Recruitment and Organization

While the Inked Palm is responsible for a gamut of criminal activity across the world, most of it is controlled by only a few select people. This large society is led by a pair of individuals referred to only as the Grand Father or Grand Mother. The current Grand Mother is a woman by the name of Isabella the Spoken. Rumor has it that Isabella can often be seen working as a basket weaver on the streets of Toledo, Spain. Despite this wild rumor, no known attempts on Isabella's life have even come close to succeeding. It is unknown how one becomes a Grand Father or Grand Mother, but rumors speak of a High Summit that is held once every 33 years. Some of the most powerful Fathers and Mothers of the Inked Palm attend and elect the heads of their society.

Below the Grandfather and Grandmother are the Fathers and Mothers. These individuals are based out of "chapter houses" that serve as small bases of operation. Each Father or Mother is a crime boss who oversees the operations of a particular district. A district might include a city or region, depending upon the situation. The Fathers or Mothers keep a tight group of lieutenants about them who are referred to as "brothers" or "sisters". The brothers and sisters run the day-to-day operations of the Inked Palm, overseeing assassinations, thefts, extortions, smuggling, and anything else that might come up. Brothers and sisters almost always have many minions beneath them, who in turn do most of the dirty work for the organization.



Special Attributes

The tattoo that is placed upon each member of the Inked Palm is filled with mystical power. Any time a member who is so inked attempts to disobey the society, they must make a D5 Faith (Willpower) roll. Those who fail, even by one, feel a tremendous sense of loss, suffering, and sadness. These poor souls lose 1 Courage for each day they maintain their disobedience. When their Courage score reaches 0, the victim goes catatonic, their mind a continual wheel of self-doubt and despair. Should they start following their masters' orders, their Courage scores return at the rate of 1 point per day.

All members of the Inked Palm may activate their special blood tattoo to enable one of the following powers. The tattoo may be used only once per game session. Activating a tattoo takes a single action. These abilities last one scene:

- **Shadowed Path:** The tattoo may grant +2 successes to Stealth checks, so long as there is a shadow within 10 yards of their position. Palm members may also make Stealth checks even while being observed carefully. As the viewer watches the Palm member, they simply vanish from view, provided their Stealth check was successful.
- **The Dark Mark:** The tattoo may be activated and then pressed onto an object, surface, or person, creating a

Each member of the Inked Palm is chosen for his or her innate talent for stealth and subterfuge. Before any member is considered for membership, they are quietly observed for a period of time by a Father or Mother. Then, their friends and family are investigated. Those found worthy are approached for membership. If they refuse, they are immediately executed, following the tradition of their forebears, the Crusaders Inviolable. If the potential initiate accepts, then they are whisked away to a special training ground found at the top of a mountain. There, the initiate undergoes rigorous physical, mental, and spiritual training. Though this training is strenuous, they are continually encouraged by a single mentor, who becomes a second parent to the initiate. This deep and spiritual bond between student and mentor is another one of the ways the Inked Palm ensures each and every member's undying loyalty. No initiate is allowed to leave the mountain unless they are deemed worthy. This means that there are a few members who do not leave their training ground for years. It is rumored that a few struggling souls never leave the mountaintop of the Inked Palm.

Once an initiate finally proves themselves, they are welcomed with open arms by their local chapter house. A great ceremony takes place. At the culmination of this arcane ritual, the Father or Mother permanently burns a special tattoo into their left palm. The magic of the ritual itself ensures that each member's tattoo is unique in the world and history. The burning of the tattoo is not unpleasant, and reportedly produces an exhilarating feeling of power. Many who receive it tell of receiving divine inspiration during the moment of their induction.

distinct mark. The mark then sends out mental signals to any Inked Palm member within a mile of its location. The mental signal is always a message chosen by the person who created the mark, such as "save haven", "assassination target", "grave danger", "contact this person", or "escape this way". Should the mark be destroyed, the signal is lost. Washing the mark off will not work. It must be burned or scraped off forcibly. If the mark is put on someone's skin, it will fade after one week's time.

Special Equipment

Crescent Daggers: All members of the Inked Palm have special knives forged in the shape of a crescent moon. In the hands of most people, these knives are somewhat cumbersome, and otherwise unremarkable: DM +1, C 1, no range. However, in the hands of a member of the Inked Palm, these knives are quite versatile: DM +2, C 0, R: 2/4/8/16. Anyone with the proper training can use these knives to help them climb, giving +1 dice to all Climb rolls. They are also ideal for slitting open coin purses or cutting rope. Any roll required when cutting cloth, rope, or other flexible material gains a +1 bonus as well.

Belief System and Goals

The Inked Palm's first and foremost goal is the accumulation of wealth and power for the sake of survival. The heads of this organization believe that the Adversary's minions are too powerful and too many in number to be able to take on. The only recourse is to protect one's family and friends. The best way to do this is to amass as much wealth and power as possible and wait for the day in which Hell comes to Earth. Accumulating wealth in the traditional way is also foolish. That path is blocked by nobles, politicians, and powerful guilds. No, the best way to accumulate wealth and power is to start at the bottom, among the masses, the true salt of the earth.

Witch Hunters are seen, by the Ink Palm, as suicidal fanatics who actually make the current situation worse by unnecessarily riling up the forces of darkness. Aggravating devils and daemons, in the mind of the Inked Palm, only hastens the end of the world. The Inked Palm often point to the disparate groups of Witch Hunters around the world and how they do not get along as part of the reason why a fight against the Adversary is useless. This group is also quick to hold up the Crusaders Inviolable as examples of Witch Hunters' fanaticism and paranoia. For the Palm, the Crusaders are the pinnacle example of how witch hunting has failed.

At the same time, the Inked Palm has a similarly hard stance on the servants of the Adversary. As the Inked Palm's influence continues to grow, it constantly runs into minions of the Adversary. When it does, it usually attempts to negotiate with these infernal forces first, but has no problem destroying those who work for the Evil One. Because its approach to the Adversary is so grey, many Inked Palm members fall prey to Damnation quite easily.

Current Activity

The Inked Palm currently has chapter houses all over the world. Their strongest chapter houses are in Jerusalem, Istanbul, Baghdad, London, Rome, Paris, Calcutta, Charles Town, and Boston. These are only some of the strongholds of the organization. In truth, the Inked Palm has bases of operation throughout the globe, in just about every major port or city. There are notable exceptions to their powerbase, however. The Inked Palm has very little influence in some parts of the Far East, Southern Africa, or in South America.

Currently, the latest goals of the Inked Palm are directed at the Colonies. The Inked Palm sees new opportunities in the New World, and hopes to establish chapter houses in some of the major cities now so that they will have a foothold in places that will later be the cornerstones civilization. With that goal in mind, the Inked Palm has formed an alliance with the Dutch West India Company in several places.

Feature Minions

Thugs of the Inked Palm (Minions)	
Threat Level	2
Skills	Hand-to-Hand +1, Stealth +2, Subterfuge +2
Talents	Lucky
Movement	C 3/W 9/R 15
Weapons's DM	Sword +3
Special	-

These minions represent the rank and file members of the Inked Palm. Such thugs are individuals who showed potential, but ultimately were not called away to the mountain to become one of the revered members of the Inked Palm. Still, they remain hopeful, eager to show their undying loyalty to the society.

Feature Villain: Anke Manser

Background – Anke was born to a Dutch sailor and a Spanish fisherwoman in Spain. When she was very young, her father turned to piracy and garnered enough profit to become the captain of his own raiding vessel. Raised at her father's knee, Anke was brought up as a cabin girl, running about the ship and performing all manner of duties as her father raided the Barbary Coast.

Eventually, Anke's father was captured by Dutch authorities. She watched as a young girl as these supposed "authorities" beat and humiliated her father, forcing him to run about the decks naked and on all fours like a dog. When the privateers who had captured him were done with their fun, they shot her father right in front of her.

Anke Manser (Villain)	
Standard Character (915 points)	
Fear Rating	-
Initiative pool	Base: 10d
Melee pool	Base: 10d – Dagger: 10d (DM +3) Crescent Dagger: 10d (DM +4)
Ranged pool	Base: 11d – Dagger: 10d (DM +3) Crescent Dagger: 11d (DM +4)
Defense Pool	N+5d+1
Movement	C3/W 9/R 15
Basic Talents 30 pts.	Attack Focus (Dagger), Cheat, Expertise (Throw), Lucky, Pugilist, Talented (Hand-to-Hand)
Greater Talents 60 pts.	Attack Specialist (Dagger), Agile Runner, Ambush Attack, Dual Shot, Quick Stand, Slam, Swift, Tough, Tumbling Escape
Heroic Talents 60 pts.	Brutal Charge, Sacrificial Defense, Villainous Caveat
Powers (Prices)	None
Sword School: Flor di Battaglia 20 pts.	Basic: Patience of the Lynx, Speed of the Tiger, Never Unarmed
Ability Line-Up 230 pts.	Strength 3 Education 2 Courage 4 Agility 5 Reason 2 Intuition 3 Toughness 5 Will 5 Personality 2
Background Skills 125 pts.	Endurance 3(8), Hand-to-Hand 5(10), Stealth 5(10), Subterfuge 4(9), Throw 5(11), Track 3(6)
Elective Skills 310 pts.	Acrobatics 4(9), Gossip 2(4), Jump 2(5), Intimidate 2(4), Ride 4(9), Sail 2(7), Survival 2(5), Notice 3(6), Parry 3(8), Reflexes 5(10), Resolve 2(6)
True Faith: 0	Damnation: 8 (80 pts.)
Health Track:	11/9/9/6/4
Equipment:	Fencing Jacket, Daggers, Inked Palm Daggers
Special: +2 successes to Stealth while within 10' of shadow, The Dark Mark	

Anke was not spared abuse, either. After yelling something at one of the Dutchmen who was beating her father, she received a deep scar on her right cheek. The scar has shrunk, but she still carries it today. As Anke grew up, the scar was a constant reminder of what the Dutch had done to her father. As an adult, she later joined up with another group of pirates. She was trained to fight, sail, and deal with men twice her size.

Eventually, she hunted down her father's killers, tracking them all across Europe to find every last one of them. It was then that she came across the attention of the Inked Palm, who saw a distinct use in a woman who could track down her father's killers a decade after the act.

Anke trained high in the Pyrenees Mountains, under the careful tutelage of Pedro de Valentin, one of the Inked Palm's most powerful sorcerers and spies. Thereafter, she was sent back into the world, where she moved from pirate ship to pirate ship, finally settling down in New Amsterdam and getting a job as one of the local authorities – The Rattle Watch.

Anke was offered the job by Oliver Grimes, the head of the Dutch West India Company. Grimes chose her specifically for her rough nature and her background as a criminal. At first, she scoffed at the idea of working for a Dutch company, similar to the one that hired privateers to hunt down her father, but when she met Marten Fane everything changed.

In Marten Fane, Anke saw some degree of greatness, a potential that other men did not have. She agreed to sign onto the Rattle Watch and has been at Fane's loyal side ever since. Little does Marten Fane know that as loyal as Anke is to him, she would not hesitate to take action against him if the Inked Palm demanded it of her.

Currently, as one of the key operatives in the Rattle Watch of New Amsterdam, she has free run of the Dutch West India Company's facilities. She is the perfect spy for the Inked Palm who has a tentative alliance with the WIC. Should her organization and the WIC have a falling out, the information she has on them alone would be devastating.

Roleplaying – Anke is a long, lithe, and muscular woman with greasy black hair that dangles in front of her face. The scar on her right cheek is subtle, but definitely visible. She is usually seen with a bandolier of knives strapped to her body and it is well known that she is descent in a knife-fight.

The incident with father left a deep wound in Anke's psyche. She is extremely distrustful of authority, especially the WIC. The only reason she stays loyal to the Rattle Watch is because of Marten Fane, and the only reason she stays loyal to the Inked Palm is because of her mentor Pedro de Valentin. Throughout her life, she has always sought out father figures to fill the gap in her soul.

When going about town, Anke gives off the impression of someone who is constantly, quietly angry. Her voice rasps with a seething rage. Even when she smiles, it looks more like a sneer. As a figure of authority, Anke is firm but fair. She is generous to those she is in charge of, often giving those who work for her large stipends and gifts. She often checks in on her men's families as well, ensuring they are taken care of. This tactic, which was been stolen right of the Inked Palm's methodology, has secured her men's loyalty to her in the infamous Rattle Watch.

Tactics – As a member of the Inked Palm, Anke is capable of great stealth when she wants to engage in it. Usually, she uses her skills to remain hidden to find out information about people around town, later using it to extort them. When it comes to combat, Anke dislikes planning, watching, or waiting to do something. Kicking in the door and slashing everyone to pieces is more her style. Fortunately, Marten Fane is usually there to hold her back. Still, she is no fool. Whenever confronting a worthy opponent, she will always come heavily armed and with plenty of back up.

Legion

Of all the Forbidden Societies in the world, the one known as Legion stands alone. This organization, if it can be called that, is comprised completely of spirits, devils, and daemons. It is a horde of spiritual beings. Each of these entities are beings who have lived as long as the skeins of time have been woven. Their memories stretch back to the beginning of history and the emptiness beyond that.

Other Names: None

Area of Origin: Israel

History

Legion first appears in history as part of the Christian Bible. There, he appears as a demon-possessed man who encounters the Christ in Gerasenes. According to the scriptures, this man was plagued with two thousand demons and spirits. Christ bade them to come out of him, and the spirits entered a herd of pigs. The pigs then ran down the shore into the water and drowned.

As evidenced by the scriptures, Legion is not a single being, but in fact a large horde of spirits, devils, and daemons who had gathered into a single man's body in preparation for a massive rite. According to sources that I have gathered, this Grand Sabbat would have unleashed untold terror and destruction upon the earth, for the collective consciousness of Legion was preparing to scatter the two thousand spirits, devils, and daemons across the world in a massive, simultaneous possession.

Yet, the Son of God stopped this rite and destroyed all two thousand entities, sending them into the Bowels of Perdition.

What transpired after this is difficult to ascertain. However, my interviews with many devils and daemons reveal a most compelling tale. If my findings are correct, the hordes of Legion anguished in the Black Lodge for centuries. But then, a small handful of these entities formed a compact and concocted a plan to escape Hell itself. These three beings were daemons, all of them. The first was cunning Buer, both wise and mad all at the same time. The second was depraved Azazel, the daemon who first rallied the two thousand together for the massive rite. The third was great Asmodeus, once daemon servitor and enemy to King Solomon. These three daemons all approached the Adversary and each told him a single riddle. While the Adversary was deciphering Buer's riddle, the daemon Buer was able to escape back into the world. The Adversary caught Azazel and Asmodeus as they attempted to follow and dragged them back down into the darkness.

Buer might have tried to help his two allies escape while he was in the material world. The complete story is unknown at this point. My speculation is that while he was in the world, he remembered how much he had missed its

wonders. Buer wandered far and wide, avoiding the minions of the Adversary and leaving his other two compatriots to languish within the Fiery Pit.

The other two daemons railed against their betrayal, and after 1600 years of battling against the minions of the Adversary, the found methods of escape. Azazel returned to earth by way of a powerful rite conducted during the London Fire of 1666. Asmodeus, lacking both the guile of Buer and the knowledge of Azazel, fought his way up from Hell. After over 1,600 years of continuous battle, Asmodeus emerged from the Heart of Darkness in Africa with a contingent of hellbringers.

When Asmodeus fought his way up from Hell, he left a rent in the Fiery Pit. This left it open wide enough for many of the original two thousand entities that comprised Legion to escape. The rift was sealed by Hell itself, but the damage had already been done, Asmodeus had escaped along with countless other entities.

When this occurred, the daemon Azazel, who had been in the world for over 20 years at this point, took notice and began gathering them up. The daemon Buer rallied many to his side, offering them a safe haven from

what he knew was coming – a great hunt of all those who had once been part of the Legion collective.

Today, these three daemons – Buer, Azazel, and Asmodeus all prepare for a climactic battle with each other during the Second War of Spirits, which they know is coming soon. It shall be interesting to see which one of these entities, if any, are able to master Legion itself.

Traits and Tactics

Throughout the world, spirit-possession happens every day. I need not tell you this. Surely you have heard the tales yourself, or perhaps you have been witness to a spirit-possession. In any event, the spirits, devils, and daemons of Legion are particularly decadent when it comes to their possessions.

These entities, fresh from Hell itself, usually go about trying to experience as much sensation as they can. The results are some of the most depraved crimes imaginable. In Acadia, a Legion-possessed woman fed her children pieces of her own body. When her left arm and both of her legs were finally gone and her children had become wendigo, the possessing spirit left, leaving the poor woman no knowledge of what had happened to her. In the abbey of Lucedio in Italy,

a great number of Legion entities descended upon the monks there, forcing them to take part in murderous orgies with similarly possessed women.

The monks of Lucedio conducted sacrifices and held unholy rites to the Adversary. Today, Lucedio is known to be a site of Satan-worship and a haven for both miscreants and devil worshippers.

While much of these activities are chaotic, there lately has been organization evolving from it. Many of the entities of Legion realize that either Buer, Azazel, or Asmodeus will be coming for them, seeking to absorb their essences yet again, trying to consolidate the hordes of Legion. Thus, as time wears on, more and more of these beings are gathering in groups.

These packs of Legion entities work towards two things – survival and the experiences of new, dark delights. Most



Special Attributes

Inhabiting Entity: All Legion entities have Possession 2 as a power. If it is a creature that already has the Possession power, like Possessor devils, then it has Possession 4 as its Fundamental Power.

Legion entities also have a unique price that accompanies this power. Their price is that these beings cannot manifest in the material by possessing a human host. When a Legion entity possesses a mortal, its body vanishes into the body of the victim.

Those possessed by Legion slowly and surely begin to take on the shape of the parasitic creature which inhabits them. For example, the daemon Azazel was able to infect the body of Bruno Albrect for years, but eventually his host body grew reddish skin. Towards the end of his body's life, it even began to grow curled horns.

Special Equipment

Chains of Confinement: Especially knowledgeable members of Legion are able to make Chains of Confinement. These chains bind a possessing spirit, devil, or daemon to a single body, and do not allow it to escape. In order to use Chains of Confinement, they must be draped around the possessed body. Once they are draped, the possessed entity cannot remove them by any means. Nor will they fall off by happenstance. They must be removed by another person or creature.

Legion members who die while their body is wrapped by Chains of Confinement are sent to Hell as do most devils when they are destroyed.

of these organized packs try to find isolated locales (like Lucedio) where they can possess mortal bodies for a long period of time without harassment from anyone else. These entities work hard to keep these places secret and secure, so that they can continue to enjoy the delights of mortality. At almost all of these locations, the entities conduct rites and ceremonies venerating Hell. They do this in hopes of placating the Adversary and hoping to stay in the world for a bit longer. Without question, most of these locales are chambers of horror. They are a playground for daemons and devils to experience every kind of depraved sensation they wish, without worry of reprisal or punishment.

Recruitment and Organization

Buer, Asmodeus, and Azazel are currently abroad, traveling the world and collecting as many of the original Legion entities as they can. Of all of these beings, Azazel was the farthest along, collecting hundreds of such entities and trapping them into mortal bodies. He did this with the help of the mortal cult which follows him and numerous infernal rites. Azazel recently befell some incident on Long Island. He has not been

seen nor heard from since. Some say that Azazel was destroyed there, though some speculate that he is on the verge of some new plot.

Buer has only recently begun recruiting members of Legion. He does so by simply offering them safety. Buer has enjoyed his millennia on earth and is in no particular hurry to become reabsorbed into the Legion collective. He offers those entities that join him his leadership and succor. Those who accept may accompany him in his journeys across the world. Of course, this means that when Buer enters any particular area for too long, someone has to pay the price. Any area in which he dwells becomes infested with free-roaming spirit entities.

Asmodeus offers no such bargain. He travels through the world followed by a growing number of hellbringers. Whenever he comes across a daemon, devil, or spirit who was once a member of Legion, he consumes that entity and adds its essence to his own. He does not negotiate with Legion entities. They must submit to him one way or another. Asmodeus' dominance over Legion has led to severe conflicts where innocent mortals are often caught in the middle.

Whenever independent Legion devils or daemons are found are always barely organized. These collectives tend to be ruled by one dominant devil or daemon. There are a few communities that are governed by a small handful of beings. When it comes to the entourages of Buer, Asmodeus, or Azazel, these mighty beings are in total control. Their word is law and their whims are policy.

Belief System and Goals

Legion is not a union bound by a common belief system. It is a conglomeration of various spiritual beings that were once brought together under the title of Legion.

When the whole of Legion was collected into the body of a single man, it became a collective consciousness. The essences of each devil, daemon, and spirit mingled. From this spiritual association came a single intelligence. The individual entities of Legion wished to remain free-roaming and independent but the longer they were together, the more the persona of "Legion" emerged. For example, if a group of fifty of these beings were absorbed by a single master, then I would suspect that the one being would begin to manifest the personality traits of Legion.

Legion, as a being, was a creature of latent power, extensive wisdom and limitless determination. According to lore, those who spoke to Legion at the height of its power felt as if they were talking to something that could see straight into their soul, and knew every sin that they had ever committed. Legion was supposedly a being who knew you were coming before you made the decision to go. It could predict what one person might do a day, a week, or even a year from any point in time. It was a creature who seemed to be able to manifest

any sort of diabolic power it desired, able to access any of the abilities that its collective possessed. One thing is clear, while the individual beings that make up Legion may wish freedom, Legion itself desires unity. It seeks completion and is clearly exerting its influence upon Azazel and Asmodeus. Whether it has any power over Buer is not certain. The few devils that will speak on this subject seem to think so. After all, what being or power could resist the call of such a force as Legion?

Current Activity

Currently, as Asmodeus gathers more and more entities to him, he becomes more and more like the being described above. Normally brutal, blunt, and forward, he is becoming contemplative, logical, and far-seeing as he takes on more entities. Some say that Azazel was also taking on these traits as he gathered more beings to him but it is unclear if he still walks that path.

Throughout the world, the many devils, daemons, and spirits who once comprised this powerful force are now banding together. Some have mustered themselves for safety. Others have been forcibly collected for power. Whatever the case, their actions spell ruin for the people of the world. Whenever such powerful creatures of evil gather together, it spells sorrow for any mortals nearby. Especially awful is the fact that those beings who are members of Legion must take on a human host to dwell in the material world. This means that wherever a band of Legion spirits gathers, there are a mass of people who are possessed and made to engage in horrific acts.

Witch Hunters have only just begun to confront Legion, but are finding it harder and harder to do so. For each time they face these beings, they are greater in number. And each time they are confronted, the dominant persona of Legion becomes more apparent.

Some say that when Legion is fully gathered, it will be able to spread its two thousand parts to any part of the world and simultaneously control each aspect of itself. If that is true, then Legion would have the power to start wars and bring whole countries to ruin by possessing key figures around the globe. Others say that when Legion is completely gathered it will become an entity of enormous power and might. While they may disagree as to what the final outcome might be, scholars agree that it would be a ruinous event for all of humanity.

Should an entity of this kind ever come to pass, it would certainly not benefit me. Ironically, I would wish to see Legion dispelled from the world as much as the most fanatical of Witch Hunters.

Feature Villain: Asmodeus

Asmodeus has no game statistics, because Asmodeus is a being with mind-boggling powers and demi-god abilities. Among the three great leaders of Legion, he is the only daemon who fought his way up from Hell itself, a testament to his raw power and acumen in warfare. In short, the confines of a game would not be sufficient to describe the extent of this creature's capabilities. To give the Grand Master some insight into this creature's capacity, Asmodeus has already absorbed the essences of numerous devils and spirits giving him access to all of their powers. Therefore, the powers that he can manifest are limitless. The bottom line here is that Asmodeus should not be a being which is defeated by strength of arms in your Witch Hunter game. Rather, he should be a creature defeated by quick wit, research, problem solving, and roleplaying.

Since matters of game statistics always come up, assume that Asmodeus regenerates all damage done to him instantly at the beginning of every round. Each time he is struck for damage, he *adds* another die to all die rolls. So the more he is attacked, the stronger he becomes. When attacking, he rolls at least 10d+5 for Defense, and 20d+3 to attack with DM +12 at the lowest. However, being a creature which has lived for millennia upon millennia, Asmodeus would almost never be engaged in any fight. Combat with mortals is simply beneath him, and he would most assuredly leave such a task to one of his lesser servants, another devil or daemon under his rule. If he should be forced to engage in combat with a mortal he would find the entire exercise rather distasteful, like gutting a rotten fish.

Asmodeus is by no means all-powerful. He fears the Church a great deal. The daemon realizes that not even he would be able to withstand the combined forces of the Catholics, the Protestants, the entire Western World and the colonies.

Each time he manifests a power stolen from a devil, daemon, or spirit, he also manifests their Price. This means that many of his Prices change and shift constantly, which plagues him to no end. For example, there are days in which he can cross running water, but there are days when he cannot. Asmodeus himself does not know what Prices apply to him until he comes across them, which is a terrible liability for him. Other entities, and even mortals, have been able to determine what Prices he has on any given day. He does not know *how* they can determine this, but cannot wait to find out.

Asmodeus has a number of Prices that he carries with him at all times, no matter which powers he manifests. For one, it is known that when he was first captured by King Solomon, he was bound with iron chains that had one of the

Kabbalic names of God scribed upon them. While bound in these chains, he was completely powerless and could not break free. This is an extremely potent weakness, but does require that some actually get close enough to Asmodeus to wrap him in such chains. Secondly, it is rumored that Asmodeus cannot resist the lure of wine. Should he drink it, he becomes immediately confused and senseless. Most of Asmodeus's entourage attempt to ensure that he does not encounter wine in his journeys. Another weakness, Asmodeus cannot abide the smoke of certain fires. The fires are stoked with special ingredients used in mystical rites. It is said that a sorcerer once invoking one of these fire-rites was able to make Asmodeus flee from Jerusalem to Egypt.

Asmodeus, like most of Legion itself, can only manifest in the material world through the possession of a human body. As such, things that affect his human host can prevent him from dwelling in the world. Drowning, disease, poison...all of the things that can stop a mortal's heart from beating can destroy the host Asmodeus occupies.

Background – Asmodeus is known in forbidden lore as a powerful daemon which has existed in many forms and under many names. He is called Asmodai, Ashmedai, Asmode – the list goes on. He has appeared in many texts and histories, each time appearing as a powerful daemon capable of both destruction and cunning.

Asmodeus is most famous for his defeat at the hands of King Solomon. In those ancient times, before Solomon's Great Seal was forged, the mighty sorcerer-king defeated Asmodeus by having an apprentice leave wine out for the daemon to consume. When Asmodeus fell asleep from the consumption of the wine, the apprentice bound the daemon in chains scribed with the secret names of God.

What happened after Asmodeus's defeat is unknown, but many speculate that King Solomon forced the daemon to help him build his temple by helping him uncover the shamir, powerful synad-spirits that could slice any stone with their gaze. Thereafter, the daemon languished as King Solomon's prisoner for many years. Decades later, Asmodeus was able to trick his way out of confinement and break free from his enchanted prison and chains. When this happened, the scholars say that the daemon unleashed his true power and assumed a form as titanic as a mountain. Asmodeus flung King Solomon far away and then assumed the King's form, ruling in his guise for three years.

Solomon, of course, returned and defeated Asmodeus, driving him into distant lands. Solomon's defeat at the hands of the great daemon caused him to reconsider his priorities and started him on the path to forging the Great Seal.

To this day, because of his two defeats at the hands of King Solomon, Lord Asmodeus despises all of Solomon's

people and heirs. He considers Witch Hunter's dire enemies that must be wiped out, since Witch Hunters can trace their organizations and abilities back to Solomon himself. He hates Christians, but particularly hates Jews, whom he considers the inheritors of Solomon's kingdom.

Roleplaying – When Asmodeus first inhabits a living host, he looks normal for the most part, but is prone to constant sweating, even in cold temperatures. If his possession is prolonged, he begins to manifest traits of his true form. Two faces will grow out of the sides of his head, and his feet will grow talons. If the possession is allowed to run its full course, the host's tongue will fork and his eyes will turn ophidian. The two faces will become actual heads, a skinless sheep and a minotaur, which leer about in all directions. Asmodeus is fond of dragons and often keeps one as a pet and steed nearby.

Asmodeus is a carnal being who does not bother with long-range plans or schemes. Despite his great antiquity, he is very much a creature that lives in the moment, which causes his extensive entourage of devils to scramble about, seeing to his every whim (and he has many). Asmodeus is known for being lustful and gluttonous in the extreme. He holds occasional sabbats at which cultists or bewitched mortals give up their bodies to him to be consumed. It frustrates him that in his new age, he cannot openly stage these events, lest he bring the wrath of the whole of Christendom down upon his shoulders. Though he is an impulsive creature, Asmodeus is quite cunning. He is not easily duped and excels at tricking others, capable of fooling even the wise King Solomon.

As Asmodeus absorbs more and more essences that comprise Legion, he becomes more and more contemplative and prescient. During the past few months, he has had bouts where becomes suddenly distant and introspective, often making profound connections that he could not do before. Then, the bout will break, and he will become the carnal beast yet again.

Tactics – As a being of lust, passion, and hate, Asmodeus engages obstacles with intensity. From the comfort of his current lair, his forces of devils, daemons, and spirits are ordered to attack whatever it is that ails him. While he is impulsive, Asmodeus is no fool. He thinks best on his feet, reacting to a situation spontaneously. His actions are not nearly as sharp when he is required to plan, he is unable to make up his mind about what to do.

When Asmodeus is taken over by the mindset of Legion, all of his tactics change. He is methodical and able to predict what his opponents will do before even before they have their plan. When Legion is in control, Asmodeus is calm and distant about his orders to his minions, but whatever he tells them to do will always be highly effective.

Order of Judas

For over a thousand years, the Order of Judas has sought. Across the oceans, deserts, and in innumerable cities, they have scoured. All for the sake of a single purpose – to find a hero, a savior.

For those of this secret order, the disciple Judas, the betrayer of Christ was exalted over all other disciples. For it was through him that Christ was able to ascend onto the cross. Only through the actions of a true villain, one that could be despised for all time, could a divine savior emerge.

The Order of Judas seeks to emulate this line of thinking. By completely debasing themselves, by totally damning their own souls, they create a need for heroes to vanquish them. And should they damn themselves far enough into the fiery pit, then true heroes, inspired by their own faith shall rise up to save the entire world.

Other Names: Nemesis Mask, Judasites

Area of Origin: Israel, Jordan, Egypt, and Italy

History

The Order of Judas begins with the Gospel of Judas, an apocryphal account of Jesus' life and execution. I was able to recover a copy of this most secret text and read it for myself. From my own estimation, it appears to me that the Order of Judas has grossly misinterpreted the Gospel's teachings. But this would not be the first time that a society was founded upon a false premise with what started as good intentions.

The Gospel of Judas places the infamous disciple above the other followers of Jesus. In it, Jesus actually approaches Judas and proclaims that he is special among the disciples. Jesus explains that Judas must betray Jesus, but that this betrayal will act as the catalyst which will enact the Crucifixion and Passion of the Christ. Judas is depicted as having to make a greater sacrifice than most, because he has to consciously betray his beloved teacher in order to aid Jesus' sacrifice.

The idea of apocryphal gospels is not new, of course. There are numerous other religious texts that have appeared and disappeared from the Bible's canon. What makes the Gospel of Judas so exceptional

then, is first its extraordinary claim – that Judas was not a betrayer and a villain, but rather a catalytic hero. The second thing that makes the Gospel of Judas so exceptional is the fact that it is lost. Only a handful of experts in the Catholic Church suspect the existence of this lost gospel, and most of these people only half-believe that it is real.

The Judasites believe that just as Judas had to act as the catalyst of the greatest hero in all of the world – Jesus Christ – they must act as catalysts for the heroes of the current day. To this end, this secret society works to provoke heroes into action. They do this by causing terrible conflict, goading people into action. They carefully craft crimes, atrocities, and disasters so that the right people can be there at the right time to be elevated to the role of hero.

Traits and Tactics

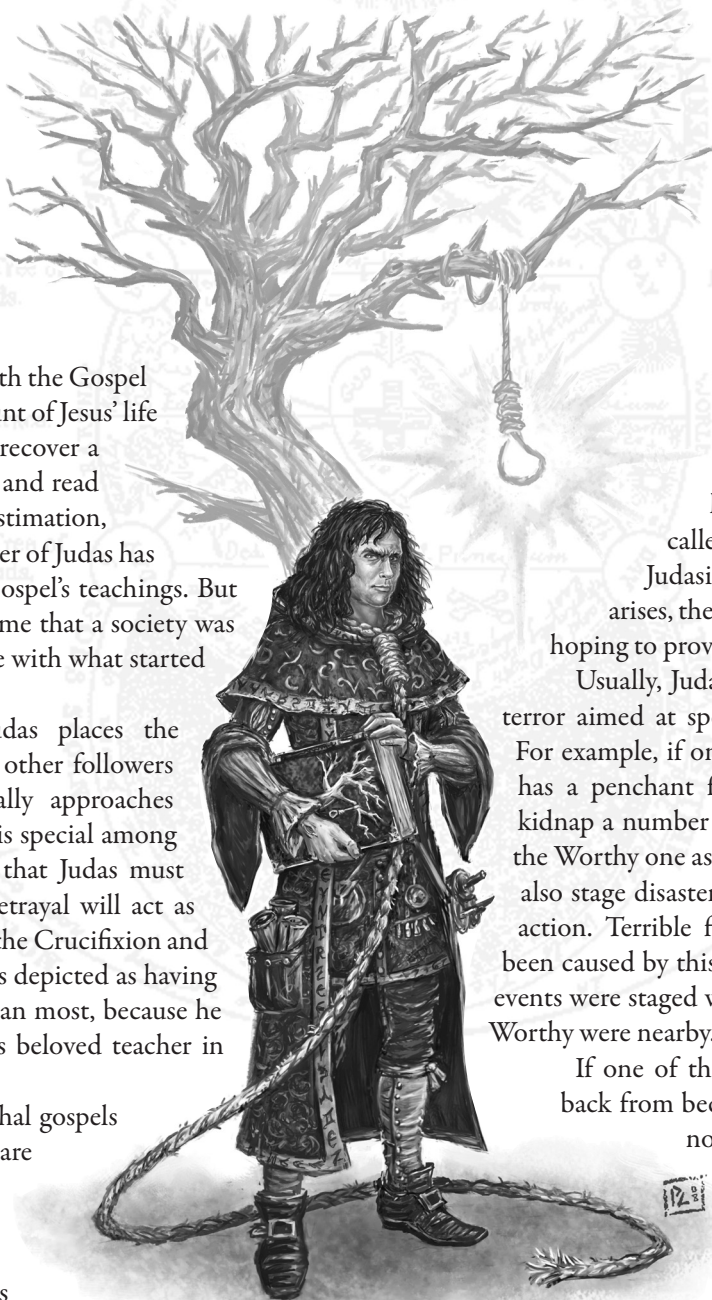
The Order of Judas prides itself in keeping an ancient tradition that stretches back to the time of Christ.

Each member is fanatically devoted to this secretive order, for they believe that through it, they are saving the world.

The order itself is organized into small cells of operatives. Each cell keeps watch for the deeds of people whom they feel are heroes or might be heroes. These special targets are called the "Worthy" amongst the Judasites. Whenever an opportunity arises, the Order of Judas goes into action, hoping to provoke the Worthy into action.

Usually, Judasites seek to commit crimes or terror aimed at specific members of the Worthy. For example, if one of the order's selected heroes has a penchant for saving women, they might kidnap a number of women, and deliver clues to the Worthy one as to their location. These fanatics also stage disasters to try to provoke heroes into action. Terrible fires, plagues, and famine have been caused by this order as well. Each time, these events were staged when particular members of the Worthy were nearby.

If one of the Worthy seems to be holding back from becoming a hero, the Judasites are not averse to intruding upon their lives to speed up the process. For example, Judasites have been known to slaughter a person's family, so that the would-be hero would not



Special Attributes

Inspiration of the Worthy: The Judasites excel at inspiring the Worthy to do great things. Any member of the Order of Judas can grant a player character a hero point, so long as that character is known to the Judasite. The hero point is given to that character at any time the follower of Judas deems it necessary. The Judasite does not even need to be at the scene in order for this to happen. For example, the member of the Order of Judas might stipulate that his chosen Worthy will become inspired during his next conflict. Thereafter, the next time the Witch Hunter gets into a fight, she suddenly receives a hero point.

This hero point arrives by way of sudden inspiration. The Witch Hunter suddenly feels a sense of purpose and has the knowledge of what they must do. Some Witch Hunters actually receive a vision or flashes of sensations and images. Ironically, many members of the Order of Judas will grant a Witch Hunter sparks of inspiration when they are battling them. In this way, these Judasites actually try to encourage their chosen Worthy to defeat them if they can.

In addition, once per game session, a Judasite can force someone to actively pursue their Virtue, even if it is not an opportune time. For example, a character with the Courageous Virtue might have the sudden urge to go engage in something Courageous, and set out to join a sailing vessel headed into pirate waters, even if he or she is the middle of a serious circumstance.

Witch Hunters may resist being compelled by spending a hero point. Alternatively, they may resist this urge with a Faith (Willpower) roll. The Difficulty is $\frac{1}{2}$ of the Judasite's Faith or Damnation (whichever is higher). Failure to make the roll or spend a hero point means that the character might go and pursue an object of his Virtue.

Special Equipment

None.

have any attachments to his or her old life.

Some Order of Judas members seek out those who are Worthy and offer him or her advice, trying to craft their ascension into greatness. These members will act as benevolent mentors, while other Judasites play the role of antagonists, all in attempts to elevate those who would be heroes.

Recruitment and Organization

The Judasites usually recruit new members from scholars of forbidden texts. They seek out those who think are ready for the Truth of Judas. When these select individuals are found, the Order of Judas begins to slip them pieces of the Gospel of Judas. After these scholars have read over the select portions of the text, various members of the Judasite cell will come to the prospective member and hold debates with him. Should

the potential member be found worthy and willing, he or she is inducted into the society through an elaborate ritual in which they are actually crucified upon a cross and then taken down after one day. Those that refuse or are ultimately found unworthy are killed.

As stated before, the Order of Judas is divided into cells, which act on their own recognizance. All of the members of any particular cell keep a civilian cover, posing as a simple merchant, priest, or midwife, for example. Usually, these folk will live apart from one another, communicating through a series of drop points, where messages are left. The leader of each cell is referred to as an Apostle.

The numerous Apostles form the governing body of the Order of Judas. The Apostles congregate in times of need, making large, overall decisions for the Order. However, since most of the work of the society is done by small cells, the Apostle's Congress rarely needs to meet or make decisions.

The Order of Judas's organization is steeped in tradition, antiquity, and religion. Whenever their members meet, it is always in a hidden chapel, crafted specifically for their use. Such a chapel will resemble a Christian chapel, but will always feature pictures, murals, or tapestries depicting the glory of Judas.

Whenever the Judasites meet, they speak their own special language. Its lexicon is full of whispered riddles and phrases. It is how they identify one another. Also, when meeting in one of their hidden chapels, these fanatics always wear special robes decorated with phrases from their private language. Meetings are presided over by an Apostle, who wears a coiled rope about his or her neck to symbolize Judas's noble suicide and the yoke of duty that all in the order must face.

It is important to note that the Order of Judas, besides keeping the lost Gospel of Judas, also keeps an untold and vast library full of lost tomes and relics. Besides the Order of Magi overseen by the Vatican, the Order of Judas has perhaps the most assembled knowledge on the occult and the Invisible World, dwarfing even the Tongue of Imandaru in their accumulated knowledge. The Judasites rarely access this knowledge, leaving it to be sorted, catalogued, and reviewed by special members of the society known as the Keepers of Secret Knowledge. Keepers are not members of cells, nor are they Apostles. They are their own distinct branch of the society. Indeed, many say that the Keepers are not even human but some other being entirely.

Belief System and Goals

The Order of Judas has a credo: "For if there was not the Devil, Man would not believe in God." Each Judasite believes that it is their destiny to follow in the footsteps of Judas from his lost Gospel. Just as Judas made the ultimate sacrifice by betraying Christ, so too must the members of the Order of Judas sacrifice themselves to betray mankind.

Each member of this society believes that in order to save the world, they must be willing to sacrifice anything, including their immortal soul. This belief system makes them willing to murder, torture, kidnap, and threaten all in an attempt to provide the world with a unifying evil, a common enemy that will cause everyone to put aside their differences.

To this end, the Judasites are willing to deal with diabolical creatures to do their bidding. After all, most of the Order of Judas don't expect to reach heaven, but will descend into Hell believing in full that they are saving so many other people's souls.

The Order of Judas is particular concerned with uniting the Orders of Witch Hunters. In the mind of the Judasites, these stalwart warriors of God are perhaps one of the most powerful weapons against the Adversary in the world. If they would only put aside their differences, they would be truly a force of reckoning. Thus, the Order of Judas even now seeks to further strengthen the bonds between the Orders with the creation of more threats. Because the Fire of London was so successful in this regard, the Judasites are considering creating a similar event to bring all Witch Hunters further together.

Current Activity

The Order of Judas works diligently in Europe and the Middle East to ensure that there are constant heroes ready to take on the world's evils. However, recent decades, the Order has been alarmed over the reports it has been receiving from the New World. New devils, spirits, and creatures have appeared from the deep woods of that mysterious land. New villains arrive on that far shore daily, hoping to escape justice at home.

For this reason, the Judasites have been trying to provoke many of the world's great heroes to travel to the New World. They have been attacking Witch Hunter orders and then leaving clues that lead to New France, the New Netherlands, to New Spain. Their hope is that many of the world's leaders and heroes will realize the danger that lies sleeping in the Americas before it is not too late.

Feature Minions

Minions of the Order of Judas (Minions)	
Threat Level	3
Skills	Subterfuge +2, Disguise +2, Deceive +2
Talents	Allied Attack, Mob Attack
Movement	C 3/W 9/R 15
Weapons's DM	Dagger +1
Special	-

While not the most proficient of fighters, the operatives of the Order of Judas excel at deception and espionage. They are especially good at being in the right place at the right time when it comes to bringing out the hero in people. Whether they need to sacrifice their lives by posing themselves as a random threat, or as a helping hand, they have a knack of always being in the ideal position.

Marten Fane (Villain)	
Standard Character (1,005 points)	
Fear Rating	0
Initiative pool	Base: 8d – 12d (Danger Sense)
Melee pool	Base: 10d – Rapier: 10d (DM +4) Unarmed: 6d (DM +2)
Ranged pool	Base: 9d – Pistol: 9d (DM +4)
Defense Pool	N+7d+1 (Incredible Reflexes)
Movement	C3/W 9/R 15
Basic Talents 35 pts.	Attack Focus (Pistols), Attack Focus (Rapier), Expertise (Empathy), Expertise (Notice), It's Just a Scratch, Lucky, Pugilist
Greater Talents 70 pts.	Danger Sense, Agile Runner, Attack Specialist (Pistol), Attack Specialist (Rapier), Danger Sense, Iron Fisted, Slam, Sweep
Heroic Talents 60 pts.	Incredible Reflexes, Master Manipulator, Sacrificial Defense, Villainous Caveat
Powers (Prices)	Hyperhearing 3 (Focus Bound – To Find a True Hero)
Sword School: Flor di Battaglia 75 pts.	Basic: Speed of the Tiger, Never Unarmed Greater: Master of all Weapons Heroic: Flawless Technique
Ability Line-Up 240 pts.	Strength 3 Education 2 Courage 3 Agility 5 Reason 3 Intuition 6 Toughness 4 Will 4 Personality 2
Background Skills 145 pts.	Acrobatics 4(8), Hand-to-Hand 5(10), Firearms 4(9), Empathy 6(14), Notice 6(14), Track 4(10)
Elective Skills 300 pts.	Balance 2(7), Charm 1(4), Command 2(5), Deceive 2(5), Endurance 2(6), Gossip 2(4), Navigation 2(8), Parry 2(7), Reflexes 5(10), Resolve 3(6), Sail 2(7), Stealth 4(9), Swim 1(4)
True Faith: 3 30 pts.	Damnation: 5 (50 pts.)
Health Track:	8/6/6/4/2
Equipment:	Fencing Jacket, Rapier, Pistol

Feature Villain: Marten Fane

Background –Marten Fane was born in one of Amsterdam's worst brothels. By the time he could walk, he was made to carry out the brothel's chamber pots and clean its beds every night. When he became a little older than that, his mother made him earn his keep by turning him into a prostitute as well.

When Marten was ten years old, he saw a Witch Hunter in action. One of the girls in the brothel had become possessed by a devil. She screamed for three days straight and attacked many who came to the establishment. On the third day, just as the Master of the House was about to slit her throat, a tall and handsome man arrived at the brothel. He strode through the crowd there and wretched the devil out from the girl's body. When the devil had been pulled from her gaping mouth, he banished it back to Hell by throwing it into the fireplace.

After that moment, Marten became obsessed with the nameless Witch Hunter. He traveled out from Amsterdam, taking a job on a ship as a cabin boy. While on his many travels, he not only could not find that same Witch Hunter, he could not find any person that seemed as noble or valiant.

While on one journey, young Marten ran across a priest. After telling him his tale, the priest shook his head and asked the boy why he had sought for this strange man for so long. Marten explained that he had never met anyone so handsome or heroic. He longed to believe in a world that could be heroic like this one man. The priest smiled and said, "Why look so hard for what you may never find? Why not instead create what you are looking for here on Earth?"

The priest told Marten that he saw great potential in the boy -- that Marten had the makings of leader. Marten took the priest's words to heart and, in time, became the first mate aboard the ship that he sailed upon. Still, Marten always felt as if he was surrounded by people of low character and base desires. Eventually bored and dissatisfied with his lot, he turned to piracy. Each time he raided another ship, Marten always held out hope that he would meet someone across from him who had true courage and a noble demeanor. Every time, he was disappointed.

It was then that Marten encountered the priest for a second and final time. He was found floating upon driftwood, after abandoning a burning ship. The priest was caught in a terrible fever, but before he died, he gave to Marten the Gospel of Judas. He explained to Marten on his deathbed that there was still time to find the hero that he had been seeking all his life. Marten only had to inspire someone else to ascend to this mantel. Upon reading the warped and misinterpreted Gospel, Marten began to notice that he gained strange insights -- among them, the ability to hear to almost a preternatural degree.

Now, more driven than ever, Marten spent his travels looking for heroes wherever he could find them. He noticed that people with heroic qualities could be found when

adversity was at its greatest. He then spent the next ten years going to places of war, disease, and perdition. He even found a number of Witch Hunters in his life-long quest. However, none of the people he met ever stood up to the ideal that was branded into his mind.

At last, Marten joined the Dutch West India Company as the head of its Rattle Watch, an elite guard in New Amsterdam. The WIC looked particularly for individuals who would not shy away from using scrupulous methods to get the job done. There, he met Anke Manser, and the two took an instant liking to each other. Both had a cynical view of human nature, and both shared a sardonic sense of humor. Marten believes that Anke treats many of her associates too nicely, but tolerates her generosity.

Roleplaying – Marten is a rail-thin man who has one amber-colored iris, while the other is a brilliant blue. He always dresses immaculately, but his fashions are always slightly off. For example, he might wear a cloak that just doesn't quite go with his doublet. Or a pair of boots that seem to be slightly out of season.

Marten detests people in general. Growing up around and traveling to some of the worst places in the world has made him cynical about human nature. Still, Marten is on the quest for a hero. He has determined that acting like one is perhaps the worst way to go about it. When one person acts like a hero, then everyone else steps back and allows the hero to do whatever it is that they do. No, it is far better to play the role of the villain, and see who comes to oppose you. Sadly, he has built in his mind an ideal that almost no one could possibly reach. If he ever did find someone that met his expectations, he would no doubt become obsessed with them.

Despite his disdain of people, Marten is charismatic and savvy enough to understand that it's important to get along well with others. For that reason, Marten always conducts himself with impeccable manners. But even so, he is always somewhat aloof, almost bored, most of the time.

Tactics – With his keen perception, Marten can see all of the vices that a person possesses almost immediately. Because of this talent, one of the many games he likes to play is sizing up an individual and talking about all of the sins or inequities they have. It's a game that he is quite good at. He has mastered the ability to read people. No supernatural ability enhances it.

Through his ability to understand people, Marten is good at predicting what people will do before they even do it. If someone is going to try to ambush him, he usually has known about it for a long while. If someone is spoiling for a fight, he will always have plenty of back up.

When it comes to direct conflict, Marten lets other people lower themselves by getting into combat, while he looks on with a disinterested air. If Marten sees someone who has potential, he will relish getting into combat with them. Remember that Marten is not necessarily on the lookout for good fighters but people who have the potential to be *heroes*.

Santos Novos

Through the courts of Portugal, whispered at opulent balls, and discussed in private guild meetings, word of the Santos Novos has reached many throughout Europe. This once small sect of Catholicism has expanded rapidly, spreading throughout Brasil and Portugal, reaching the highest levels of society.

If only they knew the truth. In truth, Santos Novos started in Brasil, where a number of natives blended the Catholic faith with their own religions, incorporating some of their own gods as "saints" in the Catholic faith. What almost no one realizes is that these "new saints" are in fact daemons of extraordinary power. They are beings who have lived for millennia, and now seek revenge upon God himself.

Other Names: The New Faith, The New Saints, Novos

Area of Origin: Brasil, Portugal

History

Perhaps some of the most precious and forbidden knowledge that I possess is being put down in this very moment. The words I am about to impart upon you are known to but a handful of beings outside of the Santos Novos. To glean this valuable lore, I was tried by some of the most pernicious victims that I have ever beheld. In the end, however, all of their faith and courage was for naught. Like all those whom I hold in accounting, they eventually told me everything that they knew and begged me to finish them long before our interview was over.

Well before the colonization of what would one day be called Brasil, the region was occupied by beings of extraordinary power. These mighty entities were worshipped by the native peoples. I suspect that these god-beings were nothing more than daemons and I shall from here on refer to them as such.

Around the Christian year of 1500, the Portuguese moved into the area and conquered these people. Their daemon-gods were powerless to stop this. Wherever the Portuguese tread, they brought with them the power of the Jesuits, who destroyed many of these daemons upon encountering them.

After settling in the region, the Portuguese began farming sugar cane, a practice that continues today. To help with the harvesting of sugar, the Portuguese enslaved many of the Native people. Not only were the Natives made to work the land, they were made to embrace the Catholic faith of the Portuguese.

The Native Brasilians were not foolish. They knew the Portuguese thought the Native religions were blasphemous and diabolical. Therefore, the Natives carefully altered all of their religious practices to appear Catholic, but in truth they always venerated their old daemon-gods. More interested in profit and sugar harvests, the Portuguese allowed these heresies to pass without much thought. The Portuguese plantation owners even dubbed this new religion "Santos Novos" after the new saints that were worshipped by the Native populations.

The hybrid religion began to pass onto the Portuguese when the lead priests of Santos Novos began performing miracles for the plantation owners. A bad crop could be turned good with a few choice "blessings" from Santos Novos. A mother who was about to die in childbirth could be saved by special Santos Novos rites. Once the local Portuguese saw practical use in the Santos Novos, they began to incorporate them into their own worship.

Things changed dramatically when a number of Portuguese nobles arrived on the scene. One of these nobles, Fortunata Silva Cabral, ancestor to the first European in Brasil, saw straight through the Santos Novos. Cabral happened to



be a member of the infamous Tongue of Imandaru. Being a diabolist of some power herself, she saw that this new hybrid religion called upon the powers of daemons.

Cabral saw a prime opportunity, a place where she and many others could cultivate magi out from under the watchful eyes of the Pope and his Ordeal. Cabral approached the leaders of the Santos Novos cults in Brasil and made them an offer. If the priests there would teach her and her colleagues their magics, she would ensure that the native peoples would be treated well, and that their oppression would stop. Unable to refuse such an offer, the priests agreed, starting a school for Santos Novos magi right there in Brasil.

However, Cabral got far more than she bargained. When she made her deal with the Santos Novos priests, she demanded to meet their true masters. The priests grinned amongst themselves, but allowed the diabolist into an ancient cave, where Cabral met the prime Oracle for the Santos Novos – the one being through whom their daemons spoke.

Cabral left the cave a changed woman. She immediately broke with the Tongue of Imandaru, forming an independent society and separate school of the arcane arts. The Magi of the Tongue were enraged, but with the power of the Andrade family, and the mystical might of Santos Novos priests behind them, there was little they could do.

Soon, the power of Santos Novos spread throughout Portugal, as select noble families were told of an alternative place in which people could train to become magi without having to endure the Pope's excruciating Ordeal. Cabral herself picked each of these noble families for their capacity for intrigue and corruption. Other noble families were kept out of the loop, so as not to give away the secret behind Santos Novos' power. All of this was, and still is kept secret, for the Vatican would scarcely tolerate the sanctioning of magi without their sacred Ordeal.

Today, in the Christian year of 1689, the power of the Santos Novos is indeed great. With select families within Portugal housing full-fledged magi, these powerful patrons are able to influence trade, war, and politics. They are able to consult spirits on all manner of issues, ranging from the telling of the future to knowing what enemies are doing. The power base of Santos Novos is growing daily, and even diabolical societies like the Tongue of Imandaru now grow concerned.

Traits and Tactics

When out in public, I have found that those who follow Santos Novos behave as any other Catholic might with only a few slight variations in the prayers they might utter or the trappings they might wear. The followers of Santos Novos are fond of wearing black, gold, red, and white. They often carry obsidian rosary beads rather than those of wood. Mirrors are sometimes carried by the Santos Novos, along with very small flasks of red wine. Their services tend to be more festive

than the typical Catholic service, with exuberant songs and percussive music.

While all of this takes place out in public, the Santos Novos have special private ceremonies only attended by bishops, priests or church elders. These secretive ceremonies always take place in sealed chambers. No outsider has seen what these inner sanctums look like. Spies have reported that these chambers are always marked with a set of black doors that have so far proven impenetrable, even by powerful magics and skillful thievery.

There is much speculation about what lies within sealed chambers of Santos Novos. The most accurate information comes from a single priest – the famous Father Antonio Vieira – just before he died. The details of his conversation vary wildly, though most believe that while in the sealed chambers of the Novos, the priests and elder members of the cult are able to speak to their “new saints” directly. It is said that within these summoning chambers, the followers of Santos Novos cavort around alien fires and allow their bodies to be possessed by dozens of spirits at once. Whilst in the throes of these spiritual orgies, the devout followers of Santos Novos take part in strange activities which defy natural law. All the while these proceedings are looked upon by daemons. In some chambers there is said to be swaths of blood painted on mirrors, that the visiting daemons can peel off and wear like clothing. Some even talk of bizarre and unnatural trees which grow in the centers of each of these chambers which manifest gibbering mouths upon their bark and bear strange fruit which look like the twisted bodies of leering, old men. In Brasil, far from the watchful eye of the church, it is said that these special ceremonies take place in hidden temples, in vast chambers of deep darkness. There, it is said that the unnatural trees which Father Vieira spoke of, grow in abundance.

So far, most of the enemies of Santos Novos have been met with frustration. Witch Hunters who have investigated the Novos have died in strange accidents or disappeared entirely. The Inquisition has been unable to penetrate the inner workings of this cult, mainly because anything of substance usually goes on behind the black doors of their inner sanctums. Even the dark magi of the Tongue of Imandaru have yet to make any incursions against these cultists.

Much of the reason for Santos Novos' great power is their access to spiritual might. The entire cult is run partly by magi who possess magics the like of which Europe has never seen. Because they may speak to a host of daemons directly, the priests and deacons of Santos Novos are able to request aid from their masters on a regular basis. This is how most opposing Witch Hunters or Inquisition members have met their ends, at the hands of a daemon, warned by the Novos.

Even more intriguing is the fact that many of the *Cortes*, the nobles who advise King Pedro II himself, are secretly members of Santos Novos. With the power of the royal court,

Santos Novos has the ability to throw in prison any who accuse Santos Novos of heresy. Those who speak up too loud find their assets seized, their servants killed, and their family and friends vanished. Only those with real political clout may protest, and every day more and more of these people are becoming converts to the cult.

Recruitment and Organization

Santos Novos recruits parishioners through evangelizing, just like any other Christian church. The Novos offer lively services and soulful masses, which have brought in many to their churches. Indeed, Santos Novos is the fastest growing faction of the Catholic Church by far. Crowds of common folk in both Brasil and Portugal flock to Santos Novos services, drawn by the promise of a warm and inviting faith and exciting services. But the Santos Novos popularity is not just limited to the commoners. The nobility of Portugal are flocking to the Novos as well, wanting to get close this source of sudden power. Because congregations of Santos Novos are growing at the top and at the bottom, this cult has swept through Europe in a short thirty-five years.

The priests of Santos Novos are always on the watch for people of influence and power. Should a person like this arrive at a church of Santos Novos, they are often invited to attend a special service in one of the cult's inner chambers. Those who accept this invitation always return somewhat changed. Visiting guests always retain their same personalities, but emerge filled with a heightened state alertness and wondrous insights into the world. Some emerge fanatically devoted to the Novos, but all are instilled with a singular desire – to return once again to the inner chamber once open to them. To date, by my reckoning, not a single guest has ever discussed what has gone on in the chambers to which they were invited, even after their capture and torture by agents of the Black Friars.

This sudden change in outlook causes many to refuse invitations. There are some individuals so desperate for the power and prestige that the Novos command that they readily accept an offer to walk into the heart of darkness. These individuals tend to be the most fanatical about the cult, ready to give their wealth, lives, and the lives of their families to the cause.

Santos Novos is structured much like the Catholic Church. An archbishop is the head of the church. Currently, that position is held by none other than Fortunata Silva Cabral. At a venerable 75 years of age, this silver-haired woman is still surprisingly strong and vital, some say unnaturally so. Yet even she answers to a higher source. Cabral, for all of her temporal power, still visits a cave in Brasil once every three years and speaks with the Oracle of the Santos Novos. After each visit, Cabral always shows her age, for the visits are draining and horrifying, even to her.

Special Attributes

The Sight of Spirits: The Santos Novos have access to many rites and spells that have never before been seen by the likes of anyone in the World of Witch Hunter. Their most disconcerting ability is the ability to see and speak directly to particular supernatural entities, even if they are Invisible World. They cannot necessarily see devils or daemons that are in the material world and in disguise. However, Santos Novos get +2 free successes on any dice rolls needed to identify a devil or daemon who might be in mundane or supernatural disguise. Note that while a member of the Novos can speak to a daemon or devil who is in the area, but that the entity may or may not respond. This ability does not work on spirits, only diabolicals.

Special Equipment

Spirit Mirrors: Some members of Santos Novos carry mirrors with them. These special spirit mirrors allow devils or daemon additional access to the material world. Normally, a devil or daemon who manifests in the world cannot return to the Invisible World until the next sundown, making it vulnerable and exposed. However, devils or daemons can use a Santos Novos spirit mirror to travel to and from the Invisible World at will.

Each trip, either coming or going, requires that the Santos Novos member spread blood onto the mirror. The mirror must be coated with a great deal of ichor, requiring at least one health level of damage be inflicted upon the blood donor. There are rumors of greater spirit mirrors which require the entire blood of a human being be spread onto its surface. According to lore, these greater spirit mirrors allow devils or daemons to manifest in the material world in whatever shape or form they wish. However, the existence of these objects is mere speculation.

Below Archbishop Cabral are various bishops who preside over different regions throughout Brasil and Portugal. Below the bishops are the many priests, who run the Santos Novos services and churches. Also an important part of Santos Novos are the church elders. These are part of the church laity who are appointed to help make day-to-day decisions about the church. The church elders of Santos Novos tend to be Portuguese nobles with at least a modicum of political power. Some of Portugal's most affluent and influential citizens are church elders of this mysterious sect.

Finally, one of the most important positions in Santos Novos is that of the deaconate or the deacons. Unlike the deacons in most Catholic churches, the deacons of this cult are all magicians of some power. In order to become a deacon in Santos Novos, one must travel to Brasil for special training. There, in a private school held in a forgotten temple, the magi of Santos Novos receive their dark training. In some cases,

their instruction comes directly from daemons.

Currently, Santos Novos is still considered part of the Catholic Church, but most consider this a link that is in name only. Santos Novos makes large and abundant contributions to the Catholic Church, which is why it has been allowed to take the platitudes that it has. However, every day, Rome hears more and more about the supposed blasphemies taking place in the church of Santos Novos. Most believe that the Vatican is secretly preparing for an all-out war against Santos Novos. Rumors abound about the Vatican marshalling its forces and gathering its sanctioned magi to its bosom. I predict that within perhaps only a year a titanic conflict between these two giants will occur.

Belief System and Goals

On the surface, Santos Novos participates in the Catholic faith. Common parishioners engage in the same prayers, hymns, and rituals seen in the Catholic faith, albeit with a stylistic difference. Many of the Latin prayers uttered in a Novos church are altered just slightly; a few of their hymns have been adjusted subtly, so that some of the worship is devoted to saints rather than to God. The saints venerated within these prayers and hymns are always the new saints who have been uncovered in Brasil. Ultimately, few Santos Novos devotees know anything about the true power behind their faith.

Whenever someone prays to one of the new saints in this cult, they are venerating one of the daemon-gods who reside in Brasil. The number of people that venerate these false idols grows daily. The mislead cultist are inadvertently damning their own souls by doing this. The leaders of Santos Novos do not care what happens to their worshippers' souls. They only care that their followers are fanatical enough to do what is necessary when the time comes.

In truth, Santos Novos is a religion based on a diabolic agreement. The magi Fortunata Silva Cabral made a pact with the daemons she encountered in Brasil. If they would teach her and her apprentices their dark rites and rituals, she would ensure them worshippers who would give them an untold number of human sacrifices.

Current Activity

So far, the daemons of Brasil have kept up their end of the bargain with Cabral. The dozens of supernatural entities there acted as fonts of untold information, allowing the visiting magi access to their undiscovered mystical rites. Within just thirty-five years, Santos Novos has accumulated untold temporal and magical power.

To expand their power base, Santos Novos has moved into New Spain in the Americas. There, the Novos are beginning to take hold, gathering masses of worshippers every day. This latest development has alarmed Spain, who is already

sending in their prolific Hospitalers to investigate. This sudden surge in New Spain has brought many Witch Hunters into the fray. These Witch Hunters see this as prime opportunity to stop Santos Novos before it can truly take hold in the region.

In the northern regions of the Americas, Santos Novos agents can still be found, albeit more infrequently. Because Catholics are not as welcome in the English and Dutch regions of the Grave New World, Santos Novos spreads its influence in those regions through trade. Portuguese merchants who wish to access the bounty of the New World often appear in the northern colonies, bringing with them Novos magi who walk about in disguise.

While Santos Novos enjoys a great deal of temporal power, the payment of their daemon-bargain is coming due. While the Novos has been able to offer some human sacrifices for the hungry daemons they serve, but they have not given them anywhere near the number that was first promised to them. Currently, Archbishop Cabral is planning a massive, simultaneous sacrifice. To facilitate this sacrifice, Santos Novos is buying up slaves from around the world, from any country who will sell them. Slaves from all different ethnicities, religions, and creeds are showing up in the plantations of Brasil. Little do these poor victims know that they are being prepared for a feast of souls.

From what I have learned, very few know about this upcoming event. There are those who know that *something* is coming, for the Santos Novos has been extremely busy of late. Those who delve into forbidden lore say that the Santos Novos are preparing for a Great Spirit War, which will be fought between them and the Adversary himself. Speculation abounds about the veracity of this claim, but it is known that Novos magi hardly ever deal with devils in any fashion.

Feature Minions

Fantatics of Santos Novos (Minions)	
Threat Level	1
Skills	Hand-to-Hand +1
Talents	Allied Attack, Mob Attack, Overwhelming
Movement	C 3/W 9/R 15
Weapons's DM	Club +2
Special	-

These minions are nothing more than religious fanatics directed to attack someone or accomplish some grand objective. Whipped into a frenzy by their blind devotion, these folk make poor fighters, but usually make up for it in large numbers.

Glaucio (Villain)			
Standard Character (1,040 points)			
Fear Rating	5		
Initiative pool	Base: 4d – 6d(9d) (Danger Sense)		
Melee pool	Base: 10d – Fist: 10d(13d) (DM +3)		
Ranged pool	Base: 4d – Blunderbuss: 4d(7d) (DM +3)		
Defense Pool	N+4d (N+6d)		
Movement	C3/W 9/R 15		
Basic Talents 30 pts.	Attack Focus (Fist), Basic Animism, Basic Hermeticism, Basic Necromancy, Lucky, Pugilist		
Greater Talents 80 pts.	Attack Specialist (First), Danger Sense, Great Fist, Greater Animism, Greater Hermeticism, Greater Necromancy, Iron Fisted, Iron Grip		
Heroic Talents 60 pts.	Heroic Hermeticism, Villainous Diabolism, Villainous Necromancy		
Powers (Prices)	Monstrous Form 3 (Reveal Nature – Prayer) Durability 3 (Vulnerability – Native Brazilian Wood) Immortality 4 (Focus Bound – Protect Fortunata Silva Cabral) Mind Read 3 (Feeder – Souls)		
Rites 195 pts.	Basic Animism: Awakening, Speech of the First Times, Spirit Son Basic Hermeticism: First Circle of Binding, Diagram of Insight, Magician’s Mark, Eldritch Blast, Sigil of Warding Basic Necromancy: Séance, Projection, Reanimate the Dead Greater Animism: Bond of Blood, Mastery of the Elements, Spirit Brother Greater Hermeticism: Mark of the Minion, Opening the Way, Shield Greater Necromancy: Slumbering Death, Trap Ghost Heroic Hermeticism: Mark of Dominion Villainous Necromancy: Raise the Dead		
Ability Line-Up 280 pts.	Strength 6 Agility 2 Toughness 5	Education 4 Reason 5 Will 3	Courage 3 Intuition 3 Personality 2
Background Skills 110 pts.	Animism 3(6), Command 2(4), Hermeticism 4(8), Hand-to-Hand 4(10), Myth and Lore 4(8), Necromancy 5(10)		
Elective Skills 280 pts.	Charm 2(4), Concentrate 2(5), Endurance 2(7), Deceive 2(4), Empathy 3(6), Firearms 2(4), Grapple 4(10), Intimidate 2(4), Notice 2(5), Occult 3(7), Reflexes 2(4), Research 2(7)		
True Faith: 0	Damnation: 15 (150 pts.)		
Health Track:	15/10/8/8/5/3 (24/16/12/12/8/4)		
Equipment:	Aztec Blunderbuss, Spirit Mirror		
Special: Can see and speak to devils, daemons in Invisible World, +2 to identify devils, daemons in the material world			

Feature Villain: Glaucio

Background – Glaucio was born to a wealthy family of merchants, scholars, and explorers. As he grew up, many around him, including his family treated him with disdain, often distancing themselves from him. The reasons for this were many. It was partly due to his poor social skills and the fact that he had a hunched back. But mainly it was because he had a strange predilection for harming animals. In his room at his house, he would often keep a collection of small animal bodies, and subject them to odd experiments. He even would stitch the bodies together into new and hideous forms. Throughout his life, his parents kept his terrible habit a secret, and try as they might, they could never break him of it.

When Glaucio became older, he began to dabble a bit in both witchcraft and animism, but always in secret, for he had no desire to endure the Church's mysterious Ordeal. While at University, Glaucio met Fortunata Silva Cabral. Fortunata, too, had dabbled in witchcraft and animism, but had delved far more into its practice than he had dared to ever dream. Her regal manner made him instantly attracted to her, and the fact that she treated him like a peer made him obsessed with her. Sadly, the devotion was not reciprocated. Cabral often called him "little brother", continually reminding him of nature of their relationship.

One evening, Glaucio was invited by Fortunata to meet with him a private, reserved chamber. When Glaucio opened the door, what he saw both amazed and frightened him. Upon a table was stretched a man who had been cut on his abdomen from bowel to sternum. Yet, he still lived, gasping for air. But what frightened Glaucio the most was that this sight excited him.

Fortunata bade him come forward so that he could take part in her rite. He protested, but Fortunata fixed him with her gaze and called out his heart's innermost desires. Was this not the moment he had been waiting for all of his life? Was it not time to abandon the boyhood games of playing small, dead animals and engage in more adult appetites?

Glaucio stepped forwards and engaged in his hideous desires. As he did, Fortunata conducted a rite all around him that he was barely aware of. At the end of the process, Glaucio felt a sense of power and rapture – not just from being able to unleash his repressed tendencies, but also because he had absorbed the man's soul. Through the rite that Fortunata had performed upon him, Glaucio had become Accursed and was now granted the power of stealing the essence of each of his victims. Fortunata caressed Glaucio's cheek and looked up into his eyes, for

he now stood upright, without a hunched back. It was then that she asked a single question that forever chained his life to hers. "Would you like more?"

From that day forward, Glaucio never left Fortunata's side. In exchange for his undying loyalty, year after year, she continually fed him a supply of fresh victims. When she joined the Tongue of Imandaru, he protected her from Witch Hunters, and then from Magi of the Tongue when she left that organization. Finally, when Fortunata formed Santos Novos, Glaucio was at her side the entire time, enforcing her rule and protecting her from harm.

Currently, he serves as the day-to-day head of Santos Novos. All requests, information, and questions come through him before they reach Fortunata. Glaucio is very much a hands-on leader, quite willing to go out into the field and solve problems on his own. While Spiderlings take care of most of the Novos' assassinations, Glaucio often acts as extra muscle.

Roleplaying – Glaucio's true form is that of a small, balding man who stands extremely erect and speaks softly. A strange leering smile is always on his face and he has a bad habit of laughing at inappropriate times. When he assumes his monstrous form, he resembles Incan statues of old. His face becomes skeletal, his teeth become abnormally large, and his eyes become massive sockets of emptiness. He grows to over seven feet in height and bears terrible hands that can break solid wood.

Glaucio is still very much obsessed with Fortunata Silva Cabral, even though she is a venerable woman in her seventies. He serves her without question. When interacting with other Novos members, Glaucio is blunt, curt, and direct. He is always impatient with whatever any of his subordinates tell him. When it comes to dealing with the public, Glaucio has learned to behave himself. He has trained himself to act appropriately to the situation, though most find his leering mannerisms quite disturbing.

Glaucio's base manners often make people underestimate him. Most are surprised to learn that he is actually quite intelligent and is a scholar of many subjects.

Tactics – Glaucio is a sadist at heart. While he knows that he should allow his subordinates do most of the fighting, he can't help but get his hands dirty. Typically before a conflict, Glaucio will use many of his rites to contact otherworldly aid, including many of the daemons he speaks with on a regular basis. After amassing a sizeable force, he will go out after his opponents, leading the charge if he can.

Skinwalkers (Flayed Warriors)

Throughout the New World, amongst the Indian tribes, are legends of skinwalkers. They are spirits with the ability to don the skin of animals, but who can assume human form as well. These beings have been feared for centuries. The skinwalkers are believed to be malevolent entities with cannibalistic tendencies.

When I made my own investigations into this matter, the plain truth was revealed to me. The skinwalkers of legend are nothing more than skilled and secretive men. These men hail from Mexica, and the glorious Empire of the Aztecs. Through their twisted magic they have hidden themselves from plain sight, and struck fear into the hearts of many. The Flayed Warriors of the Aztecs use the superstition of the Natives to mask their activities and spread disinformation throughout the New World about the machinations of their empire.

Other Names: Flayed Children, the Skinless

Area of Origin: Mexica

History

The Flayed Warriors are a special division of the Quetzal Warriors – an elite division of the Aztec army. Quetzal Warriors are Witch Hunters of a sort. The process in which a person becomes a Quetzal Warrior requires them to wrestle a living spirit, and this close contact with the supernatural forever leaves its mark upon the trainee.

Believe me when I say that these warriors have been prepared for rigors both physical and spiritual. It took me many long weeks with five of their number to extract the information that I now hold. From what was told to me, three hundred years ago, the clerics of the Aztec Empire were able to decipher messages from their gods. Their deities spoke of a time in which men with pale skin would come across the ocean, seeking to conquer the Aztec people and take their gold. Even more frightening than that, however, was what these pale men would bring with them. The decoded messages from their gods spoke of the "Sundered One" who would come across the ocean with the pale men. This Sundered One was reportedly an ancient god himself, who had split from the Aztec gods in a time before the world began. This Sundered God was to be feared and destroyed if possible. Some scholars believe that this Sundered One is nothing more than an aspect of the Adversary. This is my conjecture as well.

In order to facilitate this upcoming battle with the Sundered One, the priests of the Aztecs gave particular Quetzal Warriors the secret of changing one's skin, so they might be able to blend into any culture, no matter how different from their own. Then, these fanatically dedicated soldiers were sent into the northern Americas, where the Sundered One was already attempting to take hold. These warriors became the infamous Flayed Warriors, beings without skin who could pull on the skin of others.

For over a century now, the Flayed Warriors have assimilated themselves into the northern Indian tribes, serving as sleeper agents and preparing for the day in which the Sundered God would attempt to invade this half of the world. Each time a Flayed Warrior is sent north, he or she dons the skin of one of the Native peoples. When the Spanish attempted to invade Mexico and South America, the Flayed Warriors were able to assume the identities of many of the Spaniards as well.

The activities of the Flayed Warriors have given rise to the legends of skinwalkers. These mythical beings already existed in Indian folklore. However, Flayed Warrior activities have preyed upon Native superstitions, increasing their infamy throughout the New World. To add to the confusion, many other supernatural beings also possess the ability to blend in with the populace, like the fearsome wendigo or the savage wölfen.

Currently, the Flayed Warriors are seeking to take control of the numerous Hellpoints within the New World, bringing them into conflict with the Coven of the Dark Canticle, minions of the Adversary, and the Tongue of Imandaru. They seek to control these areas because they believe that handing them over to the Sundered God would increase his strength and diminish the power of their own gods.

Traits and Tactics

The main function of Flayed Warriors is to act as doppelgangers. They seek out small communities and kidnap several of their members, replacing them as doubles. In order to do this, each Flayed Warrior must actually wear the skin of his or her victim.

Skinwalkers need not wear only the skins of humans. They may wear the skins of animals as well, and favor certain types like the jaguar, mountain lion, eagle, and condor. When they refrain from wearing another creature's form, all Flayed Warriors resemble mortals missing their skin, looking about the world with wide, lidless eyes and leering with lipless teeth. They typically revert to this form when they wish to frighten others or go into serious combat.

Those doubled by a Flayed Warrior undoubtedly seem different to those that knew the victim. While

there are Aztec rites that the Flayed Warriors use to absorb the memories of the victim, donning the personality of the deceased is a different story. Usually skinwalkers have to work in conjunction with one another to maintain their disguises for any appreciable length of time.

Skinwalkers always function as a military unit. When they go in and assimilate themselves in a community, they always do so in numbers. Each unit has a commanding officer, who bears a title that is the Western equivalent of lieutenant. Beneath the lieutenant are the knights of his unit. Each Flayed Warrior unit also has at least one priest, who is skilled in the arts of animism, hermeticism, witchcraft, and prayers.

Each Flayed Warrior unit is assigned a community to infiltrate by the Aztec military. Often, they must travel thousands of miles to assimilate themselves into some of the communities they occupy, meaning that many of these skinwalkers never make their destination. Once these skinwalkers have entered a community, they begin to spread terror and fear amongst the populace. Communities occupied with Flayed Warriors will experience bizarre murders and find cannibalized bodies. Some will undoubtedly catch glimpses of the skinwalkers as changed beasts in the wilderness as well, further spreading fear and paranoia. The Flayed Warriors do this to maintain control of a community. Communities wrapped in fear can be easily influenced, especially when key members of the community can suddenly stop the hideous crimes from

happening. Of course, these key members of society will always be a skinwalker in disguise.

Despite the terror they might spread, skinwalkers' primary agenda is to keep the Sundered One away from the New World. They do this by laying claim to Hellpoints and keeping them guarded against the devils and daemons foreign to the land. They also do this by directly fighting the minions of the Adversary as well.

Indeed, many minions of the Adversary have learned to fear the skinwalkers because these mortals do not seem to be limited by the same constraints as the followers of God. They torture, kill, maim, kidnap, and destroy without regard for their souls and do not seem to suffer from it. For the first time, the



Special Attributes

Skinwalking: Flayed Warriors have the hideous ability to assume the form of any person or animal whose skin they wear. They can assume the form of any mammal, bird, or reptile. To do this, they must obtain the skin of a victim. Most Flayed Warriors keep a collection of dried skins on hand so that they may assume a variety of forms and identities. Those who stumble into a Flayed Warrior's private collection are often shocked by the ghastly display of ornamented skins.

When assuming the form of a smaller creature, the Flayed Warrior's body twists, bends, and shrivels up to squeeze into its new shell. When assuming the form of a larger creature, a skinwalkers exposed muscles bloat and expand to fill the loose flaps of skin. Taking on another being's form takes 1 round during which the skinwalker cannot use its Defense. Should a skinwalker grow larger or smaller, they should be treated as if they have the Tiny Body, Hulking Body, Giant Body, or Titan Body Talents, according to the size of their form. A skinwalker who cannot qualify for one or more of these Talents cannot assume a shape that would necessitate it. For example, a skinwalker with Strength 1 and Toughness 2 could not assume a Giant Body form because he would be lacking the Strength 4 and Toughness 4 stats needed, even with the power to adjust his ability scores (see below).

When accommodating a new form, skinwalkers may adjust their ability scores by 4 points, adding and subtracting, to accommodate their new form. For example, a skinwalker wearing the skin of a jaguar might raise his Strength by 2 and his Agility by 2 but lower his Reason by 2 and his Education by 2. Whenever an ability scores rises, another one must fall to accompany it. These ability scores may never rise higher than the ability score of the copied being.

Special Equipment:

Flayed Warriors usually use whatever weapons or implements that they have inherited from the being they are copying. Thus, a Flayed Warrior who is wearing the skin of a Puritan would use whatever weapons that Puritan had.

When skinwalkers fight out of disguise, they use the weapons typical of their Aztec culture. The most common

of these weapons is the **obsidian club**: C2, DM +3, Range: 2/4/8/16, Size: Medium. An obsidian club is a long, paddle-shaped weapon with a wide head that tapers down to a sturdy handle. Razor-sharp obsidian pieces are fitted into the edges of the weapon. Historically, obsidian clubs were efficient enough to sever the heads of horses in battle.

Another weapon used by the skinwalkers is an **atl-atl**: C1, DM +2, Range: 12/24/48/96, Size: Medium. An atl-atl is a long piece of wood with a groove down the middle. A short spear is placed in the groove and the entire weapon is swung, unleashing the bolt at the optimal moment. Using an atl-atl requires the use of the Throw skill.

In the World of Witch Hunter, the Aztec Empire has access to firearms. The firearm most favored by the Aztecs is the **Aztec Blunderbuss**. After over a century of fighting the Spanish and repelling them from Mexico, the Aztecs have captured firearms from their enemies and learned something of how they are made. More importantly, the Aztecs have purchased firearms from a number of pirates and smugglers. Aztec firearms do not resemble Western guns. They tend to be very stylized and decorated, something that is important to the Aztec people, as it is perceived to bring the weapon good luck. The typical Aztec firearm has a metal barrel, but the exterior is covered with wood carved in the shape of a strange beast. Popular designs feature snake's heads, with the snake's mouth forming the barrel of the weapon. All Aztec firearms have the same stats as a blunderbuss. A few Aztecs have their own versions of blunderbuss pistols, but these are quite rare.

More recently, the Aztecs have also developed an **Aztec Musket**. These firearms are quite rare and use specially crafted obsidian bullets. The bullets shatter inside their targets, causing terrible wounds which are difficult to heal. All Aztec obsidian bullets have been crafted with a secret rite. Anyone who recovers one of these marvelous weapons would have a limited supply of ammunition, if any at all. Only obsidian bullets may be used in this weapon. Aztec Muskets have the following stats: C2, DM +4, Range: 10/20/40/80, Size: Large, Reload: 3. After a fight in which a character is wounded an obsidian bullet, they do not recover wounds equal to their Toughness. Other methods of healing function normally.

Adversary is facing an opponent that can accomplish the same things he does, with the same sorts of tactics he uses.

Most Witch Hunters themselves point to the fact that skinwalkers engage in such terrible practices as evidence that they cannot be counted as allies. Indian Witch Hunters in particular cannot find any kinship with skinwalkers whatsoever. Too many Natives have died at the hands of skinwalkers for there to be any kind of understanding between these two groups.

Recruitment and Organization

The path to becoming a Flayed Warrior is a rigorous one of continual advancement and training. Indeed, some of the finest courts in Europe cannot hope to match the rigor with which

these mighty warriors are tested. The process begins with the common soldiers of the Aztec Empire. From the rank and file of these able-bodied warriors, many of them may advance to special positions in the army. Those who show great promise of stealth may become jaguar or eagle knights. Those of singular ability and skill are chosen to become **Quetzal Warriors**. Thereafter, only the most dedicated **Quetzal Warriors** are chosen to become **Flayed Children**.

Those who wish to become **Quetzal Warriors** must go on to engage in a two-year training period, where they must undergo severe physical training. During this time, the trainees are tested mentally as well. They are taught different languages ranging from Mayan to Spanish. They also take classes on military strategy, espionage, and weapon crafting.

The most difficult thing about Quetzal Warrior training, however, is the spiritual rigors that one must go through. Each trainee's heart is bound with a ghostly spirit rope. This mystical cord is then tied to a chaneque spirit for the duration of their training. For two years, the chaotic spirit attempts to either pull their warriors' souls from their heart, or scare their soul from their body. Many lose their souls in this process, becoming undead. These undead are then turned into the fearsome jade-faces of the Aztec army – undead soldiers who serve only the will of the emperor. Even those that are able to survive the process of Quetzal Warrior training sometimes go mad by the end of it. For myself, I doubt if I could have endured such torment while I still drew breath.

From the small body of individuals who are able to survive Quetzal Warrior training, a small portion who distinguish themselves with their loyalty, dedication, and intellect are assigned to become Flayed Warriors. These special individuals must undergo a severe ritual in which the warrior is skinned alive. During this long, slow and excruciating process, their skin must be kept whole and in one piece save for the initial slice down their front. When the ritual is finished, their skin is burned as an offering to the god Xipe Totec and the warrior rises as a Flayed One, a being that has no skin of its own.

Thereafter, Flayed Warriors live in the skins of others. Their first action is to usually travel to an area where the enemy lives and assume the identity of one of them. Most Flayed Warriors travel north and assume identities in Indian tribes. However, some are beginning to turn up in the Caribbean or even distant Spain.

The Flayed Warriors are organized into a military hierarchy. They function in small units of five to seven men or women, each responsible to a lieutenant. These lieutenants are in charge of their units and oversee their day-to-day operations. Each unit is usually stationed in a particular community of interest for the Aztec empire. For example, a unit of Flayed Warriors might assimilate themselves into an Algonquin tribe that is nearby a Hellpoint, so that they may keep tabs on that Hellpoint.

Each unit is responsible to a captain, who oversees a division of Flayed Warrior units. Each captain is then responsible to a Flayed General, of which there are three in the Aztec Empire. These three generals then report to the Lord Who Weeps Blood, who oversees all operations of the Flayed Warriors and reports to the emperor himself.

Belief System and Goals

The mindset of most Flayed Warriors is most fascinating. I find it completely alien to the common European and Indian. For one, all skinwalkers believe that the body is only a shell which can be improved upon and even transcended. Therefore, when they adopt their true form of that of a skinless mortal who glistens with blood, most Flayed Warriors wear this outward transformation with pride amongst their own people. However, it horrifies just about any other culture that witnesses it.

Mazatl (Accursed Villain)

Standard Character (955 points)

Fear Rating	3
Initiative pool	Base: 5d – 7d (Danger Sense)
Melee pool	Base: 8d – Obsidian Club: 7d (DM +5)
Ranged pool	Base: 8d – Atl-Atl: 8d (DM +2) Blunderbuss: 8d (DM +3)
Defense Pool	N+7d (Incredible Reflexes)
Movement	C3/W 12/R 20
Basic Talents 40 pts.	Attack Focus (Club), Attack Focus (Atl-Atl), Basic Animism, Basic Diabolism, Lucky, Pugilist, Talented (Hand-to-Hand), Torturer
Greater Talents 80 pts.	Attack Specialist (Club), Danger Sense, Marksman, Night Vision, Slam, Speed Loader, Swift, Tough
Heroic Talents 100 pts.	Armor Piercing Shot, Brutal Charge, Grace and Speed, Incredible Reflexes, Veteran Warrior
Powers (Prices)	None
Rites 45 pts.	Basic Animism: Awakening, Embodying the Totem, Speech of the First Times, Spirit Son, Trance of the Suffering Banished Basic Diabolism: Circle of Summoning, Diabolic Presence, Linned in Fire, Trapped in Darkness
Ability Line-Up 200 pts.	Strength 4 Education 3 Courage 4 Agility 5 Reason 3 Intuition 3 Toughness 4 Will 3 Personality 3
Background Skills 110 pts.	Command 4(8), Animism 3(6), Hand-to-Hand 4(8), Stealth 4(9), Throw 4(8), Gossip 3(6)
Elective Skills 300 pts.	Climb 2(6), Diabolism 3(6), Endurance 3(7), Firearms 3(8), Intimidate 3(6), Heal 2(5), Navigation 2(5), Notice 3(6), Parry 3(8), Resolve 3(7), Row 1(5), Swim 2(5)
True Faith: 0	Damnation: 8 (80 pts.)
Health Track:	9/7/7/5/3
Equipment:	Obsidian Club, Atl-Atl, Aztec Blunderbuss
Special: Can assume another person or creatures form with their skin, can adjust stats by 4 points.	

Furthermore, Flayed Warriors believe that the only relationship an Aztec can have with someone else is to conquer that person. The idea of an equal partnership between the Aztecs and any other people is foreign to them. All other people are merely cattle waiting to be subjugated or wiped out by the might of the empire.

Finally, most Flayed Warriors come from an extremely advanced society and look down on the societies they infiltrate, viewing them as backwards and savage. For example, all Aztec children must go to school by law, and each citizen serves the glory of the empire throughout their lives. What the Flayed Warriors see in the New World are groups of disparate people living without education or a common purpose. They follow a myriad of false religions, with no true greater purpose.

Feature Villain: Mazatl

Background – Mazatl was born part of the warrior caste in the Aztec empire and proudly served in the great Feathered Serpent Legion. Mazatl grew up watching both his father and grandfather train and fight in various wars. His father was able to distinguish himself as a jaguar knight. Mazatl, one of four brothers, was able to distinguish himself even more. At the age of sixteen, Mazatl was called up to become a Quetzal warrior. At the time, he was already married to a loving wife.

During Quetzal training, the priests overseeing the rigors and exercises tied a chaneque spirit to Mazatl's heartstrings, as is done with all Quetzal warriors in training. While many struggle with their spirit for the two long years of Quetzal training, those who studied beside Mazatl say that at the end of two years, his chaneque spirit was completely his servant, and he was completely its master.

So impressed were the priests at Mazatl's ability at conquering his chaneque and his own fear, that he was offered a position in the ranks of the Flayed Warriors. Without hesitation, he accepted. After the grueling transformation into a being without skin, those who knew Mazatl say that he changed, even beyond his unsettling appearance. They say that Mazatl began to talk to himself. When asked, the warrior confided that he had gained strange insights into the workings of the universe. He had somehow learned how different aspects of nature were interconnected.

The warrior's wife gave birth to twin sons. Upon their birth, the chaneque spirit that had struggled with Mazatl during his training returned to him. The spirit warned the experienced warrior that his two sons would meet an untimely death. One would meet his end at the hands of an agent of the Sundered Spirit. The other would meet his end at the hands of an agent of a foreign god.

Ever the dutiful soldier, Mazatl went on two separate and long tours of duty into the Northern Lands. While there, he combated many different people and beings, from Mohawk braves to fearsome wendigo. Mazatl's experience and success as a Flayed Warrior has heaped honor and renown upon his

name. The fact that he has been on military missions for 18 years means that Mazatl has a lot of clout in the warrior society. When he speaks, people listen to him. Even generals will lend an ear to his suggestions.

However, now his two sons have joined the ranks of the Flayed Warriors and they are going out in the field for the first time. Mazatl is a wise and cunning warrior. He knows the extreme rigors of the Northern Lands and its many tribulations. For the first time, Mazatl is fearful. He fears for the fate of his sons.

Roleplaying – Since the birth of his sons, he has gone on two different tours of duty and has infiltrated the enemy numerous times. He has always been victorious in each of his missions. Mazatl is a man who has never suffered a major defeat in his entire military career. He, himself, is not sure how he would handle such an event, and has often wondered how he might face this inevitability. What concerns him even more than his own defeat is that his sons are far too eager to please him. They desire to show him their own great accomplishments and deeds. He worries that they will soon get in over their heads and that he will not be there to help them.

Whenever someone speaks to him, Mazatl always seems to be just a little distracted, as if he were listening to a conversation in the background. He talks to himself often though some say he is truly speaking to spirits. Despite these idiosyncrasies, he has an uncanny knack for being very alert. Even though he never looks it, Mazatl is highly perceptive and there is little that escapes his notice.

Each time he has gone on tour, Mazatl has been singularly unimpressed by the people he has associated with. For him, both the Northern Natives and the European colonists lack ambition and vision. Their peoples are disparate and many. They lack the unity that an empire could give them.

Tactics – Mazatl is a careful, patient, and wise tactician. With the shape-changing powers of a skinwalker, he likes to get to know his opponents before he faces them, and has no problems simply leaving when his enemies have proven too tough.

Therefore it falls to the Aztec people to uplift these savages and bring to them the glory that is the Aztec Empire. Whether these peoples would desire it is beside the point.

Flayed Warriors recognize that most other Witch Hunters follow a series of strange religions. They factually know about Christianity and the animist religions of the Indian tribes but do not understand them. They only know that the Sundered God is a by-product of these false religions and therefore they all must be wiped out. After all, there is no Adversary in the Aztec Empire, there is the only the mighty pantheon whose methods and intellect are inexplicable. For the Flayed Warriors, deities that can be understood in any way are no deities at all.

Current Activity

Currently, skinwalkers have been seen with greater and greater frequency. I have reason to suspect that most Flayed Warriors are currently hidden amongst local tribal communities. However, as the Flayed Warriors come into more and more contact with Europeans, they seek to replace these folk more and more, hoping to get closer to the Sundered God that lurks in the shadows of the colonies. Already, the Flayed Warriors have come into conflict with some of the Adversary's minions, and it seems that both sides are preparing for a war against one another.

Feature minions

The Flayed Warriors are the best of the best when it comes to what they do. None of their number are minions. The least of these beings are lieutenants.

The Tongue of Imandaru

The Tongue of Imandaru, or the Severed Tongue to many, is an organization that is as old as the Orders of Solomon themselves. It is a powerful society, but bent on lofty goals – to become the leading society of magic and mysticism in the world. To achieve this, the Tongue has determined that it must pursue the destruction of the Order of Magi and all Witch Hunters.

Other Names: The Tongue, the Severed Tongue, and the Eighth Seal

Areas of Operation: The New World, Europe, the Middle East, and Africa

History

As a former Witch Hunter, much background of the Tongue of Imandaru was known to me. Once I began to associate with these daring scholars, I began to see them in a new light. Some of their number can be reckless and foolhardy, but others of them are wise and even enlightened as to the true nature of our world.

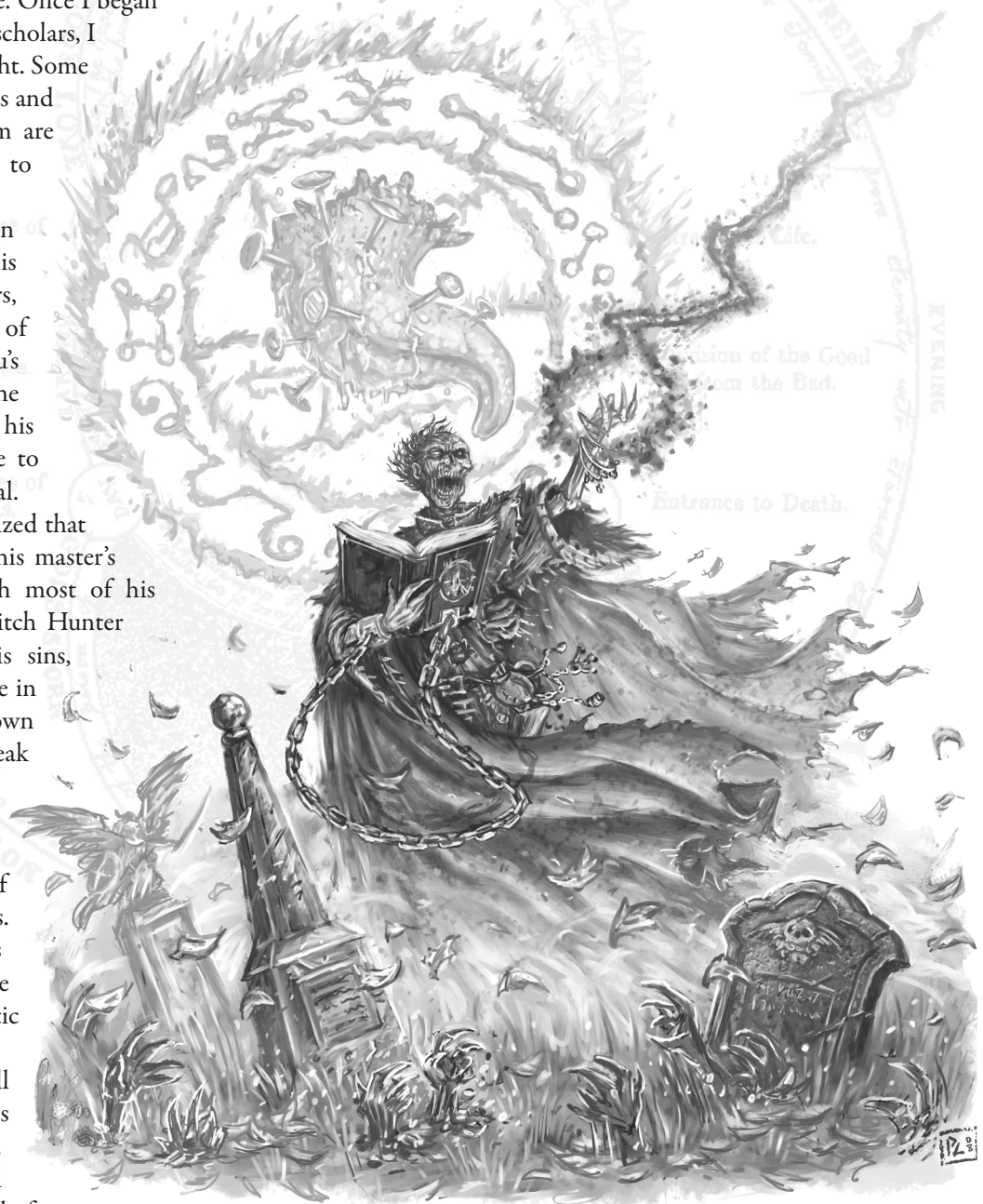
When King Solomon first attempted to forge his Great Seal, one of his followers, Imandaru, failed in his part of the ritual. Due to Imandaru's lust, he allowed a witch of the Dark Canticle, Malikeda, into his chambers where she was able to corrupt his part of the great seal.

When Imandaru realized that his sin had brought ruin to his master's work, he left in silence with most of his apprentices. According to Witch Hunter lore, to pay penance for his sins, Imandaru split his own tongue in two and then cut it from his own mouth, vowing never to speak again. Many of his apprentices followed him, going into silence and seclusion with their master, forming a society of magi known as the Silent Ones. To this day, the Silent Ones still exist and have a key role in the Ordeal that all Hermetic magi must go through.

However, not all of Imandaru's apprentices followed him into silence. Antiochus the Younger vowed to hunt down Malikeda and all of

her ilk, becoming the first Witch Hunter to walk the earth. Yet another one of Imandaru's apprentices refused to go into seclusion – Rahismach of Babylon. When Rahismach saw King Solomon's rejection of Imandaru, his heart was filled with rage. Where was King Solomon's mercy and compassion? Did he not see that the true criminal was Malikeda the Witch? Did this one slip invalidate all of Imandaru's prior good and deep knowledge?

Rahismach refused to go into seclusion, but instead vowed revenge against King Solomon and all of the other magi who forged the Great Seal. In time, Rahismach formed his own cabal of magi, even forming a small academy for a time. Rahismach and his followers began to tirelessly rival King Solomon at every turn. They collected magical artifacts and



documents from every corner of the globe. Instead of keeping certain realms of knowledge forbidden, like necromancy, Rahismach embraced them. No type of magic was taboo. No mystical subject was considered too dangerous.

For a time, Rahismach and Antiochus were allies, even friends. After all, both of them had had their lives transformed by the seductive act of Malikeda. However, Rahismach argued that in pursuing evil, one must stop at nothing - an ideal with which I can concur. Sadly, for Antiochus, there were certain boundaries that he would not cross. I, myself, consider Antiochus's sense of clemency his greatest weakness, a trait which he invariably passed on to all of his disciples.

Eventually, the societies that these two great sorcerers founded reached an impasse. The result was that Antiochus remorselessly hunted down the followers of his friend, Rahismach. It is said Rahismach received especially heinous treatment. Legend states that he was locked away in a tomb forged by Antiochus, nailed to a rock through the heart and head with stakes of iron. According to this tale, Rahismach found a way to prevent his death, and so now suffers an eternity imprisoned and wriggling against the iron nails which still pin him to the rock. I wonder - which boundaries ever remained uncrossed for Antiochus?

Nevertheless, the society that Rahismach formed over two-thousand years ago lives on, even after his disappearance. After Rahismach vanished from record, his followers went underground with their work. They practiced all manner of hexes, necromancy, and diabolism. However, they were hunted down time and time again by numerous opponents - magi and wizards, kings and queens, and, of course, Witch Hunters. This persistent persecution forced the Tongue of Imandaru to go underground with their work.

Now, the Tongue of Imandaru exerts its power through a variety of shadow organizations. Two key organizations which it controls are the Dutch West India Company, which supplies this secret society with most of its funding, and the Eighth Seal, a league of scholars who pretend to be an underground alternative to the Papal controlled Order of Magi.

Traits and Tactics

The Tongue of Imandaru has a reputation for its duplicitous nature. During the day, most Tongue members wear a public face, one of the common man. Usually, members of the Tongue will pose as scholars. When the sun sets, however, the Magi of the Tongue unleash their inner lusts, engaging in all manner of dark deeds.

Behind closed doors, the Tongue of Imandaru engages in some of the most twisted horrors ever witnessed by man. Because most Hermetic, Animist, and Prayer magic is already being studied by legitimate organizations, most who join the Tongue spend their time exploring the forbidden realms of magic.

This secret society controls a number of smaller organizations, some of them businesses, some of them cults, and others are smaller secret societies. The vast majority of these groups have no idea whom they really serve. Many of these societies assume that their goals are something else entirely. For example, most who serve the Dutch West India Company believe their organization is a large and profitable corporation. Those in its higher ranks are aware of the ritualistic practices that the WIC engages in. Only those in the inner circle of the WIC know that the company's true motives are to fund the ancient society known as the Tongue of Imandaru.

The Magi of the Tongue usually conduct their foul rites within secret chamber, far from prying eyes. There, these rogue magi often engage in magical experimentation on captured slaves. The dread magus Arcari Novus was said to have engaged in so many experiments with so many subjects that when a group of Lightbringers finally raided his sanctum, they could not identify which body parts went to which body. The sorceress Nagri of Ethiopia was said to keep the faces of her subjects nailed to her wall, and that the tormented skins still lived, silently flexing as their voiceless lips cried out in pain.

The Tongue also continually maintains contact with devils and daemons of all kinds. Because these beings usually need a human body to manifest themselves in the world, the Tongue usually supplies them with a host, who is almost always unwilling. The society's relationship with devils and daemons varies wildly from magus to magus. Some magi enjoy discussing and even maintaining unnatural relationships with diabolical creatures. It is said that the Magus Antonio Rodriguez actually married himself to a devil whilst she possessed the body of one of his servants, even going so far as to conduct a formal ceremony. Other Magi of the Tongue make it their business to capture devils and daemons and make them the subject of experimentation as well.

When enemies of the Tongue try to investigate this society, they are often frustrated by the labyrinthine chain of command that protects them. Opponents will often hunt down some of the Tongue's operatives, only to find out they were taking orders from someone else. Then it is revealed that that person in turn took their orders from another in the command structure. Investigators often discover that operatives of the Tongue do not even know whom they were working for in the first place. This often happens with magi. A few eager fools are taught how to use magic by someone they do not even know, or someone who maintains a false identity, and then commit themselves to a number of missions.

Because of its frequent dealings with the Adversary, most who oppose the Tongue of Imandaru often find themselves aligned against devils, daemons, undead, accursed...all manner of dark creatures. Consorting with devils also means that the

Tongue often ensures the loyalty of its members by forcing many of them to sign contract for their souls. Once someone has literally handed over their soul, they have no choice but to do what the society says.

Secrecy in the Tongue of Imandaru is paramount. Because this society rampantly pursues diabolical magic, even the rumor of their practices can send one of their shadow companies spiraling into ruin. Furthermore, this society sponsors magi who do not wish to go through the Ordeal. This makes the Tongue a prime target for the Catholic Church. Witch Hunters, too, relentlessly pursues the Tongue for its dark practices.

Recruitment and Organization

The Tongue of Imandaru recruits almost all of its new members through one of its shadow organizations. Members of these corporations are on constant vigil for individuals who dabble in magic or show an interest in forbidden realms of knowledge. The society also watches for students of magic who do not wish to go through the Ordeal. Usually recruits talked to by a member of the Tongue, and constantly asked questions. Do they think knowledge should be free for all? Should certain realms of magic and science be forbidden? What are the limits of knowledge?

If the recruit is found worthy, then they are brought before the leader of the local branch of the Tongue. After a long interview process, the scholar or magi is invited to join the society. Most new recruits are not shown all of the horrors of the Tongue of Imandaru at first. They are invited to look at forbidden texts and learn magic in any way they see fit. However, as time progresses, they are allowed into more and more depraved functions of the society, until they are, at last, subject to Damnation themselves.

The organization of the Tongue of Imandaru is extremely complex and difficult to understand. The entire society is made up of an intricate web of shadow groups who report to higher-ups, who in turn report to additional higher-ups. If the whole organization were to ever be diagramed, it would surely be a vast web of names and groups that could span some of the longest tapestries in Europe.

While the structure of command is complex and confusing, it is very clear who is in charge of the society. The Tongue of Imandaru is led by the Inner Circle, a group of five magi who are said to have extraordinary power. Most of these magi have unnaturally extended their lives through infernal contracts and hideous magic. Rumor has it that the Inner Circle is made up of hideous beings with patchwork skin and reconstructed organs, all of which is bound together by enchanted sinew. The greatest legend of them all is that the Inner Circle of the Tongue of Imandaru actually takes its orders from a magical relic. According to folklore, the severed and

Special Attributes

The Whispers of Caiaphas: The members of the Tongue all undergo the same mystic rite when they first join the society. The mystic rite is intended to liberate the member's mind and opens them to new possibilities. Thereafter, a Magi of the Tongue gets +1 free success on any Sorcerous Tradition (Diabolism or Necromancy) roll.

Special Equipment

The Robes of Imandaru: When one joins the ranks of the Magi of the Tongue, they are each given a special robe that marks them as one of this vaunted society. The Robes of Imandaru reduce the strain of any rite by 1. Because these robes are quite ceremonial in nature, wearing them makes the mage in question quite conspicuous.

split Tongue of Imandaru himself was nailed to a statue of the ancient scholar and then hung upside down in a subterranean chamber. There, the inverted statue of the failed magi still speaks with an animated tongue. Those who believe these tales say that the tongue itself is infused with the sin of Imandaru, which he cut from his body when he failed King Solomon.

Because the organization of the Tongue is so complicated, it is actually easy for key members of the group to distinguish themselves. Those who make a name for themselves in the organization through impressive deeds gain the attention of the Inner Circle, who then may or may not grant the society member favors.

Belief System and Goals

The overall goal of the Tongue of Imandaru is to build up its resources for now, and when the time is right, wage an all-out war upon all magi across the globe. Currently, due to the financial success of the Dutch West India Company, the Tongue feels that the time is now right for an attack against the world's magicians. Already, they have sent out a number of magically-trained assassins against key magi in Europe. This war is only at its preliminary stages, but could easily explode into a global conflict.

The Tongue of Imandaru believes that magic should be unfettered and free for all. According to this society, magic is currently controlled by the Church, who rules over the use of sorcery with an iron fist. The Ordeal is a symbol of how enslaved the culture of magic has become. Those who are members of this society would point out how many who go through the Ordeal do not survive and how all who do are left marked for life. This is all evidence, according to them, that the Ordeal and restriction of magi is evil.

Members of the Tongue are taught to view King Solomon as one of history's worst despots, and that he sought to control all magic in the world through his Great Seal. The

Tongue believes that the only way they will be able to finally free the world from Solomon's tyrannical influence is to wipe out the current system of magi and start anew. Every single "legitimate" magi in the world at this time has been through the Ordeal, therefore they cannot be trusted. They are part of Solomon's system of control and as such are part of the problem.

Another restriction that the Tongue views as ludicrous is the reluctance of many wizards to deal with the diabolical. If devils and daemons have hidden paths to power, why not pursue these paths of power? Magi of the Tongue would say that most wizards refrain from doing this because they have been incorrectly taught to fear the diabolical by their Solomonian forbears. Fear of the Adversary and his minions is just another attempt to control magic in the world. After all, truly capable magi with proper guidance can avoid the pitfall of Damnation if they are careful.

Witch Hunters are not the Tongue's top priority, but they are viewed as enemies nonetheless. Witch Hunters relentlessly pursue members of this society for its predilections for dealing with the diabolical, and for delving into forbidden magic. For that reason, the Tongue of Imandaru fights Witch Hunters viciously when it encounters them. They do not make it a practice to seek out Witch Hunters in particular. Magi and the current administration around them is the society's top priority.

Current Activity

The Tongue of Imandaru has offices around the world, all of them posing as merchants, guilds, and companies. The two most powerful branches of the Tongue at this time are the Dutch West India Company and the cult of scholars known as the Eighth Seal.

The Dutch West India Company's influence has grown at a lightning pace due to the discoveries and untapped trade opportunities made in the New World. It has a tight grip over much of what happens in the New Netherlands and New Amsterdam in particular. In the New Netherlands, the WIC hopes to take numerous relics found amongst the Indians there when the opportunity arises. At the same time, it maintains trade relations with numerous tribes so that it can get the latest world in mystical sites and relics.

The WIC is particularly interested in some of the recent discoveries South America. There, the corporation has found numerous relics of titanic power, such a skull made entirely from crystal found in the city of Tenotichilan, and a pair of jade bracelets that allows the wearer to snatch visions of the future. Currently, the WIC is aiding Spain in its constant battle with the Aztecs in this regard.

The Eighth Seal is a society that was long ago formed by a number of free thinkers and scholars who did not agree with the Catholic Church's control over who could become one of the world's magi. These rogue magicians sought to go underground with their knowledge and form their own organization – The Eighth Seal. At first, this organization was fairly benign, a simple network of occultists who pooled their knowledge. However, it was eventually taken over by the Tongue of Imandaru. Now, it serves at the Tongue's primary recruiting arm. The vast majority of Tongue Magi come through the ranks of the Eighth Seal. Usually, occultists will join the Eighth Seal and find it to be no more than a rag-tag band of brotherly scholars. However, the upper echelons of the Eighth Seal will always be on the watch for occultists who seek hidden knowledge and the unveiling of mysteries. Such seekers will be enticed through the Tongue's usual methods. Anyone who gets too close to the truth and protests disappears, usually winding up on an experimentation table.

Because so many Magi of the Tongue are taken in by the Eighth Seal, many confuse the two organizations. This frequent confusion has prompted many of the Eighth Seal members to believe that it is time that the time has come for the Tongue of Imandaru to become up to date. Some believe that the Eighth Seal is planning a take over of the Tongue. Such a maneuver would be most interesting, because the Tongue of Imandaru would probably bring the Dutch West India Company in as an ally in the conflict. The result might be a massive war between sorcerers, occultists, magicians, and witches alike.

Feature Minions

Guards of the Tongue of Imandaru (Minions)

Threat Level	2
Skills	Hand-to-Hand +2, Notice +2, Empathy +2
Talents	Mob Attack
Movement	C 3/W 9/R 15
Weapons's DM	Club +2
Special	-

The guards of the Tongue of Imandaru undoubtedly work for some, smaller subsidiary organization. By and large, these individuals are not aware that they actually work for the Tongue. Nor would they understand what the organization was if it were mentioned.

Caiaphas the Unending (Mastermind)			
Standard Character (4,005 points)			
Fear Rating	7		
Initiative pool	Base: 6d – 8d (Danger Sense)		
Melee pool	Base: 5d – Dagger: 5d (DM +1)		
Ranged pool	Base: 8d – Bow: 5d (DM +4)		
Defense Pool	N+5d		
Movement	C3/W 9/R 15		
Basic Talents 45 pts.	Basic Animism, Basic Diabolism, Basic Hermeticism, Basic Necromancy, Basic Witchcraft, Expertise (Diabolism), Expertise (Necromancy), Expertise (Occult), Lucky		
Greater Talents 70 pts.	Danger Sense, Inspire, Greater Diabolism, Greater Hermeticism, Greater Necromancy, Greater Witchcraft, Logical Mind		
Heroic Talents 180 pts.	Master Manipulator, Permanent Rite, Restless, Undead, Villainous Caveat, Villainous Diabolism, Villainous Hermeticism, Villainous Necromancy		
Powers (Prices)	Durability 5 Summon Lesser Minions 7 Summon Greater Minions 7		
Rites 625 pts.	Basic Animism Rites: Choose any 5 Basic Diabolism Rites: Choose any 5 Basic Hermeticism Rites: Choose any 5 Basic Necromancy Rites: Choose any 5 Basic Witchcraft Rites: Choose any 5 Greater Diabolism Rites: Choose any 5 Greater Hermeticism Rites: Choose any 5 Greater Necromancy Rites: Choose any 5 Greater Witchcraft Rites: Choose any 5 Villainous Diabolism Rites: Choose any 5 Villainous Hermeticism Rites: Choose any 5 Villainous Necromancy Rites: Choose any 5		
Ability Line-Up 970 pts.	Strength 3 Agility 4 Toughness 5	Education 8 Reason 9 Will 6	Courage 4 Intuition 7 Personality 6
Background Skills 200 pts.	Animism 4(10), Concentration 6(12), Diabolism 6(13), Hermeticism 8(16), Necromancy 9(19), Witchcraft 7(14)		
Elective Skills 1,110 pts.	Archery 4(8), Charm 4(10), Command 4(8), Deceive 6(12), Empathy 5(12), Gossip 3(9), Hand-to-Hand 2(5), Heal 3(10), Herbalism 5(13), Myth and Lore 8(16), Occult 8(17), Research 8(17), Train Knowledge – Choose any five 6(14) Intimidate 6(12), Notice 7(15), Parry 3(7), Reflexes 2(6), Resolve 2(6)		
True Faith: 0	Damnation: 20 (200 pts.)		
Health Track:	25/10/8/8/5/3		
Equipment:	Robes of the Tongue, Dagger of the Serpent – causes anyone wounded by it to take 1 hit per round until an action is spend binding the wound		
Special: +1 success on any Diabolism or Necromancy roll, -1 to strain on all rites			

Feature Villain: Caiaphas the Unending

Background – When this name is spoken amongst Witch Hunters it is done so with whispers and hushed voices. It is said that merely uttering this title causes flame to turn blue and milk to curdle instantly. Even those of the Tongue of Imandaru are loathe to speak of their unliving master.

Far back in the days of King Solomon, there was a boy-scholar who made a name for himself for his unparalleled brilliance. By the age of eight, he was a master of mathematics. By age nine, he was already learning how to weave spells and rites, achieving himself much renown for his knowledge and ability. This scholar was known at the time as Caiaphas the Knowing. Eventually, Caiaphas the Knowing was recruited by the world's first Witch Hunter – Antiochus the Younger. For many years, these two were staunch colleagues and friends.

One day, Antiochus ordered his young companion to find another way, any way, to defeat the evil of Rahismach. With sadness in his eyes, Caiaphas told Antiochus that he had found a way to defeat the wicked warlock, but the defeat would cost Antiochus greatly. Antiochus demanded the answer. Caiaphas then knelt down before Antiochus and kissed his robes. One last time, he asked his elder mentor to put aside his rage and anger. Antiochus would not be refused.

Reluctantly, Caiaphas wove together a powerful and awful rite in the confines of his own library, a process which took three days. According to lore, on that night, the skies stormed with strange clouds. At the end of the rite, a column of swirling ghost forms descended from the sky and rained down upon Caiaphas himself, who stood at the center of the rite. Antiochus looked on in horror and he began to understand. Caiaphas had called back the damned soul of every witch and evildoer they had ever vanquished together. Now the scholar was using their knowledge from beyond the grave to discern the secret of Rahismach's defeat. As the rite ended, Caiaphas crawled to Antiochus and uttered a single secret that is said to have turned Antiochus's hair silver on the spot. With this secret, Antiochus was able to finally vanquish Rahismach, by trapping him forever upon a stone in a tomb hidden by a dozen mystical rites.

The youngscholar, Caiaphas had paid a terrible price. For now, he no longer bore a humble and loyal demeanor. Instead, Caiaphas had a strange air about him, as if one who was walking in a dream. An absent smile graced his lips at all times and he looked upon the world with a strange gleam in his eye.

Caiaphas told Antiochus that the spirits of the damned had told him many secrets and the sample of knowledge that he had shared with his mentor was the barest taste of what wisdom lay out there in the realms of the dead. Antiochus left Caiaphas alone, hoping that his trusted

companion would recover, but it became clear that Caiaphas would only be getting worse. The young scholar began to delve into hideous subjects and dark occult rites. His library became a chamber of madness, filled with disturbing runes and barbed sigils.

Antiochus finally went to confront his former friend. When he did so, Caiaphas grinned maniacally at his former mentor and declared that he could see “everything” now. Within just three days, Caiaphas claimed that he could now see the ends of the universe and pillars upon which it was founded. Worst of all, Caiaphas declared that Rahismach, the founder of the Tongue of Imandaru, had been right all along. Magi should not be restricted in what they study and how they study it, claimed the scholar. All forms of knowledge had to be embraced to reach true understanding. At that moment, the two struck up a terrific battle, and Caiaphas fled from the scene, fully half of his body burned to a crisp.

Since that time, Caiaphas the Unending has appeared again and again throughout history. Each time Caiaphas has returned, he has reaped awesome destruction. In 814, he single handedly destroyed the Order of Magi of Morocco, vanquishing them in a few short minutes. Some say that in 1294, it was he that was responsible for the undead plague that caused the Knights Templar to conduct the awful Second Sacrifice of Pope Sergius V, though this is hotly disputed. In 1580, he destroyed one of the Twelve Penitents, setting the Witch Hunter orders back decades in their battle against evil.

The worst of all events was when Caiaphas himself joined the Tongue of Imandaru. The very organization that he so hated and fought against in life became his staunchest ally. And today, in the year 1689, he sits upon the Tongue of Imandaru’s Inner Circle.

For the Tongue, Caiaphas is a well-spring of knowledge. The forbidden lore that he has accumulated from millennia of listening to the whispers of souls is all recorded by the Tongue. Unfortunately, most of the scribes that work under Caiaphas eventually go mad, unable to comprehend the truths that he tells them, or understanding them far too well.

Yet there are some secrets that Caiaphas still keeps from the Tongue. Chained to his wrist by mystical bonds is the Truth of Antiochus, a tome that he has kept with him since the night his library burned down thousands of years ago. The tome itself has changed over the millennia, its content ever-expanding. Written in the Truth of Anitochus is the dread secret that Caiaphas whispered to his mentor those untold ages ago. While the simple truth that was spoken can be uttered in a single breath, the mystical equations, magical laws, and universal discoveries that have been made by Caiaphas as a result of that one truth have all been recorded through the ages. In the beginning, it was merely a collection of scrolls. Now, it is said to be a tome whose enchanted pages are said to have no ending or beginning.

Roleplaying – As a being who has seen the very building blocks of the universe, Caiaphas talks to people with the quiet arrogance of a card player who knows every card in his opponent’s hand. He gently chides his opponents, pointing out the mistakes they have made like a parent might to a child. Caiaphas finds mortals amusing, but has no particular hatred of humanity. After all, humanity is a flawed creature, an imperfect creation from an imperfect God. It cannot be blamed for its shortcomings. Caiaphas does not bear any particular ill-will towards Witch Hunters. He sees them as deluded simpletons, ultimately irrelevant to the great equation.

As an undead being, Caiaphas has divested himself of those parts of his soul that recall hatred and vengeance. As such he is often in a state of amusement, but it is always the sort of amusement that looks down upon others. It is a bemused state of knowing the punch line of a joke that those around him will never be able to understand. Caiaphas can certainly remember the sensations of anger and frustration, however, and he does not bear these emotions well. It is said the rare times in which he becomes angry are terrible to behold.

Tactics – Caiaphas is possibly one of the most dangerous beings a Witch Hunter can ever face. What makes him such an unassailable opponent is not his undead state, nor is it the numerous daemon allies that he accumulated over the years. What makes Caiaphas so frightful is his supreme intellect. Even as a child, Caiaphas was able to perform mathematics and rites that only the greatest scholars of his day were capable of attempting. Today, with millennia of experience behind him, there is no doubt that he is one of the most intelligent minds in the world. His plans are labyrinthine, and his learning vast. Usually when someone confronts Caiaphas it is only to find out that they have executed a long-term scheme of his, doing precisely what he predicted they would do.

When confronting opponents in earnest, Caiaphas usually holds nothing back. He is not one to send in a few assassins to attack a handful of Witch Hunters. Instead, he is liable to send in hordes of spirits or an entire clan of revenants after those who rise up against him. The only way he takes care of problems is with overkill. The way he sees it, if someone is a barrier to his plans, that must mean they are a true threat, because only people of exceptional qualities could even hope to match him.

Caiaphas is famous for planting resources throughout history and the world, all waiting for him to call upon them. For example, when once confronted by the Knights of Charlemagne, he unlocked a tomb of undead warriors that he had left for himself two-hundred years prior. His resources in this regard are near limitless, for he is always burying something to be “discovered” by himself later. The only flaw in this tactic is that in this new age of exploration, some of his old haunts are being uncovered by mortals.

Book the Second: Creatures of the Invisible World

There exists upon God's Creation strange and bizarre creatures of all manner and size, some more curious in form than others. Yet, in this tome, we will only speak of those rarified beasts that you might find enlightening in design or useful in your own machinations. Therefore, I will speak here only of creatures who spring forth from the Invisible World or have some tie to it.

And why should you seek out such beasts or beings? Because these beings are all outside the natural order of the world. Indeed, most of them exceed nature's laws by doing the unthinkable – regeneration, controlling weather, and even disappearing. Think of all the knowledge that you might attain through the simple study of one. If a beast has the ability to walk from the Material World into the Invisible, what all might be gained from the research of such a creature?

And yet, how does the Witch Hunter approach such marvels? By attempting to destroy them outright. If something lives outside of the boundaries of God's Creation, then it must be blasphemous in the eyes of these fanatics. Therefore, you must do your best to seek and find these wondrous creatures before they do. Indeed, you may find that you are able to turn these creatures to your own ends. I know many a witch, diabolist, or necromancer that has been able to bend a number of these extraordinary creatures to their will, proving to be invaluable allies and resources.

Finally, some of these beings have been catalogued here for your own protection. There are some forces in the world to which you must give wide berth, for they are deadly in their form and power. And should you find one of these creatures to be filled with corruption and evil, destroy it if you have the opportunity. For remember that while your first purpose is the fulfillment of your own potential, your second should be the righting of the imbalance in world.

Amakamek (Beast)

Background:

I first encountered these strange beasts while observing a Native village from afar. I was on the occasion of hunting a band of Ghost People when I noticed a tall and handsome Indian striding into the village and making it known that he was looking for a bride. The man was not greeted warmly and most turned away when he approached. I learned later it was because the local Natives had discovered this man's true identity. He was not strapping young brave, but instead a creature of ancient power – an amakamek.

In the Americas, one can almost always find a drawing of these ancient beasts upon cave walls beside the buffalo, wolves and other strange beasts. These mysterious creatures appear on cave walls as horned serpents, having the head and body of a long serpent but the forking horns of a stag. When angered, these creatures can cause their shimmering skin to be covered with barbs and hooks, adding to their menacing appearance.

The amakamek are an ancient race of mystical beings that populate the world, usually hidden from mortal sight. They usually achieve their privacy by burrowing deep into the ground or cave. In the northern reaches of the New World these beings are known as uktena or the uktehi, while in the jungles of the Orient, they are known as the naga. The amakamek are known for their broad magical abilities, endowed with the power to change form or even control the weather. Many

Native tribes pay homage to these creatures when good luck is wished for during a hunting or fishing expedition. While these creatures can be benevolent when shown respect, they think little of humanity and will often kill mortals for sport or kidnap them for use as amusement.

The more benevolent amakameks will kidnap mortals to serve as their mates. These lonely creatures usually seek some sort of company. Unfortunately, these beings are also always jealous of their chosen companions, and will keep them isolated from the rest of the world, killing anyone who tries to rescue them or comes searching for them. One of the most popular stories about the amakameks is a tale of a woman who takes a mysterious husband who compels her to live in a cave. Continually, the husband tries to entice the woman to put on a dress made from the skin of a snake, though she refuses each time. Through time and patience, the woman is able to discern that her husband is not who he says he is. She discovers that his ploy is to compel her to wear the dress of skin and transform her into a creature like himself.

Some amakameks are cruel to their victims, either relentlessly hunting them down or making them slaves. Those poor individuals are forced to perform acts for the amusement of these great horned snakes. Slaves are always destroyed when they are no longer found to be amusing. One tale speaks of a Native woman who was compelled to cook fine feasts continually, without rest or sleep, for twenty years. After that many years of constant toil over the fire, her face, arms, and chest became burned and crisped. When her body finally fell apart into a heap of ashes, the horned serpent went out to find another victim.

Strains:

Uktena – This variety of horned serpent dwells mainly in the water, instead of on land. These creatures usually live in underwater caves or burrows that they make themselves.

The uktena are known for their ability to affix their prey with a blazing light they can shine forth from their forehead. Once they have frozen their victims, these creatures slay them with their poisonous breath. The uktena enjoy hunting mortals for sport and will often use their mystical abilities to incite the greatest game animals into their territories, to be used as bait for mortals on the hunt.

Naga – This strain of horned serpent has seven or nine heads, each with a large crest upon its head. The naga are extremely reclusive and have the ability to travel into the Invisible World. The naga do not care to hunt man as sport to take mortals as slaves, but are extremely territorial. They often become angered when they are



not shown respect or their territories are intruded upon. On occasion, the naga will take on human shape and venture into the mortal realm. It is during these situations that the naga are often angered, for invariably someone will insult them or try to harm them while they walk about in mortal guise. When the naga are angered, they are known to be able to bring massive disasters such as earthquakes, floods, and typhoons.

Organizations:

The amakamek are usually solitary creatures. However, the naga breed is quite organized and has large societies. Legend has it that naga cities exist beneath the jungles of Southeast Asia, where these beings thrive.

Suggested Locales:

The amakamek thrive all over the New World, going by a large variety of names. Most Native tribes are familiar with these beings and keep an isolationist approach when it comes to these creatures. The horned serpents are also found in Southeast Asia and a number of the islands off of Asia's southern coast.

Creating an Amakamek:

Initial Cost: 80

Fundamental Powers:

All amakamek begin with **Shape Mask 3** as a power.
All amakamek begin with the **Fangs (Greater)**, **Hulking Body (Villainous)**, and **Tail (Villainous)** Talents.

Fundamental Prices:

Reveal Nature

Additional Powers & Prices:

Corpus Powers

Durability
Invisibility
Mist Form
Regeneration

Movement Powers

Burrow
Elusive
Flight
Swimming

Offensive Powers

Burning Touch
Create Monstrous Spawn
Engulf
Mystic Blast
Paralyzing Gaze

Corpus Prices

Allergen
Obvious Appearance
Vulnerability
Weak Spot

Movement Prices

Lair
Restriction
Impaired Travel

Offensive Prices

Frailty
Prey Exclusion
Weakness

Mystical Powers

Burning Aura
Death Aura
Impose Emotion
Nature Control
Siren Call
Telepathy
Weather Control

Mystical Prices

Blocked from the World
Harbinger of Doom
Riddle Bound
Soul Outside
Ward

Quick Stats

Uktena (Villain)	
Quick Character (865 points)	
Fear Rating	6
Initiative pool	Base: 9d – 7d (Giant Body)
Melee pool	Base: 10d – Fangs: 10d+2 (DM +6) Tail: 10d+2 (DM +4)
Ranged pool	Base: 5d
Extras pool	8d – 7d Movement skills
Defense pool	Base: 5d
Movement	C 3/W 9/R 15
Basic Talents 25 pts.	Attack Focus (Fangs), Basic Animism, Basic Witchcraft, Lucky, Meditative Trance
Greater Talents 60 pts.	Attack Specialist (Fangs), Fangs, Greater Animism, Slam, Unstoppable
Heroic Talents 40 pts.	Giant Body, Hulking Body, Spiritual Nature, Tail
Powers (Prices)	Death Aura 4° (Ward – traditional Native fetishes) Durability 3 (Weak Spot – center of forehead) Mist Form 2 (Allergen – Smoke) Paralyzing Gaze 4 (Prey Exclusion – Courageous*) Shape Mask 3 (Reveal Nature – during religious chanting) Swimming 3 (Lair)
Rites 40 pts.	Basic Animism: Speech of the First Times, Spirit Son Basic Witchcraft: Hex, Scry Greater Animism: Bond of Blood, Mastery of the Elements
True Faith: 0	Damnation: 16 (160 points)
Health Track	(Toughness 5) 15/10/8/5/3
Equipment	-
Special	° The Death Aura of a uktena manifests as a bilious, poisonous cloud.

Naga (Heroic NPC)	
Quick Character (1,130 points)	
Awe Rating	6
Initiative pool	Base: 10d – 12d (Danger Sense)
Melee pool	Base: 7d – Fangs: 7d+2 (DM +6) Tail: 7d+2 (DM +4)
Ranged pool	Base: 9d – Mystic Blast: 9d (DM +6)
Extras pool	10d – 9d Movement skills
Defense pool	Base: 5d – N+7d (Incredible Reflexes)
Movement	C 3/W 9/R 15
Basic Talents 30 pts.	Attack Focus (Fangs), Basic Animism, Basic Prayer, Lucky, Meditative Trance, Unreadable
Greater Talents 120 pts.	Attack Specialist (Fangs), Canny Fighter, Danger Sense, Fangs, Far Reaching Attack, Greater Animism, Greater Prayer, Slam, Swift, Inspire, Taking the Strike, Tough, Unstoppable
Heroic Talents 80 pts.	Giant Body, Heroic Prayer, Hulking Body, Incredible Reflexes, Spiritual Nature, Tail
Powers (Prices)	Impose Emotion 3 (Allergen – Jade) Invisibility 4 (Weak Spot – True Head*) Mystic Blast 3 (Prey Exclusion – Innocent**) Regeneration 4 (Vulnerability – Cursed Weapons) Shape Mask 3 (Reveal Nature – Reflection) Weather Control 3 (Blocked from the World – During New Moon)
Rites 110 pts.	Basic Animism: Speech of the First Times, Spirit Son Basic Prayer: Blessing, Exorcism, Halo of Awe, Soothing Song Greater Animism: Bond of Blood, Mastery of the Elements, Spirit Brother Greater Prayer: Exchange of Hurts, Heavenly Shield, Holy Weapon Heroic Prayer: Compel Truth
True Faith: 17 170 pts.	Damnation: 0
Health Track	(Toughness 4) 8/6/6/4/2
Equipment	-
Special	*A naga has many serpent heads, and if an attacker can choose the right one, it is vulnerable. **The Naga do not attack the innocent (those without Damnation points)

Amakamek (Villain)	
Standard Character (1,500 points)	
Fear Rating	6
Initiative pool	Base: 10d
Melee pool	Base: 10d – Fangs: 9d+1 (DM +4) Tail: 9d+1 (DM +4) Touch: 11d+1 (DM +4, burning)
Ranged pool	Base: 8d
Defense Pool	N+7d+3
Movement	C3/W 9/R 15
Basic Talents 35 pts.	Basic Animist, Basic Diabolist, Basic Witchcraft, Expertise (Animism), Expertise (Diabolism), Lucky, Unreadable
Greater Talents 60 pts.	Fangs, Greater Animism, Greater Diabolism, Greater Witchcraft, Iron Grip, Slam, Sneaky
Heroic Talents 60 pts.	Heroic Animism, Hulking Body, Tail, Villainous Caveat, Villainous Comeback
Powers (Prices)	Durability 2 (Allergen – Ritual Smoke*) Elusive 3 (Impaired Travel – Watched**) Shape Mask 3 (Reveal Nature – Reflection) Swimming 2 (Lair) Burning Touch 4 (Weakness – Storms°) Burning Aura 4 (Soul Outside)
Rites 115 pts.	Basic Animism: Awakening, Speech of the First Times, Spirit Son Basic Diabolism: Circle of Summoning, Dread of the Dark One Basic Witchcraft: Charm, Hex Greater Animism: Bond of Blood, Cocoon of the Weaver, Mastery of the Elements, Spirit Brother Greater Diabolism: Blasphemous Truths Greater Witchcraft: Levitate Heroic Animism: Spirit Father
Ability Line-Up 560 pts.	Strength 6 Education 5 Courage 3 Agility 8 Reason 3 Intuition 3 Toughness 6 Will 4 Personality 4
Background Skills 140 pts.	Animism 4(9), Diabolism 4(9), Hand-to-Hand 6(12), Deceive 4(8), Myth and Lore 4(9), Parry 6(14)
Elective Skills 330 pts.	Animal Care 2(6), Charm 4(8), Construct 2(7), Grapple 6(12), Herbalism 3(8), Notice 2(5), Perform 3(7), Reflexes 2(10), Stealth 6(14), Track 3(6)
True Faith: 0	Damnation: 15 (150 pts.)
Health Track:	12/12/9/9/6/3
Equipment:	-

Behemoth (Beast)

Background:

"Behold now, Behemoth, which I made as well as you; he eats grass like an ox. Behold now, his strength in his loins and his power in the muscles of his belly. He bends his tail like a cedar; the sinews of his thighs are knit together. His bones are tubes of bronze; his limbs are like bars of iron. He is the first of the ways of God; let his maker bring near his sword."

Job 40:15-19

What can I say about this great creature? Only that this being is so magnificent in its awful glory that the moment I beheld it, I was transfixed in awe. Here is a testament to the Almighty's power and might. If only Witch Hunters would learn from its methods, terrible as they are, they would fully be able to grasp what God has intended His warriors to do.

The great Behemoth is a beast of legend and myth. Titanic in size, and limitless in its power, the behemoth is unparalleled by any being in nature. While most fear this being, the Behemoth is a being that is neither good nor evil, neither vile nor benevolent. It simply *is*. Like a hurricane or earthquake, the Behemoth goes where it wishes, when it wishes, and woe to any who stand in its wake.

Though there is said to be only one of these creatures in existence, the Behemoth has appeared all around the world, in many places and times. It is well known to the Indians and is talked about in Greek legends. The creature is said to be a massive bull or ox with horns that stretch the length of the tallest tree. The massive being shakes the earth as it walks and

is covered in skewers of iron, which grow from its back and body. The bodies of those who were foolish enough to stand in its way are often spitted upon its spiny hide. This creature is often surrounded by flocks of carrion birds. They pluck at the corpses that hang from its girth.

Despite its capacity for destruction, the Behemoth is a protector of the natural world and a punisher of the wicked. It appears only when something greatly corrupts the natural order of the world or when humanity has grown too wicked for its own good. For this reason, the Behemoth is some times seen near hellpoints, causing many to wrongly assume that it is a creature of evil.

When the Behemoth senses an acute corruption of nature's balance or the stain of vice, it enacts the only solution that it knows – complete and utter destruction of everything in the area. This seems to be Divinity's common solution to even the slightest taint of sin.

The Behemoth cares not if those in its way are good or evil, innocent or guilty. It merely wants whatever offends nature's order to be eliminated. For example, the Behemoth is said to have destroyed a village in Ancient Greece when a sorcerer opened up a portal to the Abyss and corrupted the surrounding area. It is said on that day that the village and two others were swallowed by the ocean, for the Behemoth smote the land, allowing the ocean to rise up across the beaches and engulf the three villages. In another tale, the Behemoth is said to have swallowed two opposing armies whose generals were fighting over their lust of a woman. The great creature cared



not if the soldiers in the armies were innocent of the general's wickedness. It merely wanted the war to be over. According to the legend, great rifts were left on the battle field where the Behemoth swallowed army units, ripping up the earth from beneath them.

Because the Behemoth is so indiscriminate in its destruction, few Witch Hunters are happy to see the Behemoth when it arrives. If there is any indication of this being's approach, Witch Hunters in the area will band together and try to take care of the problem themselves, rather than allowing the Behemoth to come and destroy everything in the area. Ironical, is it not, that Witch Hunters, who so indiscriminately destroy anything they perceive is unnatural, find a great opponent in something that uses the very same methodology? I admit to taking some small delight when witnessing the approach of the Behemoth and its effects on Witch Hunters.

Scholars speculate constantly over why the Behemoth appears when it does. Why has this creature, for example, not destroyed all of the hellpoints all over the world? Why has it not destroyed some of the earth's most corrupt and destructive beings? The debate rages on, but one thing can be sure, the coming of this creature is a mixed blessing at best.

Strains:

The Behemoth is a unique creature. No variations exist.

Organizations:

The Behemoth is a solitary creature with no associations.

Suggested Locales:

The Behemoth has the supernatural ability to appear anywhere in the world, when it wishes. Its coming is always foretold by numerous omens.

Creating a Behemoth:

There exists only one Behemoth in all of Creation

Fundamental Powers:

Invulnerability ?*

* The Behemoth has an Invulnerability score of anywhere from 5 to 9, though this may take it beyond the normal power factor limit. The Behemoth is a unique creature, so finding its one weakness should be a heroic undertaking.

Fundamental Prices:

Harbinger of Doom

Game Statistics:

The Behemoth (Force of Nature)

Standard Character (2,400 points)

Awe Rating	9
Initiative pool	Base: 3d
Melee pool	Base: 19d – Horns*: 19d+3 (DM +8) Tail: 19d+3 (DM +8) Fangs: 18d+3 (DM +6)
Ranged pool	Base: 18d – Hurlled Objects 17d (DM +5)
Defense Pool	N+8d+5
Movement	C3/W 9/R 15
Basic Talents 25 pts.	Attack Focus (Horns), Attack Focus (Tail), Attack Focus (Thrown Objects), Horns*, Lucky
Greater Talents 100 pts.	Agile Runner, Attack Specialist (Horns), Attack Specialist (Tail), Attack Specialist (Thrown Objects), Fangs, Far-Reaching Attack, Heave, Riposte, Sweep, Tough
Heroic Talents 160 pts.	Brutal Charge, Hurling Body, Giant Body, Sacrificial Defense, Spiteful Strike, Spiritual Nature, Tail, Titan Body
Powers (Prices)	Armor 5 (Unknown) Swath of Destruction 5 (Unknown) Fury 3 (Unknown) Iron Body 3 (Unknown) Invulnerability ? (Harbinger of Doom) Durability 9 (Unknown)
Rites	-
Ability Line-Up 1600 pts.	Strength 14 Education 2 Courage 6 Agility 4 Reason 2 Intuition 3 Toughness 12 Will 6 Personality 4
Background Skills 135 pts.	Endurance 4(16), Hand-to-Hand 5(19), Grapple 6 (20), Resolve 5(11), Throw 4(18), Track 3(6)
Elective Skills 130 pts.	Command 2(6), Intimidate 4(8), Notice 3(6), Reflexes 2(3), Swim 2(14)
True Faith: 25 250 pts.	Damnation: 0
Health Track:	109/25/19/19/13/7
Equipment:	-

* This creature's Horns Talent is identical to the Claws Talent. The only change is the actual physical feature of the creature.
Special: The Behemoth is usually accompanied by murders of crows or other carrion birds. It uses these creatures as its minions when using the Sacrificial Defense Talent.

Bone Eater (Beast)

Background:

Throughout the Americas, there exist many Native burial grounds. These places are usually sacred and seen as places of mystical power by the local Indian tribes. However, when a burial ground becomes corrupted or desecrated, all manner of evil spirits infest the area with their presence. The taint often heralds the arrival of beasts like the bone eater into the world.

Bone eaters are strange beings with heads that are the cross between a spider and a mollusk, possessing many eyes which look all about with glistening cunning. They move about upon two powerful forearms that can also rend apart their victims with ease.

These massive beasts prefer to dine on the bones of the dead, hence their name. However, they usually prefer fresh bones, meaning that they, ironically, leave the graves of the places they haunt untouched. This leads to many legends about bone eaters being guardian spirits of the dead, or vengeful ghosts given physical form.

Most bone eaters attempt to capture their prey alive and then bring their victims back to a lair. There, the bone eater strips them of their skin and flesh so that it may dine on their gleaming bones. Their lairs tend to be gristly places, filled with the refuse of shriveled meat and hair cast off and strewn on the floor.

Since most beasts come from Hell itself, it is rumored that a bone eater's burrow will have many winding and twisting passages, some of which enter realms unknown. Those who have dared to explore their abodes speak of silken tunnels that led to chambers of fire and blood. Whether their passages truly lead to the Fiery Pit or not is anyone's guess.

Bone eaters can breed and mate, hatching tiny young which go out into the world to wreak more havoc. There are some Indian hunters who have told tales of these horrific families, which devastate the land around them and destroy all animal life for miles.

Bone eaters are becoming more prominent in the world now that colonists are pushing westward into the New World and treading upon sacred ground. To make matters worse, skinwalkers from the south have recently begun deliberate acts of desecration in Native burial

places all over the Americas, in hopes of attracting these creatures. My sources tell me that it is the skinwalker's hope is to turn the Native burial grounds in the north into hellpoints that their Aztec masters can control.

Strains:

Bone eaters have no strains or variations.

Organizations:

Bone eaters have no known organizations. They sometimes gather in prides made up of a large male and a number of females. Hatchlings are usually fed by their parents until they grow to adolescence and strike out on their own.

Suggested Locales:

As stated earlier, bone eaters tend to dwell around burial grounds that have been desecrated.

Creating a Bone Eater:

Initial Cost: 40

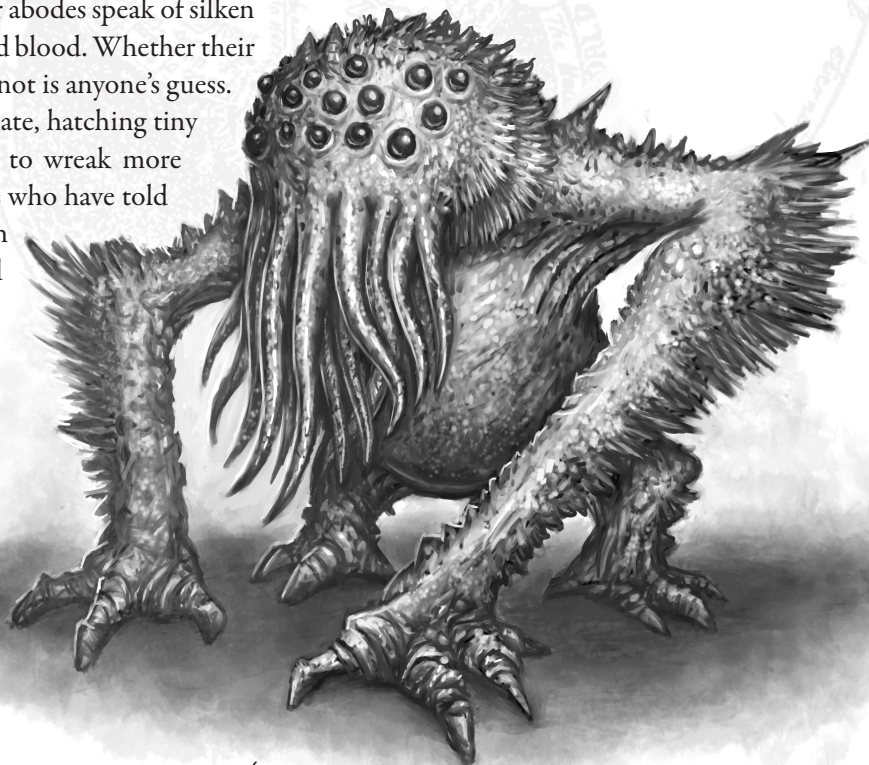
Fundamental Powers:

All bone eaters begin with **Burrow 2** as a power.

All bone eaters begin with the **Hulking Body (Villainous)** Talent.

Fundamental Prices:

Lair



Additional Powers & Prices:

Corpus Powers

Durability

Iron Body

Movement Powers

Jump

Wall Crawling

Offensive Powers

Paralyzing Touch

Sap Ability

Web

Mystical Powers

Frightening Call

Corpus Prices

Damage

Vulnerability

Movement Prices

Restriction

Offensive Prices

Offensive Limitation

Weakness

Mystical Prices

Feeder - Bones

Game Statistics:

Hatchling Bone Eater (Minion)

Threat Level	1
Skills	Hand-to-Hand +1
Talents	Mob Attack
Movement	C 6/W 18/R 30
Weapons's DM	Fangs +2
Special	Burrow 2 (Lair)

Lesser Bone Eater (Lieutenant)

Quick Character (650 points)

Fear Rating	2
Initiative pool	Base: 5d – 4d (Hulking Body)
Melee pool	Base: 7d – Claws: 6d+1 (DM +4) Fangs: 6d+1 (DM +4)
Ranged pool	Base: 7d – Thrown Object: 5d (DM +3)
Extras pool	8d – 7d Movement skills
Defense pool	Base: 3d – 5d (Incredible Reflexes)
Movement	C 6/W 18/R 30
Basic Talents	Claws, It's Just a Scratch, Talented (Hand-to-Hand) 15 pts.
Greater Talents	Fangs, Heave, Night Vision, Quick Stand, Second Wind, Tough 70 pts.
Heroic Talents	Brutal Charge, Hulking Body, Incredible Reflexes 60 pts.
Powers (Prices)	Burrow 3 (Lair) Iron Body 2 (Damage – Salt) Web 3 (Weakness – Sacred Ground)

Lesser Bone Eater (Lieutenant)

Quick Character (650 points)

Rites	-
True Faith: 0	Damnation: 6 (60 points)
Health Track	(Toughness 4) 9/7/7/5/3
Equipment	-
Special	*Bones that have been blessed or sacred bones (such as from a Saint) double its normal weapon DM against this creature

Greater Bone Eater (Villain)

Standard Character (845 points)

Fear Rating	5
Initiative pool	Base: 6d – 8d (Danger Sense)
Melee pool	Base: 7d – Fangs: 7d (DM +6, paralyze.) Claws: 6d (DM +4 paralyze.) Touch: 9d (paralyzation)
Ranged pool	Base: 8d – Thrown Object: 6d (DM +3)
Defense Pool	N+7d (Incredible Reflexes)
Movement	C 6/W 18/R 30
Basic Talents	Attack Focus (Fangs), Claws, It's Just a Scratch, Talented (Hand-to-Hand) 25 pts.
Greater Talents	Attack Specialist (Fangs), Danger Sense, Fangs, Far-Reaching Attack, Heave, Night Vision, Quick Stand, Second Wind, Slam, Tough 100 pts.
Heroic Talents	Brutal Charge, Giant Body, Hulking Body, Incredible Reflexes 80 pts.
Powers (Prices)	Burrow 3 (Lair) Durability 3 (Vulnerability – Blessed Bones) Web 3 (Weakness – Sacred Ground) Paralyzing Touch 3 (Weakness – Salt) Frightening Call 4 (Feeder – Bones)
Rites	-
Ability Line-Up	Strength 7 Education 1 Courage 3 300 pts. Agility 4 Reason 2 Intuition 3 Toughness 6 Will 3 Personality 2
Background Skills	Climb 4(10), Grapple 3(11), Jump 5(11), Stealth 4(6), Throw 4(8), Reflexes 4(6) 120 pts.
Elective Skills	Notice 2(5), Parry 2(6), Resolve 3(6) 70 pts.
True Faith: 0	Damnation: 14 (140 pts.)
Health Track:	19/13/10/10/7/4
Equipment:	-

Caterwaul (Accursed)

Background:

One of the most wretched beings to crawl upon the world – caterwauls are beings of pure misery, cursed by God to live out their days trapped in a body of sheer hideousness. Despite their extraordinary appearance, each caterwaul was once a human being. These poor souls dared to assume the mantle of the Adversary himself, and tempted others into dark and depraved sins. As punishment, those who cause others to fall prey to Damnation often become caterwauls. Whenever I myself was on the hunt for one of these creatures, I took particular satisfaction for dispatching it from this world. After all, I am sure that the creature was as much tortured by its own existence as its victims were.

These grotesque creatures resemble bloated and disease-ridden caterpillars. So foul is the presence of a caterwaul that it is covered in sulfurous pustules that smoke and boil upon the creature's leprous skin. Yet most horrifying of all is that each caterwaul bears a human face upon its insect head, a constant reminder that these creatures were once human.

Caterwauls can only make a single sound – that of an awful keening, a screech that pierces the air and chills the heart. Those who have heard its alien cry say that it is the sound of a soul in torment, doomed to writhe upon the earth until it is taken into the maw of Hell. I will tell you their screeches are difficult for me to stand even now, in my unliving state. Because of their abject misery, caterwauls desire nothing more than to kill or abuse others. They seek out the innocent and uncorrupted because of their mad jealousy for a life that is no longer theirs.

Everything about these creatures repels other beings. Their very presence burns the air with their sulfurous fumes. Their cries drive everything away from them, whether it is mortal or beast. Yet, caterwauls are quite keen on using these marks of corruption as weapons when it comes time for conflict.

Most caterwauls live beneath the ground in burrowed out chambers. These lairs are incredibly hot, heated by the beings' boiling forms. The air within these chambers is also quite poisonous, filled with the sulfurous fumes emitted by these creatures.

Strains:

There are no known strains of caterwauls.

Organizations:

While caterwauls are usually creatures of solitary habit, it is said these beings will sometimes congregate in pairs or even a small group of 3 to 5. Some scholars believe that these creatures can mate, laying eggs in large, underground chambers.

Creating a Caterwaul:

Initial Cost: 50

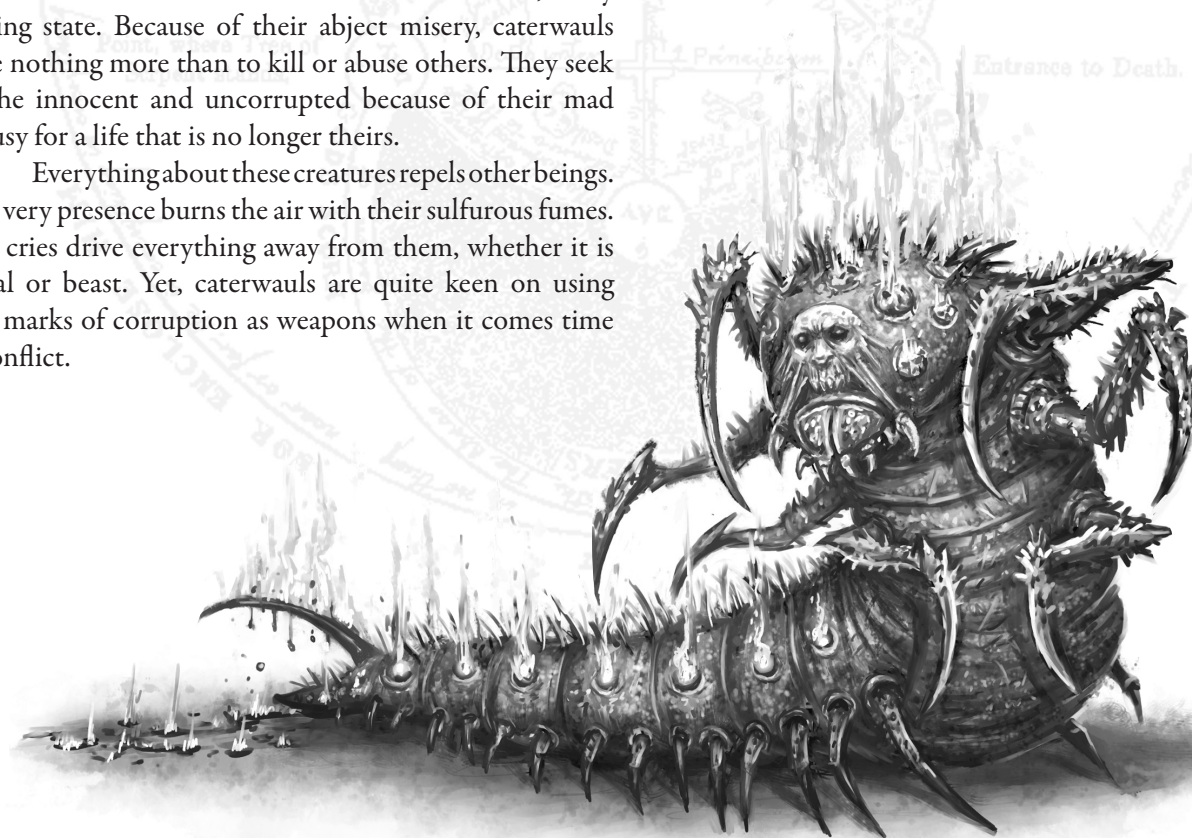
Fundamental Powers:

All caterwauls begin with **Burning Aura 3** as a power.

All caterwauls begin with the **Hulking Body (Villainous)** Talent.

Fundamental Prices:

Tortured Existence



Additional Powers & Prices:

Corpus Powers

Chimerical Form
Living Blood
Regeneration

Movement Powers

Burrow

Offensive Powers

Burning Touch
Maiming Strike
Web

Corpus Prices

Allergen
Damage
Obvious Appearance

Movement Prices

Lair
Impaired Travel

Offensive Prices

Avoidance
Repulsion
Weakness

Quick Stats:

Lesser Caterwaul (Lieutenant) Quick Character (520 points)	
Fear Rating	3
Initiative pool	Base: 5d – 4d (Hulking Body)
Melee pool	Base: 6d – Fangs: 6d (DM +4)
Ranged pool	Base: 5d – Web
Extras pool	6d – 5d Movement skills
Defense pool	Base: 3d
Movement	C 3/W 9/R 15
Basic Talents 10 pts.	Attack Focus (Fangs), Cheat
Greater Talents 40 pts.	Attack Specialist (Fangs), Fangs, Iron Grip, Sweep
Heroic Talents 20 pts.	Brutal Charge, Hulking Body
Powers (Prices)	Burning Aura 3 (Tortured Existence) Living Blood 2 (Obvious Appearance) Burrow 2 (Lair) Web 3 (Repulsion – Women and Children)
Rites	-
True Faith: 0	Damnation: 7 (70 points)
Health Track	(Toughness 5) 10/8/8/5/3
Equipment	-
Special	-

Greater Caterwaul (Villain)
Standard Character (685 points)

Fear Rating	4
Initiative pool	Base: 3d
Melee pool	Base: 13d – Fangs: 13d (DM +4) Touch: 15d (DM +6, fire)
Ranged pool	Base: 6d
Defense Pool	N+4d
Movement	C3/W 9/R 15
Basic Talents 25 pts.	Attack Focus (Fangs), Attack Focus (Touch), Cheat, Expertise (Hand-to-Hand), It's Just a Scratch
Greater Talents 70 pts.	Attack Specialist (Fangs), Attack Focus (Touch), Humiliating Attack, Iron Grip, Slam, Sweep, Tough
Heroic Talents 60 pts.	Brutal Charge, Spiteful Strike, Hulking Body, Reel-In Attack
Powers (Prices)	Living Blood 3 (Obvious Appearance) Regeneration 3 (Allergen – Holy Ground) Burning Aura 3 (Tortured Existence) Burrow 2 (Impaired Travel – Daytime) Burning Touch 4 (Repulsion – Women and Children)
Rites	-
Ability Line-Up 180 pts.	Strength 6 Education 2 Courage 3 Agility 2 Reason 2 Intuition 3 Toughness 5 Will 2 Personality 2
Background Skills 100 pts.	Grapple 5(11), Endurance 4(9), Notice 3(6), Reflexes 2(3), Resolve 3(6), Track 3(6),
Elective Skills 80 pts.	Hand-to-Hand 6(13), Intimidate 2(4)
True Faith: 0	Damnation: 12 (120 pts.)
Health Track:	11/9/9/6/4
Equipment:	-

Cihuateteo (Undead)

Background:

In my earlier years, when I still drew breath, I had the occasion to brave the plains and jungles Mexico on more than one occasion. While I was there, I met all manner of strange and disturbing creatures. But one of the most unforgettable was the ghastly form of the cihuateteo.

From what my Mexico guides told me, the cihuateteo are the undead bodies of mothers who have died in childbirth. The Aztecs believe that the birthing process is a form of physical and spiritual combat. As in all combat, there are casualties. It is widely believed by the Aztecs that women who die in childbirth ascend to the skies, where their spirits accompany the setting sun. There, they escort the souls of fallen warriors to their proper resting place. Those of you who study lore may note the similarities between this and the ancient Valkyrie legends of the Norse.

While the spirits of these women supposedly go onto a grander place, the Aztecs believe that their bodies become the dred cihuateteo, undead beings that haunt crossroads and lurk in the night. According to their lore, all aspects of goodness and light in these women's former lives have gone on into the heavens. That leaves only the negative parts – the parts of their souls that remember spite, malice, jealousy, and despair to live within their rotten corpses. All of these harmful emotions warp the bodies of the cihuateteo, turning them into hideous creatures. Their eyes bulge from their sockets. Their teeth grow large, and their fingers are knotted into talons. Their faces will become skeletal, betraying their undead state. Most gruesome of all, however, are the empty wombs that each cihuateteo bears. All of these beings have gaping holes in their stomachs and bowels where their children once rested.

While a wide variety of dark desires war within the ripped soul of a cihuateteo, the most powerful aspect of their conscience recalls the longing for children. These wretched beings are consumed with their maternal loss and seek to fulfill it in perverse and corrupt ways. Each cihuateteo seeks to fill their empty womb with the warm flesh and blood of the living. Some lurk about crossroads, often attacking lone wanderers. Others steal babies from cribs. When they have captured their prey, these beings stuff their victims into the gaping holes in their bodies, keeping them there for one day and one night. After the process is over, their victims are transformed into shrivelchildren.

Many cihuateteo will pose as mortal women to attract their prey. I have heard tales that speak of weeping women who stand at night on crossroads. These women are always garbed in white and cry for the loss of a child. It is said that if one looks into the faces of these women in white, they will

be paralyzed and taken as a victim by the cihuateteo. Other cihuateteo will pose as mortal women for a long while, coupling with a male and going home with him. These creatures seek to experience the concept of family once again. Sadly, it is a futile attempt, for all those parts of their souls that can remember family and joy have been shorn from them. After many long nights of disappointment, these creatures spring upon their victims and seek to fulfill their sense of loss by placing them in their empty womb.

Strains:

There are no known strains of cihuateteo.

Organizations:

Supposedly, there exists a sisterhood of these beings in the Invisible World. This loose association of spirits acts like the Valkyrie mentioned before, accompanying the souls of brave warriors to their final resting place.

The cihuateteo, as undead beings, are supposedly solitary. There are reports of them occasionally working in concert together. These unlikely alliances are quite deadly, with each of these spirits using their various powers to complement each other. Supposedly, these unholy alliances often break down into vicious internal battles as the cihuateteo war over their different victims.



In Brasil, there supposedly exists a city of these undead beings. The **City of Broken Teeth** is said to lie long-abandoned in some stretch of jungle, populated by hundreds of the desolate creatures. Legends say that these tortured beings spend their nights wailing into the skies, longing for their lost children. If the tales are to be believed, on one night a year, a long entourage of ghostly babies and children floats by the city and the cihuateteo are given a chance to reclaim their lost loved ones. Most of the cihuateteo cannot distinguish their children's cries over the screams of the other ghostly infants, but those who do are said to find peace. On the three nights after this, the jungle around the City of Broken Teeth becomes a place deadly to all mortals – for it is filled with enraged and despairing undead who stumble about blindly, looking for their lost children.

Suggested Locales:

For some reason, the cihuateteo are mainly confined to South America. However, in the past decade, these spirits have begun to appear in New Spain, always appearing at crossroads. It is said that the spread of Santos Novos into New Spain may have something to do with their sudden appearance there.

Creating a Cihuateteo:

Initial Cost: 50

Fundamental Powers:

All cihuateteo begin with **Create Monstrous Spawn 3*** as a power.

All cihuateteo begin with the **Undead (Villainous)** Talent.

*When a cihuateteo creates a Monstrous Spawn, it creates a shrivelchilde, not another creature like itself. Also, if a cihuateteo can stuff its victim inside of its empty womb, then the Difficult of the Faith (Toughness) check to resist this power is increased by +2, for a total of D5.

Fundamental Prices:

Focus Bound – to find new victims or the restless soul of their own children

Additional Powers & Prices:

Corpus Powers	Corpus Prices
Camouflage	Allergen
Intangibility	Damage
Mortal Mask	Reveal Nature
	Tortured Existence
Movement Powers	Movement Prices
Apparition	Restriction
Flight	Paralyzation – Circle of Binding

Offensive Powers

Frightening
Presence
Fury
Maiming Strike
Paralyzing Gaze
Paralyzing Touch

Offensive Prices

Frailty
Prey Exclusion
Repulsion

Mystical Powers

Siren Call
Frightening Call

Mystical Prices

Blocked from the World – Daytime
Ward

Quick Stats:

Lesser Cihuateteo (Villain)	
Quick Character (615 points)	
Fear Rating	3/5
Initiative pool	Base: 6d
Melee pool	Base: 6d – Claws: 6d (DM +4) Fangs: 5d (DM +4) Touch: 8d (paralyzation)
Ranged pool	Base: 7d – Thrown Dagger: 7d (DM +1)
Extras pool	7d
Defense pool	Base: N+3d
Movement	C 3/W 9/R 15
Basic Talents	Attack Focus (Claws), Claws, Cheat 15 pts.
Greater Talents	Fangs, Humiliating Attack, Sneaky, Voice Mimicry, Spiteful Comeback, Swift, 70 pts. Tumbling Escape
Heroic Talents	Undead 0 pts.
Powers (Prices)	Apparition 2 (Paralyzation – Circle of Binding) Create Monstrous Spawn 3 (Focus Bound – Victims) Frightening Presence 2 (Frailty - Sunlight) Paralyzing Touch 5 (Prey Exclusion – Pregnant Women)
Rites	-
True Faith: 0	Damnation: 9 (90 points)
Health Track	(Toughness 4) 8/6/6/4/2
Equipment	Obsidian dagger
Special	-

Greater Cihuateteo (Villain) Standard Character (750 points)			
Fear Rating	-		
Initiative pool	Base: 8d		
Melee pool	Base: 8d – Claws: 8d (DM +4) Fangs: 7d (DM +4)		
Ranged pool	Base: 6d – Thrown Dagger: 6d (DM +1)		
Defense Pool	N+4d		
Movement	C3/W 9/R 15		
Basic Talents 20 pts.	Attack Focus (Claws), Claws, Expertise (Diabolist), Lucky		
Greater Talents 70 pts.	Fangs, Humiliating Attack, Sneaky, Spiteful Comeback, Swift, Slam, Tough		
Heroic Talents 0 pts.	Spiteful Strike, Undead		
Powers (Prices)	Create Monstrous Spawn 3 (Focus Bound – Victims) Flight 2 (Restriction –Threshold) Paralyzing Gaze 4 (Repulsion – Pregnant Women) Siren Call 4 (Blocked from the World – Daytime) Mortal Mask 3 (Allergen – Baby Tears)		
Rites 20 pts.	Basic Diabolist: Diabolic Presence, Dread of the Dark One, Limned in Fire, Trapped in Darkness		
Ability Line-Up 150 pts.	Strength 4 Agility 4 Toughness 3	Education 2 Reason 1 Will 3	Courage 3 Intuition 3 Personality 4
Background Skills 100 pts.	Charm 2(6), Deceive 3(7), Diabolist 4(9), Hand-to-Hand 4(8), Notice 3(6), Reflexes 4(8)		
Elective Skills 210 pts.	Concentrate 3(6), Empathy 3(6), Grapple 4(8), Myth and Lore 2(4), Stealth 4(8), Track 3(6), Throw 2(6)		
True Faith: 0	Damnation: 13 (130 pts.)		
Health Track:	7/6/6/4/3		
Equipment:	Obsidian dagger		

Faerie (Spirit)

Background:

By far the most common and prolific of all spirits, the faerie, or Fey as they are sometimes called, are mysterious and innumerable throughout the world. Every culture that I can name has legends and tales of these beings. They come in all manners and forms, as varied as the tales in which they appear. The Arabs called these entities the Djinn, while the Indians call them the Nunnehi.

As you know, faeries are always given a great deal of respect. Many common folk will leave out offerings to faeries near their homes, or at least shy away from places where faeries are known to dwell. Each culture in which they appear preaches the same mantra – never cross the faerie-folk. This worldwide tradition is quite serious. When the Fey are spoken of, I have noted that it is always done so in grave tones. Most common folk that I have seen thought to be bad luck to speak of the Fey in an ill manner. And despite the Church's attempts to dispel the belief in faeries and dismiss these beings as mere superstition, the general populace fully believes – and fears – these mighty spirits.

The world over, faeries are seen as mysterious beings with tremendous power, short tempers, and capricious whims. There are endless stories that tell of children kidnapped by the Fey, or how people are cursed terribly by these spirits, just because someone incurred their anger in some manner. Yet the Fey can also be benevolent, but only when it suits them. One never knows when their whim has turned favorable, but most simply count their blessings when they receive good favor from faeries and try not to push their luck.

Faerie are often confused with synad as spiritual beings that live parallel with nature. However, what distinguishes faeries from other spirits is that these beings tend to be far more organized and have a more discernable culture, though that culture may vary from locale to locale. Also, while synad must live in some aspect of nature, faeries are not bound by this constraint. Faeries often live in the Invisible World in dwellings of all sorts from grand castles to small villages.

The origin of faeries varies based on whom you ask. Some cultures believe that these creatures are an ancient race of people that have long since faded from the world, now existing in the Invisible World. Others believe that faeries are indeed the reincarnated spirits of the dead, returned to earth in a different form. The Church's official response to the Fey is that they either do not exist – an idea which most common folk scoff at – or that these beings are minions of Hell. It does not sit well with the Church that faeries appear to operate outside of the Divine system entirely, not belonging to Heaven, Hell, or the World in any fashion.

I, myself, am baffled by the existence of the Fey, for they seem to be both spiritual and flesh all at the same time, as if they can dwell in two worlds at once. For their part, they

have usually left me to my own devices, and so I have given them their peace in return.

Strains:

Sidhe – Most of Europe's common folk believe that the Fey originate from the spirits of people who died before Christianity and were too bad for Heaven but not bad enough for Hell. Caught between the two worlds, these dead spirits are born into various shapes, becoming brownies, bogarts, sprites, pixies. But there exists a particular variety of faerie that defies this categorization – the Sidhe (pronounced "shee").

The Sidhe are widely thought to be a race of people who lived in the world long before humanity and eventually *faded* from the physical world, taking up residence within different aspects of nature. They are not believed to have come from the spirits of the dead, but from some other place entirely, a mystical land of solitude and mystery. The Church cannot abide this belief, since this would mean that there exists a fourth realm outside of Heaven, Hell, and Earth. But most common folk in Europe fully believe in the origin of these extraordinary beings.

The Sidhe dwell primarily in Ireland, where there are numerous tales about them. They have been known to appear in other European countries, under various guises. Stories about ghostly horsemen, women who walk through lonely heaths, or radiant children that glow with a phantom light... these are all the Sidhe manifesting themselves.

Sidhe normally appear human in form and there is no particular feature that sets them apart from humanity, such as pointed ears or strange-colored eyes. A Sidhe always appears taller than most mortals, and they have an undeniable supernatural presence about them.

The Sidhe embody beauty and terror at the same time. They can seem awesome, enigmatic, and mighty on the one hand, yet shocking and horrific on the other. From my scant experience with them, I can tell you that looking upon a Sidhe is like looking into the heart of a raging storm. While it is majestic, it is also capable of chaos and destruction. Tales abound of mortals being turned into salt, struck blind, transformed into the form of a lifeless stump...all because they angered the Sidhe.

Yet, the Sidhe are known to aid mortals on occasions. There are stories of Sidhe women who fall in love with men and return to their lovers' death beds to spirit them away to a distant land of immortality. There are other stories of Sidhe



granting mystical weapons to champions of good. No one knows why the Sidhe sometimes favor mortals, only that they do so at their whim and only at their whim. It is mysterious, in deed.

Nunnehi – The Nunnehi are a race of spirit-like beings that live in the deep woods of the Americas. According to the local lore, they are beings who “were never born and cannot die”. The Cherokee know them best by the name Nunnehi, while other tribes know them by other names, such as the “The Little People” or “The Immortals”.

The reports of their physical appearance vary widely. Some Natives claim that the Nunnehi look like Natives from the tribe of the person they show themselves to. Others claim that the Nunnehi are people small in stature, the size of dolls. Those few colonists who have met these beings have reportedly been chilled to the bone. Those who survived their encounters with the Nunnehi, told tales of beings that floated through the air, emanating a ghastly white light, and resembling shriveled children reaching out to them.

These beings are far more predictable than the Sidhe. Essentially, they are benevolent to those tribes of Indians who live close by to their territory. There are many stories of Nunnehi women who have led lost hunters home or Nunnehi who offer wisdom and knowledge to those who provide them with the proper gifts. When it comes to foreigners, these creatures are quite hostile. There are many stories of Nunnehi appearing and disappearing in the woods, warning away Natives from other tribes who dare to tread near their territory. Those who defy these warnings face terrible attacks. There are reports of Nunnehi attacking European hunters whilst invisible. The hunters could only see hatchets and arrows flying at them through the darkness, apparently coming from nowhere.

I have encountered these faeries more often than any other. I can tell you that they do not bode someone treading upon their ground uninvited. Because I am cursed to exist in the state that I find myself caught in now, I doubt if these beings would ever allow one such as I into their territory. A number of Witch Hunters have escaped my wrath by fleeing into Nunnehi territory, and I am yet at a loss as to what to do if this should happen again.

Organizations:

The Sidhe organize themselves into the feudal courts of **Tir Na Og**, the mystical land from where they supposedly hail. Their feudal structure is complete with kings, queens, dukes, barons, knights...all of the trappings that a mortal feudal society would have, albeit that most of the events of the Sidhe nobility takes place in the Invisible World. It is well-known that the supreme ruler of all the Sidhe is **Queen Mab**, a chillingly beautiful Sidhe who is likened to a demigod in her power. Her rule is often contested by her consort, **King Oberon**, and the two often plot against each other for power and politics.

Adding another layer of complexity to this labyrinthine society, are the courts of the **Seelie** and **Unseelie**. As mortals might divide themselves into separate nations, the Sidhe and their faerie kin divide themselves into these two courts. Each court has its own separate hierarchy of kings and queens. This has led some to believe that **Queen Mab** and **King Oberon** rule each of these courts separately, though this is in great dispute.

It is the prevailing belief the **Unseelie Court** is comprised of spirits who were once mortal but are now compelled to dwell in the Invisible World. If such tales are to be believed, then **Unseelie faeries**, and **Sidhe** in particular, have forms that reflect their dark natures.

The **Seelie court**, then, are comprised of spirits who are born from nature itself. Instead of being filled with undying hatred of mortal life, these beings are more aloof than their **Unseelie** cousins. They may meddle in mortal affairs, but usually only do so because they do not understand mortal customs or behaviors. These beings usually reflect the natural world in some aspect of their form.

The Sidhe court often recruits mortals for a variety of purposes. For example, an adept midwife might be summoned to a Sidhe court to help deliver a child, or a virtuoso minstrel might be called to perform at a Sidhe ball. Mortals who receive this call often have to tread very carefully, as a single transgress, mistake or breach of etiquette can spell their doom.

The **Nunnehi** have tribes in the Invisible World, very much like the tribes of the Native peoples. Each tribe has its own hierarchy and social system, often mirroring that of local Native tribes. Most Indians would say that it their customs which follow the path set forth by the Nunnehi.

Nunnehi tribes are ancient, having existed as long as the eldest of them can remember. On occasion, these tribes will war with each other. Whenever this happens, the natural world is often thrown into chaos. Titanic storms, earthquakes, and other natural disasters often occur when one of these mighty spirit wars takes place.

Suggested Locales:

The faerie can literally exist anywhere they wish and populate the entire world, appearing in every culture and land. Most faeries prefer the natural world in which to dwell, though there are a number of urban faeries who like to reside among human households.

As more and more Europeans travel to the New World, the number of Sidhe sightings being reported in the colonies has increased. It is unknown what the Sidhe might want in the Grave New World, or what the Native faeries, such as the Nunnehi, would think about such an occurrence.

Creating a Faerie:

Initial Cost: 50

Fundamental Powers:

All faerie begin with **Immortality 3** as a power.

All faerie begin with the **Spiritual Nature** (Villainous) Talent.

Fundamental Prices:

Blocked from the World

Additional Powers & Prices

Corpus Powers

Durability
Immunity
Intangibility
Invisibility
Shape Mask

Corpus Prices

Allergen
Damage
Obvious Appearance
Reveal Nature
Vulnerability

Movement Powers

Elusive
Flight
Shadow Passage

Offensive Powers

Fury
Mystic Blast
Sap Ability

Mystical Powers

Any except for Burning Aura

Movement Prices

Lair
Impaired Travel
Restriction

Offensive Prices

Avoidance
Frailty
Weakness

Mystical Prices

Atmospheric Disturbance
Focus Bound
Harbinger of Doom
Riddle Bound
True Name
Ward
Word is Law

Quick Stats:**Brownies or "Little People" (Minions)**

Threat Level	3
Skills	Notice +2, Stealth +2
Talents	Lucky, Small Body
Movement	C 3/W 9/R 15
Weapons's DM	Small bow +2
Power	Shadow Passage 2 (Restriction – Threshold)

**Nunnehi Brave (Lieutenant)
Quick Character (735 points)**

Awe Rating	2
Initiative pool	Base: 6d – 7d (Small Body)
Melee pool	Base: 7d – Hatchet: 7d (DM +4)
Ranged pool	Base: 9d – Hatchet: 9d (DM +4) Bow: 7d (DM +6)
Extras pool	8d – 9d Movement skills; 10d Acrobatics, Climb, Contortionist, Stealth
Defense pool	Base: 3d
Movement	C 3/W 9/R 15
Basic Talents 25 pts.	Attack Focus (Bow), Attack Focus (Hatchet), Basic Prayer, Lucky, Small Body
Greater Talents 80 pts.	Agile Runner, Attack Specialist (Bow), Attack Specialist (Hatchet), Fast Draw, Marksman, Night Vision, Sneaky, Dual Shot

**Nunnehi Brave (Lieutenant)
Quick Character (735 points)**

Heroic Talents 60 pts.	Armor Piercing Shot, Grace and Speed, Lighting Reload, Spiritual Nature
Powers (Prices)	Immortality 3 (Blocked from the World – Daytime) Invisibility 4 (Allergen - Pollutants) Flight 2 (Restriction – Threshold)
Rites 10 pts.	Basic Prayer: Bless, Halo of Awe
True Faith: 6 60 pts.	Damnation: 0
Health Track	(Toughness 4) 8/6/6/4/2
Equipment	Nunnehi Hatchet, Nunnehi Bow
Special	The hatchets of a Nunnehi disappear once they hit a target or land on the ground, always reappearing in the hands of the Nunnehi who owned it.

**Sidhe Knight (Heroic NPC)
Standard Character (1,565 points)**

Awe Rating	7
Initiative pool	Base: 8d – 10d (Danger Sense)
Melee pool	Base: 6d – Spear: 6d (DM +5)
Ranged pool	Base: 10d – Bow: 9d (DM +6) Mystic Blst: 10d (DM +6)
Defense Pool	N+4d+2
Movement	C3/W 12/R 20
Basic Talents 25 pts.	Attack Focus (Bow), Attack Focus (Spear), Basic Hermeticism, Basic Prayer, Lucky
Greater Talents 120 pts.	Attack Specialist (Bow), Attack Specialist (Spear), Convey Power, Danger Sense, Dual Shot, Deadeye Shot, Fast Draw, Greater Prayer, Marksman, Night Vision, Slam, Swift
Heroic Talents 120 pts.	Armor Piercing Shot, Lightning Reload, Pinning Shot, Stab and Shoot, Spiritual Nature, Two Arrow Shot, Veteran Warrior
Powers (Prices)	Durability 3 (Allergen – Mandrake) Immortality 3 (Blocked from the World – Daytime) Shadow Passage 3 (Restriction – Running Water) Mystic Blast 3 (Weakness – Cold Iron) Nature Control 4 (True Name) Suggestive 4 (Word is Law) Weather Control 3 (Atmospheric Disturbance)

Sidhe Knight (Heroic NPC)**Standard Character (1,565 points)**

Rites 50 pts.	Basic Prayer: Bless, Halo of Awe Basic Hermeticism: First Circle of Binding, Sigil of Warding Greater Prayer: Heavenly Shield, Holy Weapon, Strip Power		
Ability Line-Up 490 pts.	Strength 3 Agility 6 Toughness 3	Education 6 Reason 3 Will 4	Courage 6 Intuition 4 Personality 6
Background Skills 150 pts.	Archery 5(10), Command 5(11), Myth and Lore 6(12), Prayer 6(12), Hermeticism 3(9), Intimidate 5(11)		
Elective Skills 360 pts.	Charm 3(9), Empathy 4(8), Endurance 3(7), Hand-to-Hand 3(6), Notice 4(8), Occult 3(9), Parry 4(9), Reflexes 2(7), Resolve 2(8), Survival 3(7), Stealth 4(9), Track 4(8)		
True Faith: 20 200 pts.	Damnation: 0		
Health Track:	9/6/5/5/3/2		
Equipment:	Sidhe Armor, Eldritch Spear, Eldritch Bow The eldritch spear and bow has unlimited range when held in the hands of a Sidhe. While in possession of any other being, the weapons of the Sidhe last until sunrise, at which time they turn to dust.		

Nunnehi Shaman (Heroic NPC)**Standard Character (1,595 points)**

Awe Rating	7
Initiative pool	Base: 2d
Melee pool	Base: 1d – Hatchet: 2d (DM +2)
Ranged pool	Base: 3d – Bow: 1d (DM +4) Mystic Blast: 7d (DM +6)
Defense Pool	N+3d
Movement	C3/W 9/R 15
Basic Talents 35 pts.	Attack Focus (Hatchet), Basic Animism, Basic Prayer, Lucky, Meditative Trance, Talented (Animism), Talented (Prayer)
Greater Talents 60 pts.	Convey Power, Danger Sense, Greater Animism, Greater Prayer, Night Vision, Dual Shot
Heroic Talents 80 pts.	Heroic Animism, Heroic Prayer, Master Manipulator, Spiritual Nature, Veteran Warrior

Nunnehi Shaman (Heroic NPC)**Standard Character (1,595 points)**

Powers (Prices)	Animal Control 2 (Focus Bound – protect one chosen Native tribe at all costs) Immortality 3 (Blocked from the World – Daytime) Flight 2 (Lair) Frightening Call 3 (Atmospheric Disturbance) Maddening Aura 3 (Riddle Bound) Mystic Blast 3 (Weakness – Pollutants) Nature Control 4 (Ward – Spirit Masks) Weather Control 3 (Word is Law)		
Rites 190 pts.	Basic Animism: Embodying the Totem, Knit the Flesh, Speech of the First Times, Spirit Son Basic Prayer: Bless, Exorcism, Halo of Awe, Judgment, Prophetic Vision, Soothing Song Greater Animism: Bond of Blood, Cocoon of the Weaver, Mastery of the Elements, Spirit Brother Greater Prayer: Exchange of Hurts, Heavenly Shield, Holy Weapon, Strip Power Heroic Animism: Spirit Father Heroic Prayer: Compel Truth, Divine Reward		
Ability Line-Up 420 pts.	Strength 1 Agility 3 Toughness 4	Education 6 Reason 5 Will 6	Courage 5 Intuition 5 Personality 3
Background Skills 160 pts.	Animism 6(12), Command 5(11), Heal 5(10), Hermeticism 5(11), Myth and Lore 6(12), Prayer 5(10),		
Elective Skills 400 pts.	Charm 3(7), Concentrate 3(9), Deceive 3(7), Empathy 4(9), Herbalism 6(12), Intimidate 3(7), Notice 3(8), Occult 3(9), Resolve 4(9), Stealth 2(4), Survival 2(7), Swim 1(2), Throw 3(7)		
True Faith: 20 200 pts.	Damnation: 0		
Health Track:	8/6/6/4/2		
Equipment:	Nunnehi hatchet, Nunnehi Bow The hatchets of a Nunnehi disappear once they hit a target or land on the ground, always reappearing in the hands of the Nunnehi who owned it.		

Familiar (Diabolical)

Background:

Many know of the concept of a familiar, a spirit or entity which aids a witch or diabolist. If you are reading this tome, then I suspect that you will be seeking one of these beings out for yourself. If this is the case, then hearken closely.

A familiar is a being that has been summoned directly to aid a mortal who uses diabolical magic. The usual way a familiar is summoned is through a rite, such as a Circle of Summoning, or Circle of Binding. Most diabolists who use these rites are trying to contact a familiar.

Familiars vary widely in shape, size and ability. Almost no familiar is the same as each one arrives with powers and abilities to suit the needs of its master. You can see, now, why so many sorcerers, of varying traditions, seek out these spiritual helpers. Imagine such a creature, pulled from the Invisible World, with powers suited to your wants and needs.

Typically, a familiar will wear an animal disguise to hide their true nature. Their actual form, again, varies wildly.

Some familiars can appear to be human, preferring to use the form of a human child or young adult. Other familiars appear as gargoyle-like figures, diabolical in form. Yet other familiars have strange shapes such as a living shadow, human-headed animals, or mass of tentacles and eyes.

All familiars are bound to their summoners once they arrive in the world. Each one must serve its master to the best of its ability, fulfilling his or her every command. Indeed, summoners find that a familiar knows everything about them. It will understand its masters' past history and all of their desires. Familiars use their intimate knowledge of their masters to better serve them and act as advisors. Familiars always show their masters the utmost respect and deference, doing their best to please them.

While most masters find a special rapport with their familiar, the familiar will always be jealous of its master's attention. Friends or family of a master will be seen as despised rivals. Most masters have to carefully command their familiars to prevent harm coming to their close associates. In my experience, it is best to simply divest oneself of emotional attachments once one is at the point where a familiar is summoned. Besides, emotional attachments in your life will only distract you from your true goals. Listen to my words closely lest you try to walk the precarious path of keeping a familiar and associations in the mortal world.

And be warned. The steadfast nature of a familiar is given to it by the Adversary himself,

who makes these servants loyal unto death, for unbeknownst to most, a familiar ties a piece of its master's soul to the Fiery Pit. Supposedly, the more familiars summoned, the closer the summoner's soul is tied to Hell.

There are familiars who do not report back to the Adversary, but instead serve some other host of supernatural beings. Very little is known about these sorts of familiars, only that they are invoked by the Aztecs and the Incas.

Strains:

Familiars take on such a wide variety of forms and shapes that each one is dramatically different from another. They cannot be separated into strains.



Organizations:

There no known organizations of familiar spirits. All of the Forbidden Societies use these devils and daemons to their own ends. The **Tongue of Imandaru** is especially fond of using familiars, because their organization specializes in the use of dark magic. Indeed, many Magi of the Tongue have personal relationship with familiars. Some familiar devils are considered friends of these twisted mages, some are considered enemies, and others are considered advisors or teachers.

Suggested Locales:

Familiars do not have specific places that they haunt. They appear wherever their master might wander.

Creating a Familiar:

Initial Cost: 20

Fundamental Powers:

All familiars begin with **Shape Mask 2** as a power.*

*The only commonality that familiars have with one another is that they all can assume different forms. Familiars are not limited to what forms they can take, but prefer the shape of goats, cats, dogs, toads, ravens, and serpents.

Fundamental Prices:

Ultimate Master

Additional Powers & Prices:

Corpus Powers

Any

Movement Powers

Any

Offensive Powers

Any except for Hellfire and Infectious Persona

Mystical Powers

Any except for Summon Lesser and Greater Minion

Corpus Prices

Corpus Limitation
Reveal Nature
Vulnerability

Movement Prices

Restriction
Paralyzation

Offensive Prices

Frailty
Repulsion
Weakness

Mystical Prices

Atmospheric Disturbance
Blocked from the World
Riddle Bound
True Name
Ward
Word is Law

Quick Stats

Sample Minor Familiar – Summoned with 2 successes Quick Character (400 points)

Fear Rating	1
Initiative pool	Base: 5d – 6d Reflexes
Melee pool	Base: 5d – Claws: 5d (DM +2)
Ranged pool	Base: 5d
Extras pool	5d – 7d in Acrobatics, Climb, Contortionist, Stealth; 6d in all other Movement Skills
Defense pool	Base: 3d – 5d (Incredible Reflexes)
Movement	C 3/W 9/R 15
Basic Talents 20 pts.	Attack Focus (Claws), Cheat, Claws, Small Body
Greater Talents 20 pts.	Born Thief, Night Vision
Heroic Talents 40 pts.	Grace and Speed, Incredible Reflexes
Powers (Prices)	Shape Mask 2 (Ultimate Master) Invisibility 2 (Reveal Nature – Mirror)
Rites	-
True Faith: 0	Damnation: 2 (20 points)
Health Track	(Toughness 3) 6/4/4/3/2
Equipment	-
Special	-

Sample Lesser Familiar – Summoned with 3 successes Quick Character (500 points)

Fear Rating	1
Initiative pool	Base: 6d – 7d Reflexes
Melee pool	Base: 6d – Claws: 6d (DM +4)
Ranged pool	Base: 6d
Extras pool	6d – 8d in Acrobatics, Climb, Contortionist, Stealth; 7d in all other Movement Skills
Defense pool	Base: 3d – 5d+2 (Incredible Reflexes)
Movement	C 3/W 12/R 20
Basic Talents 20 pts.	Attack Focus (Claws), Cheat, Claws, Small Body
Greater Talents 50 pts.	Attack Specialist (Claws), Born Thief, Danger Sense, Night Vision, Swift

**Sample Lesser Familiar – Summoned with 3 successes
Quick Character (500 points)**

Heroic Talents	Grace and Speed, Incredible Reflexes 40 pts.
Powers (Prices)	Armor 2 (Reveal Nature – Mirror) Shape Mask 2 (Ultimate Master) Fury 1 (Avoidance – Holy Symbols)
Rites	
True Faith: 0	Damnation: 3 (30 points)
Health Track	(Toughness 3) 6/4/4/3/2
Equipment	-
Special	-

**Sample Greater Familiar – Summoned with 4 successes
Quick Character (600 points)**

Fear Rating	2
Initiative pool	Base: 7d – 8d Reflexes
Melee pool	Base: 7d – Claws: 7d (DM +6) Fangs: 7d (DM +4)
Ranged pool	Base: 7d – Mystic Blast: 7d (DM +4)*
Extras pool	7d – 9d in Acrobatics, Climb, Contortionist, Stealth; 8d in all other Movement Skills
Defense pool	Base: 4d – 4d or 2 (Incredible Reflexes)
Movement	C 3/W 12/R 20
Basic Talents	Attack Focus – Claws, Cheat, Claws, 20 pts.
Greater Talents	Attack Specialist (Claws), Born Thief, Consistent Defense, Danger Sense, Fangs, Fast Power (Mystic Blast), Night Vision, Swift 70 pts.
Heroic Talents	Grace and Speed, Incredible Reflexes 40 pts.
Powers (Prices)	Shape Mask 2 (Ultimate Master) Death Aura 2 (Vulnerability – Silver) Mystic Blast 2 (True Name)
Rites	-
True Faith: 0	Damnation: 4 (40 points)
Health Track	(Toughness 4) 8/6/6/4/2
Equipment	-
Special	* Uses this attack as a free action

**Sample Major Familiar – Summoned with 5 successes
Quick Character (700 points)**

Fear Rating	2
Initiative pool	Base: 8d – 8d(10d) [°] Reflexes
Melee pool	Base: 8d – Claws: 7d(9d) [°] (DM +6)
Ranged pool	Base: 8d – 8d(10d) [°]
Extras pool	8d – 10d(12d) [°] in Acrobatics, Climb, Contortionist, Stealth; 9d(11d) [°] in all other Movement Skills
Defense pool	Base: 4d – 5d or 2 (Incredible Reflexes)
Movement	C 3/W 12/R 20
Basic Talents	Attack Focus (Claws), Cheat, Claws, 20 pts.
Greater Talents	Attack Specialist (Claws), Born Thief, Consistent Defense, Danger Sense, Fangs, Fast Power (Mystic Blast), Night Vision, Swift, Tough 90 pts.
Heroic Talents	Brutal Charge, Grace and Speed, Incredible Reflexes 60 pts.
Powers (Prices)	Shape Mask 2 (Ultimate Master) Monstrous Form 2 (Reveal Nature – Mirrors) Suggestive 3 (True Name)
Rites	-
True Faith: 0	Damnation: 5 (50 points)
Health Track	(Toughness 4) 9/7/7/5/3 (11/8/8/6/4) [°]
Equipment	-
Special	*Uses this attack as a free action °The trait in the parentheses is while the creature is in Monstrous Form.



Golem (Awakened)

Background:

Whilst conducting my unrelenting quest of ridding the world of its Witch Hunters, I happened upon this particular curiosity. Know that some Witch Hunters have access to forbidden magics of their own, and the golem is the result of one of those secret charms.

A golem is a created item of spiritual power, usually crafted by a Jewish magician who has studied Kabbalah and follows that tradition. Golems come in many shapes, but are traditionally large, rough-hewn statues of men fashioned from clay. They become animated and almost life-like, appearing to blink, cough, and sigh even though they keep their clay or stone composition.

To create a golem, a Kabbalistic magician must craft a large body of clay into a man-shape. Most golems lack intricate definition, for the spirit within a golem must be allowed to take on its own proportions when it inhabits the body. A powerful rite is conducted, summoning a spirit to inhabit the body. Then, the word “Emet” or “Truth” is carved into the form’s forehead. At last, the golem springs to life, its eyes grow animated, and it draws in breath, even though this creature need not breathe. When a golem is no longer needed, a magician must erase or destroy the first letter on its forehead, turning the word upon its brow into “Met” or “Death”. Thereafter, the golem crumbles apart and the spirit within is banished.

Common folklore states that golems cannot speak and are unintelligent. This is not true, however. Golems fashioned from clay may be intelligent, though they cannot speak. Golems fashioned from stone tend to be dim in intellect and few have been known to be able to speak.

Golems are not necessarily threats. Sometimes they can be used as a force of good. However, activating a golem is always risky business, for they are known for their capacity to get out of control.

Understand that, if you wish to pursue the construction of a golem, know that there is always a toll that one must pay upon the path to power. There is

no circumventing it. Therefore, I pray that you choose the price you pay and embrace it, rather than try to flee from it, as is the way of the Witch Hunter.

Strains:

Ancestral Golems – Ancestral golems are usually fashioned roughly into the shape of someone who was holy in life and who possessed great wisdom. These beings possess a fraction of that holy person’s soul and are animated by the energy of that soul fragment. Ancestral golems are summoned for the wisdom of the person they were fashioned in likeness of.

These golems cannot speak, but they can write in the languages its spirit could in life. It can also pantomime. Ancestral golems are brought to life for wisdom, but the rite brings Damnation to its creator, for they are summoning back a piece of someone’s soul. For this reason, ancestral golems also possess a degree of Damnation. This, alone, makes them dangerous and unpredictable. They become most dangerous when the spirit realizes they are trapped in an unnatural clay body, or when they do not wish to be banished when their use is over.



A number of Witch Hunters have used ancestral golems in the past to gain information, but doing so always carries a price – Damnation for bringing a spirit back without its consent and the possibility of bringing to life a creature that cannot be controlled.

Sentinel Golems – Sentinel golems are usually large in size because they are almost always created for defense. The most famous of these creatures was created by Rabbi Loew in the previous century, during a purge of the Jewish people in Prague. The Rabbi brought his creation to life to defend his people, but it grew larger and larger, and increasingly out of control. In the end, the Rabbi had to end his creation. According to folklore, in the short time that it existed, the golem had learned to talk and even to love its creator. It begged its father to let it live, but Rabbi Loew struck the letter from the golem's forehead, sending his creation into eternal slumber.

Like this famous predecessor, sentinel golems grow more intelligent the longer they function in the world. A good many of them have become intelligent enough, over time, to escape their creators. Free-thinking, independent sentinel golems usually portray a gentle and sad disposition when first encountered. However, this melancholy demeanor belies a spark of corruption that lies within all golems. They may have short tempers or strange tendencies for violence that spring up out of nowhere, before turning back into gentle giants.

Organizations:

It is said that a number of Witch Hunter organizations actually keep and retain golems on hand in case of emergencies. These beings are usually kept locked away, slumbering until the mystic word upon their forehead is completed. It has long been rumored that the **Crusaders Inviolat** keep several of these creatures hidden in a monastery. The **Stalkers of the Unseen Hunt** are said to have buried two of these beings at special, mystical sights. Two different Kabbalistic Witch Hunter orders claim to have golems on secret locales. One of these orders supposedly has the infamous Loew Golem of Prague.

Supposedly a loose organization of free-willed golems exists today. Simply called, **The Hidden**, these beings are golems who have lived long enough to develop full-fledged emotions and goals. They work together to keep each other from falling into the spiraling path of Damnation. Some say that some of the Hidden carry out religious services, in an attempt to redeem their own Awakened souls.



Suggested Locales:

Golems are extremely rare. If any were to be encountered, it would be in a place where they are being kept, an area that is isolated from the rest of the world. Of course, they may be encountered if they are being used to defend someone or something. In this case, such a golem would be found nearby a magician, powerful enough to enact the animating rite used to create the creature.

Creating a Golem:

Initial Cost: 35

Fundamental Powers:

All golems begin with **Iron Body 3** as a power.

All golems begin with the **Awakened (Basic)** Talent.

Fundamental Prices:

Focus Bound – Special*

*All golems have a secret focus that no one knows about, not even the creature itself. When it sees the object of its focus, it makes a Resolve (Courage) check or is compelled to fulfill it, as normal. Usually, this focus is something destructive. For example, some hidden foci might include: “Destroy all those who use violence in any manner.” “Kill anyone who is not a Jew.” “Kill anyone who makes a child unhappy.”

Additional Powers & Prices:

Corpus Powers

Durability
Monstrous Form
Regeneration

Offensive Powers

Burning Touch
Engulf
Rampage

Mystical Powers

Invulnerability

Corpus Prices

Obvious Appearance
Obvious to the Touch
Weak Spot

Offensive Prices

Offensive Limitation – Rage
Prey Exclusion
Repulsion

Mystical Prices

Ultimate Master
True Name

Quick Stats:

Lesser Golem (Lieutenant)	
Quick Character (680 points)	
Fear Rating	2
Initiative pool	Base: 5d
Melee pool	Base: 10d – Fist: 11d (DM +5)
Ranged pool	Base: 7d – Thrown Object: 5d(8d)* (DM +3)
Extras pool	5d
Defense pool	Base: 3d
Movement	C 3/W 9/R 15
Basic Talents 10 pts.	Attack Focus (Fist), Awakened, Pugilist
Greater Talents 80 pts.	Attack Specialist (Fist), Fearless, Great Fist, Heave, Iron Fisted, Slam, Sweep, Tough
Heroic Talents 60 pts.	Brutal Charge, Incredible Strength, Shattering Attack
Powers (Prices)	Iron Body 3 (Focus Bound – Kill all non-Jews) Durability 3 (Obvious Appearance) Rampage 3 (Weak Spot – forehead)
Rites	-
True Faith: 3 30 pts.	Damnation: 6 (60 points)
Health Track	(Toughness 5) 16/11/9/9/6/4
Equipment	-
Special	-

Greater Golem

Standard Character (1,005 points)

Fear Rating	3
Initiative pool	Base: 1d
Melee pool	Base: 13d – Fist: 14d+2(17d+2)* (DM +5)
Ranged pool	Base: 11d – Thrown Object: 9d(12d) (DM +3)
Defense Pool	N+5d
Movement	C3/W 9/R 15
Basic Talents 10 pts.	Attack Focus (Fist), Awakened, Pugilist
Greater Talents 80 pts.	Attack Specialist (Fist), Fearless, Great Fist, Heave, Iron Fisted, Slam, Sweep, Tough
Heroic Talents 120 pts.	Brutal Charge, Hulking Body, Giant Body, Incredible Strength, Shattering Attack, Veteran Warrior
Powers (Prices)	Iron Body 3 (Focus Bound – Destroy anyone who attempts violence) Invulnerability 3 (Ultimate Master) Durability 2 (Obvious Appearance) Monstrous Form 3 (Obvious to the Touch)
Rites	-
Ability Line-Up 490 pts.	Strength 9 Education 1° Courage 3 Agility 2 Reason 1° Intuition 2° Toughness 8 Will 3 Personality 2
Background Skills 90 pts.	Grapple 5(15), Endurance 5(13), Hand-to-Hand 3(13), Jump 3(10), Notice 2(4)
Elective Skills 80 pts.	Construct 1(2), Parry 2(4), Throw 2(11), Resolve 3(6)
True Faith: 3 30 pts.	Damnation: 7 (70 pts.)
Health Track:	17/17/13/13/9/5
Equipment:	-

*The stats in parentheses indicate the creature's dice pools while in Monstrous Form.

° This sentinel golem grows increasingly intelligent the longer it remains functional. Add +1 to each of these stats each day it remains active.

Gorger (Spirit)

Background:

These spirits appear wherever famine rears its head. When crops go bad, when livestock dies, when food stores run short, these spirits can be found. They are either responsible for the incidents or arrive because of it, drawn to the anguish caused by human starvation.

Even I will not abide these wretched beings to exist, for the suffering they unleash upon the innocent cannot be tolerated. I reserve my own wrath for the deserving. Yet, these spirits care not whom they strike, only that they cause as much misery as possible.

Whenever they manifest, these creatures appear in the form of women encased in rolls of greasy fat, large, bloated tongues fill their mouths. All gorgers have their entrails dangling from their flabby stomachs. Unfortunately, I have found that in the New World, these creatures occur with some frequency, drawn to the constant starvation experienced here.

When hunger does strike, these hideous creatures manifest nearby, feeding off of the emotions of hunger and want. Often, gorger spirits will provoke people to take up violence against their neighbors in the name of want. Nothing delights a gorger more than to see a community turn itself inside out over something as petty as a few kernels of corn.

More morbidly, a gorger spirit may be able to provoke those who are starving into unthinkable acts, such as cannibalism. When a gorger is able to induce a poor soul into doing this, the victims can possibly attract a wendigo spirit, and become wendigo. Such cases often spell doom for a community for then the good people have two fiends with which to contend.

Strains:

None.

Organizations:

Gorgers are solitary creatures and have no organizations.

Suggested Locales:

Gorgers appear wherever there is famine, or potential for famine. Because of this, they often appear in the countryside near small villages. They prefer isolated communities that cannot easily summon aid from elsewhere.

Creating a Gorger:

Initial Cost: 40

Fundamental Powers:

All gorgers begin with the **Death Aura 2** power.

All gorgers begin with the **Spiritual Nature (Villainous)** Talent.

Fundamental Prices:

Mystical Limitation – Outdoors*

*None of a gorger's mystical powers function while it is indoors or in an enclosed space (such as a cave).



Additional Powers & Prices

Corpus Powers

Chimerical Form
Invisibility
Intangibility
Regenerate

Corpus Prices

Corpus Limitation
Damage
Immobility
Obvious Appearance

Movement Powers

Flight

Movement Prices

Restriction

Offensive Powers

Engulf
Withering Touch

Offensive Prices

Avoidance
Prey Exclusion – Cannot attack those who are severely starving

Mystical Powers

Animal Control
Debilitating Aura
Invulnerability
Suggestive
Weather Control

Mystical Prices

Atmospheric Disturbance
Focus Bound – Must attempt to despoil any good crops or healthy livestock it sees
True Name

Quick Stats:

Lesser Gorger (Lieutenant)	
Quick Character (650 points)	
Fear Rating	4
Initiative pool	Base: 5d
Melee pool	Base: 7d – Touch: 9d (DM +3)
Ranged pool	Base: 6d – Thrown Objects: 4d (DM +3)
Extras pool	8d
Defense pool	Base: 3d – 5d (Incredible Reflexes) or 3
Movement	C 3/W 9/R 15
Basic Talents 10 pts.	Basic Witchcraft, Meditative Trace
Greater Talents 50 pts.	Consistent Defense, Canny Fighter, Greater Witchcraft, Heave, Slam, Tough
Heroic Talents 40 pts.	Permanent Rite, Incredible Reflexes, Spiritual Nature
Powers (Prices)	Death Aura 2 (Mystical Limitation – Outdoors*) Flight 1 (Restriction – Running Water) Intangibility 3 (Damage – Bone) Suggestive 3 (True Name) Withering Touch 3 (Atmospheric Disturbance)
Rites 20 pts.	Basic Witchcraft: Hex, Scry Greater Witchcraft: Shapeshift
True Faith: 0	Damnation: 10 (100 points)

Lesser Gorger (Lieutenant)

Quick Character (650 points)

Health Track (Toughness 4) 9/7/7/5/3

Equipment -

Special *This gorger cannot use its Corpus or Mystical powers while indoors (everything except Flight).

Greater Gorger (Villain)

Standard Character (790 points)

Fear Rating 6

Initiative pool Base: 4d

Melee pool Base: 6d – Fangs: 6d (DM +6)
Claws: 5d (DM +6)

Ranged pool Base: 4d

Defense Pool Base: 4d – N+6d (Incredible Reflexes)

Movement C3/W 9/R 15

Basic Talents
30 pts. Attack Focus (Fangs), Basic Witchcraft, Claws, Lucky, Talented (Witchcraft), Talented (Grappling)

Greater Talents
60 pts. Attack Specialist (Fangs), Fangs, Far-Reaching Attack, Greater Witchcraft, Slam, Tough

Heroic Talents
60 pts. Brutal Charge, Veteran Warrior, Incredible Reflexes, Spiritual Nature

Powers (Prices) Death Aura 3 (Mystical Limitation – Outdoors)
Flight 3 (Restriction – Portals and Doorways)
Invulnerability 3 (True Name)
Chimerical Form 2 (Immobility)
Suggestive 4 (Focus Bound – Must attempt to despoil good crops or healthy livestock)
Weather Control 3 (Atmospheric Disturbance)

Rites
20 pts. **Basic Witchcraft:** Hex, Scry
Greater Witchcraft: Shapeshift

Ability Line-Up
95 pts. Strength 4 Education 3 Courage 3
Agility 2 Reason 2 Intuition 5
Toughness 6 Will 3 Personality 2

Background Skills
95 pts. Hand-to-Hand 2(6), Grapple 3(7), Notice 4(9), Stealth 2(4), Witchcraft 5(10), Myth and Lore 3(6)

Elective Skills
120 pts. Deceive 2(4), Concentrate 3(6), Parry 2(4), Reflexes 2(4), Occult 3(6)

True Faith: 0 **Damnation: 16** (160 pts.)

Health Track: 13/10/10/7/4

Equipment: -

Hellbringers (Undead)

Background:

Of all of the strange and wondrous creatures that exist in this mysterious world, I marvel the most at these fascinating and driven creatures. Even I, who has attained a form which has honed my soul into a more perfected instrument of justice, can see the purity of purpose in these entities, which reap such glorious destruction upon the face of the world.

Hellbringers are the unliving forms of those who have escaped Hell itself, now cursed to roam the world forever. Such an accomplishment for a soul if there ever was one – to defy the Adversary himself and wrench oneself up from the Fiery Pit! If only Witch Hunters could possess such passion and dedication to their supposed cause.

You will know a hellbringer by the mark they bear. For each has an outward sign that they were once conscripts of the Abyss. Some are wreathed in hellfire, which still cries with the plaintiff sounds of souls screaming for mercy. Others are weighted down by hellishly hot chains, the very same manacles which weighted them down in the infernal below. Some hellbringers simply bear a burning brand upon their body, which flares up and burns through any clothing or armor that they might wear. Still others wear the form of charred and blackened corpse, which flickers with hellfire and smoke. Whatever the case, a hellbringer cannot hide what he or she is. They are Hell's own children, and have no true place in the world.

Hellbringers are called such because, wherever they roam, they bring the hosts of Hell with them. They are souls who have escaped the very confines of the Black Lodge and Hell wants them back. In order to maintain a presence on earth, most hellbringers have to constantly find souls to sacrifice to the Adversary.

Some hellbringers make it their business to corrupt the godless. After all, the soul of a true believer has already been claimed by their Faith. This has given rise to some legends about hellbringers being a strange force for good, for they usually seek to only consume those who already bare void or dark hearts.

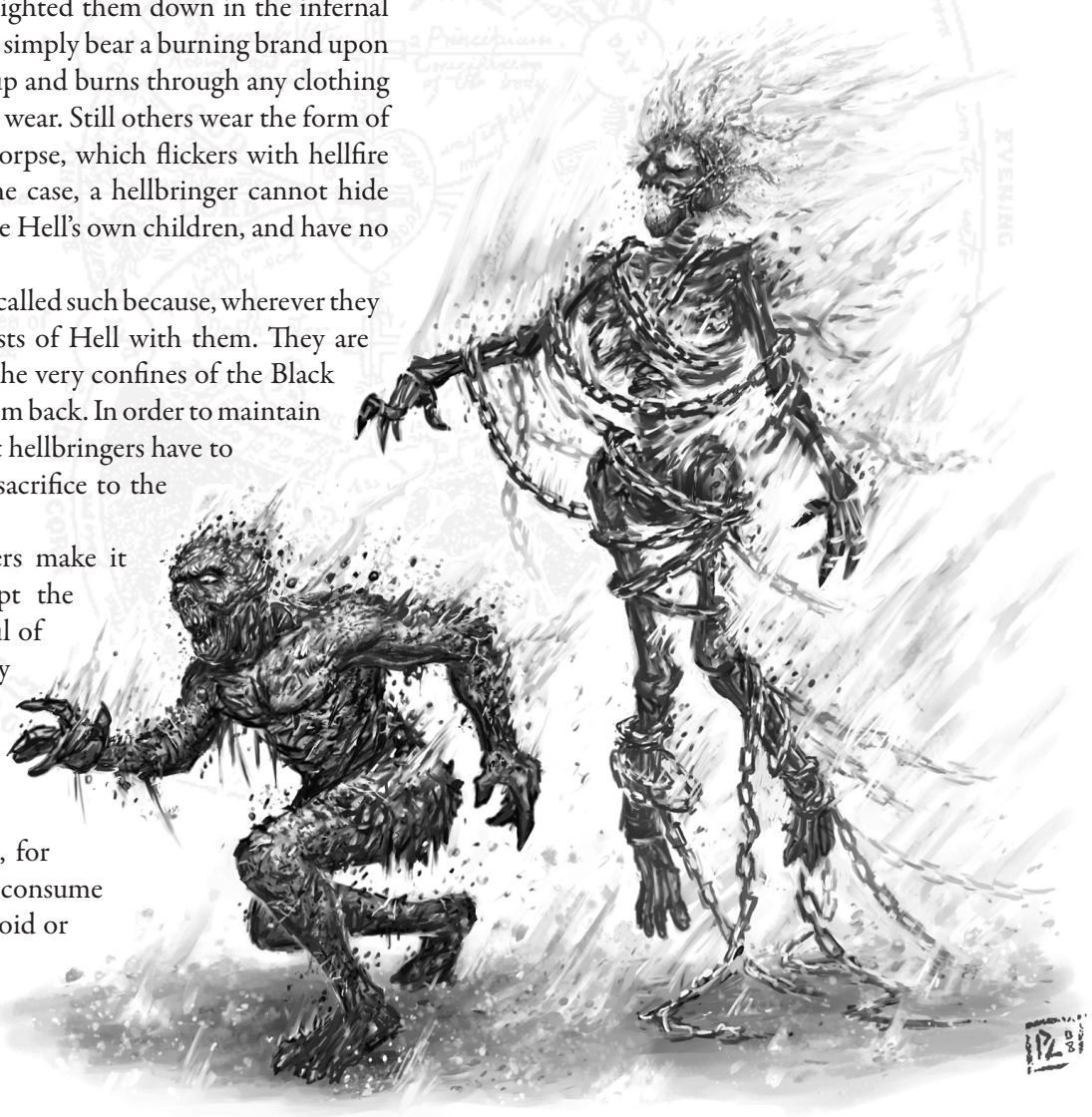
Most hellbringers will play the Game of Corruption.

They realize that the best way to corrupt individuals is through fear, and that if they plague humanity long enough, there will be those who will be ready to sign over their souls for just about anything.

Strains:

Ashen – The ashen appear to be men and women who have been completely scorched by fire. Their hands turn inward, as is the fashion of a burned corpse. Their faces have shriveled and crisped remains of blackened skin and flesh still clinging to their bodies. Even as they walk, one can hear the flexing of their crackling skin. Most disturbing is the eyes of an ashen, for the eyes are intact – staring, wide, and hungry.

Ashen are the remains of those who were able to sneak out of Hell. Because they are subtle and cunning creatures, they are far more likely to try to make deals with mortals in order to get souls. Some hide themselves



in chimneys with their powers, and whisper to people in the middle of the night, tempting them to do dark deeds. Others will openly contact corrupt mortals, offering their services out as assassins or enforcers.

Walking Flames – Walking flames are those who barely made it out of Hell at all. They appear as men or women surrounded by lambent hellfire, in a continual state of burning. Walking flames can be seen from far off as ghostly lights bob in and out of the forest. Anyone who sees them up close, however, can peer into the fires and see their tortured form. The hellfire around them pops and squeals with the voices of those who linger in Hell.

Walking flames are usually in so much pain – spiritually and mentally – that they can do little but wander the land, attacking everyone and everything in a rage. However, a few walking flames have mastered their pain. Such creatures repress their pain and focus all of their hate onto specific targets... those who remind them of someone they hated in life.

Burning Bones – Burning bones are hideous creatures that are nothing more than blackened bones, wreathed in fire. Entwined around their ebony limbs and through their smoldering rib cages are smoking chains. These are the manacles that once held them down in the Fiery Pit and are forever bonded with their bodies.

Burning bones are the remains of those who fought their way out of Hell. These beings did not have the guile to sneak past the Infernal gates, nor the social acuity to make a deal to escape. Instead, these creatures resorted to sheer violence, but had all of the flesh torn from them in brutal bid to be free from damnation.

A few of these creatures seek to destroy anything and everything around them, and live for nothing but havoc. Those that are able to channel their aggression become far more deadly. These beings gather other like-minded creatures so that they might make organized attempts to round up souls for the taking.

Jonahs – Jonahs are unlike any other hellbringer in that they do not have an immediately recognizable appearance. Jonahs appear to be normal mortals, except that they bear a large brand somewhere on their body. This brand is always some infernal symbol indicating that the jonah belongs to one being and one being only – the Adversary.

A jonah can cover up the hell-brand but it eventually seeps through whatever the jonah is wearing. The brand might slowly burn through the jonah's clothes leaving charred patterns. Or the brand might bleed through, causing blood splotches. This means that any jonah will have to continually change their clothing.

Jonahs are the few souls who were able to bargain their way up from Hell. These poor souls are now charged with finding other souls to give to the Adversary. The penalty for failure, of course, is to go back, a fate no jonah wants to face.

Jonahs get their name from the biblical story of Jonah and the fish. Many believe that a man who brings bad luck to a ship is a "jonah" and therefore brings all manner of bad luck upon himself and anyone around him. It is also believed by the sailors that such individuals bear the mark of the Adversary and draw the attention of the Evil One. This has given rise to the name "jonah" for those who have escaped Hell with the mark of evil sealed onto their body and soul.

Organizations:

The story of the **Tanner family** is a tale that has become legend. The account begins in the moors of Scotland, where the Tanners lived for a long time in isolation. Their family estate had passed for generations, with nary a person bothering them in their small corner of the world. If not for the fateful visit by the local taxman, the family's secret might never have been found out.

As the story goes, this particular tax man happened upon the house while no one was home. Being somewhat nosy, he peered into the Tanners' main house through the cracks in window shutters. What he saw inside made his very innards churn.

The entire family had been hording bodies of travelers that they had set upon. Each of the bodies had been chopped up, pickled, and set around the house in a deliberate fashion. To all appearances, the various bodies were being horded as a collection. After their heinous crimes were reported, the Tanner family escaped to the New World. There, they continued their ghoulish practices, preying upon travelers and collecting their body parts. When the family attacked a local Algonquin woman, they drew the ire of the local tribes. Each of the Tanner family was killed in horrific fashion by the Natives who were well aware of the Tanner's sadistic reputation. Even the Tanner children were tortured before being killed by the tribe.

One year after their death, the Tanner family returned from Hell. They came back as a pack of hellbringers, each one bearing the mark of Hell in a different fashion. Some came back in the form of ashen. Others took on the forms of burning bones or jonahs. Each of the members had found a different path up from the Fiery Pit and wrecked havoc upon the Algonquians who had sent them to their deaths.

Today, the Tanner family still walks the earth, living in an isolated cabin far in the woods, out of sight from the rest of humanity. From time to time, the members of the family set out to capture people so that they can pay their tithe to Hell. For so long as the Tanners walk the earth, they must reap the souls of others to pay the Devil for that privilege.

Suggested Locales:

Hellbringers can be found just about anywhere. To hide their hideous appearance, hellbringers will lair in caves or swamps. If natural surroundings are not indicative or to their like, a hellbringer will make some kind of underground chamber of its own.

If several hellbringers have banded together, then they will share their lair. There, in the dark, these beings will perform hideous rituals, hoping to placate the Evil One from coming to claim them for the Abyss once again.

Creating a Hellbringer:

Initial Cost: 20

Fundamental Powers:

All hellbringers begin with **Mystic Blast 2** as a power.*
All hellbringers have the **Undead (Villainous)** Talent.

Fundamental Prices:

Feeder – Souls

*When a hellbringer uses its Mystic Blast power, it always flings goutts of hellfire.

Additional Powers & Prices

Corpus Powers

Fluid Body
Fire Form
Gestalt Body
Immunity – Fire
Mist Form

Offensive Powers

Burning Touch

Mystical Powers

Burning Aura

Corpus Prices

Damage – Holy Water
Obvious Appearance
Obvious to the Touch
Reveal Nature
Tortured Existence

Offensive Prices

Weakness

Mystical Prices

Contracted Soul
Word is Law

Quick Stats:

Walking Flames (Minions)

Threat Level	4
Skills	Acrobatics +1, Hand-to-Hand +1, Jump +1
Talents	None
Movement	C 3/W 9/R 15
Weapons's DM	Fire +2
Special	Walking Flames cannot be grappled.

Ashen (Lieutenant)

Quick Character (565 points)

Fear Rating	2
Initiative pool	Base: 6d
Melee pool	Base: 8d – Touch: 9d (DM +4)
Ranged pool	Base: 6d – Mystic Blast: 6d (DM +4)
Extras pool	9d
Defense pool	Base: 3d
Movement	C 3/W 9/R 15
Basic Talents	Attack Focus – Touch, Basic Necromancy, Pugilist, Torturer
Greater Talents	Attack Specialist – Touch, Convey Power, Sneaky, Iron Grip
Heroic Talents	None
Powers (Prices)	Burning Touch 2 (Weakness – Cold Water) Fluid Body 1 (Damage – Holy Water) Mist Form* 3 (Tortured Existence) Mystic Blast 2 (Feeder – Souls)
Rites	Basic Necromancy: Reanimate the Dead, Séance
True Faith: 0	Damnation: 6
Health Track	(Toughness 4) 8/6/6/4/2
Equipment	-
Special	*The mist form of an Ashen is that of a cold of smoke and ash.

Feature Villain: Samuel Tanner

Background – As stated before, the Tanners were a family of mass murderers killed by a local Algonquin tribe for their brutalities. Though they perished, their rage and indignation allowed them to return to the earth. Some, like Samuel Tanner, fought their way up from the Abyss. Others, like Mary Tanner, made deals with the beings down below. Yet others, like the Tanner children were able to sneak out from the Fiery Pit. All told, every single one of the family returned except for Matthais Tanner, brother to Samuel.

The Tanners returned to destroy the Algonquin tribe that had caused their death. But even after this evil deed, they are determined to stay out of Hell. Currently, the Tanners make their home in the wilds of the Grave New World, keeping to themselves and searching for travelers to rob, murder and pickle as bizarre trophies of their conquests.

Each of the damned Tanner family is deadly in their own way. Folklore has it that bonny, Mary Tanner, is seductive and glib of tongue, capable of charming a devil into giving her freedom from Hell. The children, Ruth and Liam, are said to be small, skulking corpses of charred flesh. They prefer killing their victims in their sleep. The most dangerous of all, is said to be Samuel Tanner – a figure of burning bones and red-hot chains. Samuel Tanner is a figure of pure fury and chaos. When Samuel rages, it thunders somewhere in the Virginia mountains.

Roleplaying – In life, Samuel Tanner was a bandit and mass murderer. Years of inbreeding made him an odd man, and even in unlife, Tanner possesses his same skewed personality. Samuel loves keeping trophies of his victims, and knows how he killed every single one of them. He can even recall the dates and methods in which he killed all of them. He will often gather his clan around him to regale them with stories of his past murders and hunts. If any of his trophies are ever taken, Tanner is always aware of it. He knows where every bone in his collection lies and where its place is.

Tanner is an extremely violent being, even more so now that he is forced to live on as a burning skeleton wrapped in chains. His horrific appearance is a constant reminder of what he has lost. Often times, he will spend hours, staring into space, dreaming of his lost humanity. Then, Tanner will break from his reverie and run off to wreck chaos onto an unsuspecting traveler.

Tactics – Samuel Tanner prefers to let his family take the first strike upon unsuspecting opponents. He might have Mary come to a potential victim, trying to earn their trust. Or, he might have one of his ashen children

stalk a target and strike at them unawares, before Samuel himself makes his move.

Once the opponents are softened up or disarmed, Tanner charges in for the kill. Because of his obvious appearance, there can be no mistaking him when he arrives on the scene. He will come charging in, wildly attacking as many people as he can.

Samuel Tanner – Burning Bones (Villain) Standard Character (820 points)

Fear Rating	4
Initiative pool	Base: 7d
Melee pool	Base: 12d – Chains: 12d (DM +4)
Ranged pool	Base: 10d – Mystic Blast 10d (DM +6)
Defense Pool	N + 5d
Movement	C3/W 9/R 15
Basic Talents 20 pts.	Attack Focus – Chains*, Chains*, Lucky Talented – Hand-to-Hand
Greater Talents 50 pts.	Attack Specialist – Chains*, Far Reaching Attack, Fast Power – Mystic Blast, Slam, Tough
Heroic Talents 60 pts.	Hell's Shepard, Mark of the Beast, Restless, Undead
Powers (Prices) 110 pts.	Burning Aura 5 (Weakness – Holy Symbols) Fireform 3 (Obvious Appearance) Immunity – Fire 3 (Obvious to the Touch) Mystic Blast 3 (Tortured Existence)
Rites	None
Abilities 330 pts.	Strength 6 Education 2 Courage 4 Agility 4 Reason 2 Intuition 3 Toughness 6 Will 4 Personality 4
Background Skills 120 pts.	Command 3(7), Grapple 4(10), Hand- to-Hand 6(12), Parry 4(8), Reflexes 3(7), Throw 4(10)
Elective Skills 130 pts.	Intimidate 3(7), Endurance 2(8), Myth and Lore 2(4), Notice 2(5), Resolve 2(4), Track 2(5)
True Faith: 0	Damnation: 12
Health Track:	13/10/10/7/4
Equipment:	-

*Treat the chains as a +2 DM weapon with no range.

Hell Hounds (Beasts)

Background:

It is my suspicion that, eventually, you will want to attract the attention of these dangerous beings. From what I am told, these creatures are some of the most trusted guardians of witches, diabolists, and necromancers. I warn you, garnering the attention of these servants of Hell can be deadly. Linking oneself to a hell hound ties its master closer to the Abyss.

Hell hounds are beings sent to serve the Adversary's greatest lieutenants as guardians, servants, spies, and killers. Unbeknownst to most of the Adversary's followers, hell hounds also report back to Hell concerning their "masters" activities. Thus, these creatures not only serve a singular master, but also serve as a method for the Adversary to keep tabs on his followers. Some of these beings are able to step from this world into the next to make their infernal reports, others must pass through a portal or hellpoint to do so.

These terrible creatures all resemble a type of dog. Their appearance is always warped in some way, it may have

multiple heads, bare no skin, or possess human body parts. Whatever their appearance, all hell hounds are known for their ability to bay awfully. It is said that their voices sound like tortured souls being twisted in the wind. Those who listen to the calls too long contract lunacy. Indeed, it is believed that those who sleep too much in the moonlight will often hear the sound of hell hounds and become "lunatics" after a while.

Each hell hound is forged from a lost, mortal soul who wandered into Hell by accident or was drawn down by the Adversary. Thus, the souls of any attempting to linger on earth are captured and held in the Black Lodge, where they are remade into the service of the Adversary.

Strains:

Cerberus – Cerberus are creatures summoned to serve as guardians for a particular area or sanctum. Many times, these hell hounds will serve as the sentinels for their master's lair or for hidden vault of some kind.

These creatures possess extraordinary abilities to see and hear all around the area that they guard, making them implacable wardens. It is nearly impossible to sneak by a cerberus. Heroes who have been able to manage it have only done so by discovering the creature's price and exploiting it.

Most believe that cerberus were created from the souls of misers who could not let go of their worldly possessions, causing them to wander the earth for a time, until they were drawn down into the Black Lodge.

Shadow Hounds – Shadow hounds are black hounds that have an almost human quality in their eyes. Their mouths look somewhat human as well, adding to their unnerving appearance. Shadow hounds can stand on their hind legs, which they do from time to time, to unnerve their opponents or to get into places otherwise barred to them.

These creatures act as scouts and spies for their masters. Most shadow hounds not only have the capacity for great stealth, but can actually disappear and reappear from the shadows, making it easy for them to flee if discovered, and terrible opponents in a conflict. The majority of shadow hounds cannot bear the light of day, though there are rumors of a few who can wander openly in the light, grinning all the while with their strange, human-like grin.



According to folklore, shadow hounds were once the souls of petty thieves or kleptomaniacs who were not quite evil enough to be drawn into the Fiery Pit. Their weak and cowardly shades lingered in the world for a time until devils drew them down into the Rivers of Blood, wrenching their forms into shadow hounds.

Blood Mastiffs – Blood mastiffs always appear en masse, using their superior numbers to take down foes. Blood mastiffs are truly ghastly in appearance, emaciated hounds that possess no skin. These corpse-like creatures continually weep streams of blood down their cheeks.

When blood mastiffs are summoned, they are called forth to hunt down a specific target or group of victims. These beings might be called to attack a single woman, an entire family, or a tribe of Natives. Their ability to find their target is unnerving. Few can avoid their supernatural ability to find their prey.

Most believe that blood mastiffs were once the souls of those who were lazy and slothful in life. Once possessed of too little ambition, these wretched creatures are now given driving tasks in the service of the Adversary.

Wotan's Hounds – These creatures are perhaps the most infamous of all hell hounds. On dark nights, legends of these beings are told around the fire. Stories of these monsters have passed from generation to generation for millennia. In Ireland, these creatures are known as the hounds of the Wild Hunt. In the New World, these creatures are known as the Ghost Dogs. And in Scandinavia, they are called Wotan's Hounds.

Unlike most hell hounds, Wotan's Hounds answer to no one. None can hope to command these savage beasts, so bent are they upon destruction and ruin. There are tales, of course, of foolish witches and mad sorcerers who would summon Wotan's Hounds, hoping to strike a deal with them. This helps explain how these beings appear in odd and inappropriate places. An individual Wotan's Hound is not such a formidable opponent. What makes them so fearsome is the fact that these creatures always appear in large numbers, gathering anywhere from twenty to over a hundred in any given place.

Wotan's Hounds are unsettling to look at. They are large dogs with human faces. Their hunger for souls is usually written upon their faces as they pursue their prey, mad with the scent of humanity. These creatures seek only to kill and destroy. Those they kill are drawn into their pack, creating more Wotan's Hounds. To make matters worse, these beings can run through the air, making them extremely mobile, and hard to escape.

It is said that the souls of unbaptized babies are often drawn into a wandering pack of Wotan's Hounds.

There, they become part of the pack. These Wotan's Hounds can be some of the most unsettling to look behold, for they bare the warped heads of infants that scream with the sound of tortured souls.

Organizations:

While hell hounds have no formal organizations of their own, they are often used by secret and forbidden societies around the world. The **Coven of the Dark Canticle** often summon hell hounds of all kinds to do their bidding. They will direct the hounds to hunt down disloyal servants or those who seek to betray the Dark Canticle. To date, the witches of the Dark Canticle are the only ones who have been able to successfully control Wotan's Hounds to any degree.

The **Tongue of Imandaru** uses hell hounds when they can make bargains with these creatures. Usually, the Tongue will employ the services of blood mastiffs to destroy rivals so as not have the attacks tracked back to them. The Magi of the Tongue sometimes use cerberus as personal body guards. The creatures will stay in the residence of the magi who summoned them. Because of their appearance, the cerberus cannot travel around with the magi without drawing attention.

The **Inked Palm** uses shadow hounds quite often. They have these creature train operatives, or accompany their members on missions. The Inked Palm actually has an ongoing relationship with a large band of shadow hounds. Their dealings are distant, cold, and somewhat tense. It is also said that the ancient and secret treasures of the Templars are kept by cerberus hell hounds, who were placed there long ago before the Inked Palm split off and became its own organization.

The diabolic hordes of **Legion** will often use cerebus hounds to guard their lairs and abodes. The beings of Legion rarely use any other hell hounds. Because Legion is made up of supernatural beings, they tend to have a very close relationship with their guardian pets, and grow angry when their guardians are harmed.

Finally, the infamous **Black Friars** have a large number of hell hounds that have been captured and "retrained" to obey this secretive order. The Black Friars use all manner of these creatures. They use cerberus to guard their vaults, shadow hounds to spy on their enemies, and blood mastiffs to hunt down witches. All hell hounds that work for the Black Friars wear collars of cold iron etched with Solomnic runes that compel the creature to obey its masters. Hell hounds bound to the Black Friars are the only ones that do not report back to Hell. They are prevented from doing so by the collars. If these creatures were ever

freed, there would be a terrible reckoning at the hands of Hell's most trusted messengers.

Suggested Locales:

Most hell hounds serve a master and will appear wherever their master compels them. There are legends of solitary hell hounds who have gained independence from their masters. These creatures end up wandering the earth, with no home in either Heaven or Hell. Such beings dwelling in the lonely places of the world like a forgotten moor, large forest, or mysterious heath. These tortured creatures are known for violently mutilating anyone they meet, resulting in numerous legends of ghostly black dogs or phantom hounds.

Creating a Hell Hound:

Initial Cost: 20

Fundamental Powers:

All hell hounds begin with **Maddening Aura 2*** as a power.

Fundamental Prices:

Ultimate Master

*A hell hounds maddening aura always manifests when it decides to bay or howl.

Additional Powers & Prices:

Corpus Powers

- Armor
- Durability
- Intangibility

Movement Powers

- Shadow Passage
- Flight

Offensive Powers

- Create Monstrous Spawn

Mystical Powers

- Burning Aura
- Hyperhearing
- Hypersight
- Frightening Call

Corpus Prices

- Damage
- Vulnerability
- Tortured Existence

Movement Prices

- Restriction
- Impaired Travel

Offensive Prices

- Prey Exclusion

Mystical Prices

- Atmospheric Disturbance
- Blocked from the World
- Ward

Quick Stats:

Blood Mastiffs (Minions)

Threat Level	2
Skills	Hand-to-Hand +2
Talents	Claws, Fangs, Mob Attack, Spiritual Nature
Movement	C 6/W 12/R 60
Weapons's DM	Claws +4, Fangs +4
Special	-

Cerberus (Lieutenant)

Quick Character (610 points)

Fear Rating	3
Initiative pool	Base: 7d – 9d Reflexes
Melee pool	Base: 6d – Fangs: 6d (DM +4)
Ranged pool	Base: 5d
Extras pool	7d – 8d Notice
Defense pool	Base: 4d
Movement	C 6/W 12/R 60
Basic Talents 15 pts.	Attack Focus (Fangs), It's Just a Scratch, Talented (Grapple)
Greater Talents 80 pts.	Attack Specialist (Fangs), Danger Sense, Fearless, Iron Grip, Night Vision, Spiteful Comeback, Quick Stand, Tumbling Escape
Heroic Talents 20 pts.	Brutal Charge
Powers (Prices)	Durability 3 (Damage – Holy Water) Hyperhearing 3 (Atmospheric Disturbance) Hypersight 2 (Ward – Music) Maddening Aura 2 (Ultimate Master)
Rites	-
True Faith: 0	Damnation: 8 (80 points)
Health Track	(Toughness 4) 13/9/7/7/5/3
Equipment	-
Special	-

Wotan's Hounds (Lieutenant)	
Quick Character (635 points)	
Fear Rating	4
Initiative pool	Base: 6d
Melee pool	Base: 6d – Fangs: 6d (DM +4)
Ranged pool	Base: 5d
Extras pool	6d – 8d Resolve
Defense pool	Base: 3d – 5d (Incredible Reflexes)
Movement	C 6/W 12/R 60
Basic Talents 15 pts.	Attack Specialist (Fangs), Talented (Hand-to-Hand), Allied Attack
Greater Talents 70 pts.	Agile Runner, Attack Specialist (Fangs), Canny Fighter, Fearless, Humiliating Attack, Second Wind, Taking the Strike
Heroic Talents 60 pts.	Incredible Reflexes, Restless, Spiritual Nature
Powers (Prices)	Create Monstrous Spawn 3 (Prey Exclusion – Faithful, or someone with Faith 5 or higher) Flight 2 (Restriction – Holy Ground) Frightening Call 2 (Blocked from the World – Daytime) Intangibility 2 (Damage – Sound of Church Bells) Maddening Aura 3 (Ultimate Master)
Rites	-
True Faith: 0	Damnation: 10 (100 points)
Health Track	(Toughness 4) 8/6/6/4/2
Equipment	-
Special	-



Shadow Hound (Villain)	
Standard Character (600 points)	
Fear Rating	3
Initiative pool	Base: 8d – 10d Reflexes
Melee pool	Base: 7d – Fangs: 7d (DM +2)
Ranged pool	Base: 5d
Defense Pool	N+5d+3
Movement	C3/W 9/R 15
Basic Talents 25 pts.	Attack Focus (Fangs), Cheat, Expertise (Hand-to-Hand), Expertise (Stealth), Lucky, Talented (Stealth)
Greater Talents 90 pts.	Agile Runner, Ambush Attack, Canny Fighter, Danger Sense, Grab and Run, Night Vision, Slam, Quick Stand
Heroic Talents 20 pts.	Grace and Speed, Spiteful Strike
Powers (Prices)	Armor 3 (Vulnerability – Silver) Intangibility 1 (Damage – Sunlight) Maddening Aura 3 (Ultimate Master) Shadow Passage 3 (Impaired Travel – Daytime)
Rites	-
Ability Line-Up 150 pts.	Strength 3 Education 2 Courage 3 Agility 5 Reason 2 Intuition 4 Toughness 4 Will 2 Personality 3
Background Skills 90 pts.	Hand-to-Hand 3(7), Grapple 3(6), Acrobatics 2(8), Parry 3(8), Reflexes 3(8), Stealth 4(11)
Elective Skills 120 pts.	Swim 3(7), Subterfuge 3(8), Survival 2(6), Track 4(8)
True Faith: 0	Damnation: 8 (80 pts.)
Health Track:	8/6/6/4/2
Equipment:	-

Horned Ones (Diabolical)

Background:

These creatures are an ancient race that has dwelt in the world longer than Man. Legend has it that these beings were once devils, but were ejected from Hell by the Adversary. Other, more forbidden scholars, believe that the horned ones were creatures that lived in the Abyss before the Adversary was condemned there. When Lucifer fell from Heaven, he usurped their position in the Fiery Pit and displaced them to earth.

Whatever their origins, this devil-race has existed in the shadow of humanity for as long as time can remember. Scholars and explorers have found traces of their existence all over the world, many times in ruins that outdate any known mortal structure.

Like all devils, horned ones can travel into the Invisible World, but they cannot do so for too long. Indeed, they fear it for some reason. Perhaps it is some lingering curse placed upon them by the Adversary prevents them from returning to Hell.

These creatures lead an agonizing existence. Because they are not beings of God's world, they constantly feel the burden of his Prices upon their backs. They live in a place where everything was made in God's image, which is an anathema to them. At the same time, they may never return home to Hell, which hates them as well. Because of this, horned ones hate all things, whether they be mortal, devil, spirit, or beast.

From what little I have been able to observe, these beings have a complex society, with various castes and social roles. The lowest caste is that of the dust-eaters, small and wretched creatures. The middle caste is the horned walkers. These beings are the size of men, but are covered in fur and possess horns. The upper caste are the great Horned Beasts, who seem to be able to travel freely between the Invisible World and the physical one.

Like any society, horned ones also have social roles. They have warriors, shaman, healers, scouts, and overseers. Within each caste exists versions of these roles. While horned ones of different castes have minimal contact with each other, those who possess the same societal roles may freely associate.

Horned ones cannot reproduce normally. They must kidnap children in order to propagate. Whenever these creatures steal a child, they leave a doll made from straw, root, or wood in its place. This tradition of kidnapping has led to many legends of child-stealing goblins and spirits around the world.

Their poor abducted victims are made to work as slaves. Most hideously, those who work amongst the horned ones long enough find their bodies twisted and shaped into that of a dust-eater. Once the transformation is complete, the new dust-eater joins the horned one's society, forever a member of this outcast race.



I cannot abide such beings when I come across them, for I have never desired the punishment of the innocent. For that reason, horned ones will always receive the full weight of my wrath when I encounter them. Should I find you consorting with these wretches, know that you will receive the same treatment.

Strains:

Dust-Eaters – These wretched beings are the lowest form of horned one. Like their namesake, they crawl upon their bellies and slink about. Dust-eaters are relegated the lowest task in all of horned one society – the care of their children slaves. Dust-eaters make sure that all of their slaves work continuously. Their poor slaves are made to clean up after the horned ones, to grow crops, to mine for precious things, and serve food to their masters. Those who are disobedient are made into the horned one's next meal. It's not often that the horned ones make a meal out of their slaves, but they are quick to do so if one is rebellious towards them. These gruesome repasts often come in the form of huge, steaming pies which are filled with bodies petulant and rebellious children.

Dust-eaters ensure that all children under their care are healed if injured, cared for when sick, and fed if they are starving. While their slaves are looked after, they are not nurtured in any way. Dust-eaters tend to care for their slaves the same way someone might look after their cattle.

Dust-eaters are the most populous caste of horned ones. In order to ascend to a higher caste, a dust-eater must devour another one of its kind, which causes it to transform into a horned walker. The dust-eater who attempts this must be careful, because a poorly planned attack can result in the attacker becoming the meal instead of the victim.

Horned Walkers – The horned walkers form the next most populous caste of horned ones. These beings are the ones most frequently encountered by mortals. They are mainly in charge of kidnapping children and maintaining the slave population.

Horned walkers take a few children here and there, so as not to create too much stir amongst the mortal population. However, there are times when the local horned one society is in desperate need of slaves. In this case, the horned walkers will actually lead a large raid upon nearby human villages, ravaging the community and kidnapping the children. These horrific events are well recorded in both myth and lore.

Horned walkers also help defend their societies from devils and daemons, whom they occasionally come into conflict with. Many horned walker shaman are also expert hermeticists and diabolists. They use their rites to bind other devils to their will. In many horned one communities, there are usually a few devils or daemons that have been captured and forced to do the bidding of these strange creatures.

Horned Beasts – These mysterious beings are vast in power and might. Like true spirits or devils, they exist equally in both the Material and the Invisible World. In order to become a Horned Beast, a horned walker must secretly devour five others of its kind. If the horned walker is caught doing this, it is immediately destroyed.

Those few horned walkers who are capable of this task become Horned Beasts. Horned Beasts oversee the whole of any horned one society. They confer with each other and usually make decisions by consensus. These massive beings serve some higher purpose, though no one knows what that may be. Most Horned Beasts will make long journeys into the Invisible World, engaging in mysterious summits that not even others of their kind are allowed to know about. Some say that these mighty beings are planning for an eventual attack upon Hell itself, perhaps planning to carve out a small piece of it for their society. Others say that the Horned Beasts are making some sort of deal with the Adversary, hoping to get admittance back into Hell, but that this will take a massive sacrifice of some kind.

Horned Beasts eat constantly. They need a tremendous amount of food to survive. In fact, most Horned Beasts have an entourage of slaves, dust-eaters, and horned walkers who do nothing but procure sustenance. Horned Beasts can eat anything from trees to rocks to animals for food. However, they prefer two things, things that are sweet, such as honey or cakes...or the tender taste of children.

Organizations:

Within each horned one society, there are numerous organizations. Most are based around the horned ones professions: warriors, shaman, healers, or slave-overseers. Each organization defers to members of higher castes. For example, a horned one warrior society would look to the Horned Beasts for guidance.

Warriors tend to be in charge of protecting their society and finding new slaves. Shaman and healers look to the healing of their slaves. Shaman are also exclusively responsible for the binding of enemy devils, and the use of prophetic magic to seek guidance. Slave-overseers obviously look after the work of slaves, but also ensure that their child-slaves are fed and cared for in a basic manner.

Suggested Locales:

Horned ones have communities all over the world. As a result, many cultures around the globe have legends of goblin-like creatures who steal children. Horned ones like to live in forests, where they can successfully hide from prying eyes. Some communities dwell in caves, where they can force their slaves to mine precious metals or gems.

Creating a Horned One:

Initial Cost: 30

Fundamental Powers:

All horned ones begin with **Create Monstrous Spawn 3** as a power.

All horned ones begin with the **Spiritual Nature (Villainous)** Talent.

Fundamental Prices:

Weakness – Holy Ground

Additional Powers & Prices:

Corpus Powers

Regeneration
Invisibility

Movement Powers

Wall Crawling

Offensive Powers

Engulf*
Supernatural Poison

Mystical Powers

Siren Call
Foresight
Summon Lesser Minion*

Corpus Prices

Tortured Existence
Immobility

Movement Prices

Impaired Travel
Lair

Offensive Prices

Repulsion
Frailty

Mystical Prices

Feeder
Blocked from the World
Ward

*These powers are normally only possessed by a Horned Beast.

Quick Stats:

Dust-Eaters (Minions)	
Threat Level	1
Skills	Hand-to-Hand +1, Stealth +2
Talents	Claws, Fangs, Night Vision, Spiritual Nature
Movement	C 3/W 9/R 15
Weapons's DM	Claws +4, Fangs +4
Special	-

Horned Walker (Lieutenant) Quick Character (580 points)	
Fear Rating	3
Initiative pool	Base: 5d
Melee pool	Base: 6d – Club: 6d (DM +2) Claws: 5d (DM +2)
Ranged pool	Base: 6d – Bow: 4d (DM +4)
Extras pool	6d
Defense pool	Base: 3d – 5d (Incredible Reflexes)
Movement	C 3/W 9/R 15
Basic Talents 15 pts.	Attack Focus (Bow), Claws, Talented (Hand-to-Hand)
Greater Talents 60 pts.	Ambush Attack, Humiliating Attack, Iron Grip, Night Vision, Allied Attack
Heroic Talents 60 pts.	Brutal Charge, Incredible Reflexes, Spiritual Nature
Powers (Prices)	Create Monstrous Spawn 3 (Weakness – Holy Ground) Supernatural Poison 3 (Repulsion – Clergy) Regeneration 3 (Damage - Children's Tears) Siren Call 2 (Ward – Herbs*)
Rites	-
True Faith: 0	Damnation: 8 (80 points)
Health Track	(Toughness 3) 6/4/4/3/2
Equipment	Club, Bow
Special	*Horned walkers cannot use Siren Call against those who wear mistletoe on their person.

Horned Beast (Villain)

Standard Character (1,095 points)

Fear Rating	6
Initiative pool	Base: 4d
Melee pool	Base: 8d – Claws: 7d (DM +6) Fangs: 8d (DM +8) Tail: 7d (DM +6)
Ranged pool	Base: 2d
Defense Pool	N+4d
Movement	C3/W 9/R 15
Basic Talents 30 pts.	Basic Diabolism, Basic Witchcraft, Claws, It's Just a Scratch, Lucky, Torturer
Greater Talents 80 pts.	Attack Specialist (Fangs), Fangs, Greater Diabolism, Iron Grip, Night Vision, Poison–Natural, Slam, Tough
Heroic Talents 160 pts.	Villainous Diabolism, Far-Reaching Attack, Fast Power (Engulf), Giant Body, Hulking Body, Spiritual Nature, Tail, Titan Body
Powers (Prices)	Create Monstrous Spawn 3 (Weakness – Holy Ground) Engulf 3 (Repulsion – Mirrors) Foresight 3 (Feeder – Raw Meat) Invisibility 4 (Immobility) Summon Lesser Minion 4 (Blocked from the World – whenever it rains) Wall Crawling 3 (Lair)
Rites 55 pts.	Basic Witchcraft: Scry Basic Diabolism: Circle of Summoning, Dread of the Dark One Greater Diabolism: Greater Blasphemous Truths, The Unseen Hand Villainous Diabolism: Portal to Hell
Ability Line-Up 320 pts.	Strength 6 Education 3 Courage 4 Agility 2 Reason 3 Intuition 3 Toughness 6 Will 4 Personality 4
Background Skills 120 pts.	Command 4(8), Deceive 5(9), Diabolism 4(8), Hand-to-Hand 2(8), Intimidate 4(8), Parry 2(4), Grapple 4(10)
Elective Skills 130 pts.	Concentrate 3(7), Reflexes 2(4), Notice 2(5), Myth and Lore 3(6), Occult 3(6), Resolve 2(6), Witchcraft 3(6)
True Faith: 0	Damnation: 17 (170 pts.)
Health Track:	13/10/10/7/4
Equipment:	-

Imp (Diabolical)

Background:

If the summoning of a familiar spirit is not to your liking, it may be that you wish to summon forth an imp to your side. Many of those who practice the forbidden arts will seek to recruit one of these pernicious beings as a servitor of their whims. I will tell you that I have associated with these creatures myself and have found their aid to be useful at times. The more capable of these beings are adept at cracking the soft shell of "faith" that many Witch Hunters claim to have and, with the aid of a number of these beings, I have been able to push a number of so-called Witch Hunters from their pedestal of godliness.

Of all the devils encountered in the physical world, imps are, by far, the most common. These beings exist in the world to cause mischief and to pick away at the faith of mortals. They are also used as messengers for the damned. Imps take many forms, but most resemble long-limbed, reptilian beings with faces that are vaguely human. They have horns upon their head, marking them as devils from the Fiery Pit.

One of the most insidious things imps are capable of is to implant cursed ideas in the minds others, enticing them to further sin. Imps cannot do this to just anyone. They can only plant an idea into the mind of someone who already has sin in their heart.

These beings are especially insidious to Witch Hunters, because God's Warriors often end up skirting the edge of the Abyss more often than the common man. Witch

Hunters are constantly confronted with violence, sin, and morally questionable decisions. Such exposure can cause the faith of the mightiest person to tremble. It is then that the imp quietly entices the shaken down the path of Damnation. It is said that an imp once hounded the Witch Hunter, Othneil Barnette, for five long years before he finally broke and fell into Damnation.

When imps are not nudging mortals into inequity, they often act as messengers for other devils on earth. On occasion, they may report back and forth from the Abyss. The exact duties of each imp vary greatly.

Imps are often enticed themselves. Mortal spellcasters will attempt to entice imps to become their familiars. This can be done in a variety of ways. An imp may be contacted and bargained with like any other being. This requires the magician find an imp. Imps may be also contacted through force. For example, it may be summoned by Circle of Summoning, trapped in an Imp Bottle, or caught fast in a Circle of Binding. It is through these means that you might seek to enlist their aid.

Once an imp has agreed to the terms of the magician's bargain (forcibly or not), the imp then serves as the magician's familiar, carrying out tasks for its master such as spying, carrying messages, or tempting specific people into sin. The reason imps are so popular as the familiars of vile magicians is because they are relatively common, easy to find, and easy to trick.



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There are, on occasions, imps who have proven to be quite intelligent. These beings are incredibly dangerous, because they usually end up in the service of some dread magician who believes that they are its master. Little do these arrogant spell casters know that they are controlled and manipulated each step of the way by their so-called familiar.

Strains:

Imps have numerous strains, going by a variety of names: goblins, boggles, bogarts, bogies, and chaneques. A few are featured here.

Goblins – Also called boggles or bogarts, goblins are beings out more for mischief and mayhem than the outright damnation of souls. These creatures are often blamed for accidents or mishaps that occur around the homestead, like people suddenly tripping and falling, fresh milk curdling, or objects being misplaced somehow.

These creatures become pernicious enemies when they are tasked by a greater master to abuse an enemy. A Witch Hunter will wake up to find his favorite weapon missing. He may climb onto his horse to find that the saddle straps have been cut. When he goes to cast a rite, all of his ritual items are gone. In these situations, goblins become deadly because they deprive an enemy of the Adversary the things that they need to combat evil. The danger increases when whole troupes of goblins are unleashed upon unwitting victims.

Chaneques – These creatures are said to appear to be children with faces of old men or women. This form of imp is infamous for collecting souls from the living. According to folklore, their power is scaring people to such a degree that their souls leave their bodies. I believe that chaneques simply frighten people so badly that they become catatonic or, at the very least, insane, leading to the idea that these creatures can scare the soul from a person's body.

Chaneques delight in terrifying people into various states of madness or stupor. When they have done this enough throughout a community, the whole of the community can become consumed with paranoia and fear. It is then the communities break down and will turn to offering the chaneque gifts and sacrifices, which the creature takes with glee.

The Aztecs will often capture chaneques and bind them with a special mystical chord to those training to become Quetzal Warriors. Those who can withstand the frightening presence of these supernatural beings go on to be Quetzal Warriors. Those who descend into madness are made into Jade Warriors – undead servants of terrible power.

Organizations:

Imps are, unfortunately, not bright enough or civil enough to make lasting associations with one another. Attempts by these devils to ban together usually end in chaos as each of the minor devils try to betray the other in some fashion.

Suggested Locales:

Imps exist in almost every culture around the world, bearing a different name wherever one goes. In Japan, they are known as goblins. In South America, they are called chaneque spirits. The only places that they do not appear in great frequency are the colonies. However, with more colonists coming to the New World, these devils are increasingly in number there.

Creating an Imp

Initial Cost: 55

Fundamental Powers:

All imps begin with **Suggestive 3** as a power.

All imps begin with the **Spiritual Nature (Villainous)** and **Small Body (Basic)** Talents.

Fundamental Prices:

Mystical Limitation – Imps can only use their mystical powers (such as Suggestive) on beings who have least 1 point of Damnation. In addition, they can only suggest to that their victims act upon a Sin or Vice that they have already. Imps cannot make any other type of suggestion to their targets.

Additional Powers & Prices

Corpus Powers

Immunity
Invisibility
Mist Form
Shape Mask

Movement Powers

Shadow Passage
Elusive
Flight
Wall Crawling

Offensive Powers

Frightening Presence
Paralyzing Touch
Supernatural Poison

Mystical Powers

Mind Read
Telekinesis
Unobtrusive

Corpus Prices

Damage
Obvious to the Touch
Weak Spot

Movement Prices

Restriction
Impaired Travel
Paralyzation

Offensive Prices

Frailty
Repulsion

Mystical Prices

Ultimate Master
Ward

Quick Stats:

Goblins (Minions)	
Threat Level	3
Skills	Stealth +3
Talents	Grab and Run
Movement	C 6/W 9/R 15
Weapons's DM	Claws +2
Special	Invisibility 3 (Obvious to the Touch)

Lesser Imp (Lieutenant)	
Quick Character (605 points)	
Fear Rating	3
Initiative pool	Base: 7d
Melee pool	Base: 5d – Claws: 4d (DM +2)
Ranged pool	Base: 6d – Thrown Object: 4d (DM +1)
Extras pool	8d – 9d Charm, Command; 10d Deceive
Defense pool	Base: 4d+2
Movement	C 3/W 9/R 15
Basic Talents 25 pts.	Basic Witchcraft, Claws, Expertise (Deceive), Lucky, Meditative Trace, Small Body
Greater Talents 40 pts.	Appealing, Born Thief, Grab and Run, Tumbling Escape
Heroic Talents 0 pts.	Spiritual Nature
Powers (Prices)	Suggestive 3 (Mystical Limitation – only use powers on those with Damnation, suggest only Vices) Unobtrusive 3 (Ward – Holy Symbols) Shape Mask 2 (Weak Spot – Tail) Elusive 2 (Restriction – Doorways)
Rites 10 pts.	Basic Witchcraft: Hex, Scry
True Faith: 0	Damnation: 7 (70 points)
Health Track	(Toughness 3) 6/5/5/3/2
Equipment	-
Special	-

Chaneque (Villain)	
Quick Character (850 points)	
Fear Rating	5/7
Initiative pool	Base: 8d – 10d (Danger Sense)
Melee pool	Base: 7d – Claws: 6d (DM +2) Touch: 9d (paralyze)
Ranged pool	Base: 7d – Thrown Object: 5d (DM +1)
Extras pool	8d – 9d Movement skills, Empathy, Intimidate, Notice, Pantomime; 10d Charm, Command; 11d Deceive
Defense pool	Base: N+4d+3
Movement	C 3/W 9/R 15
Basic Talents 25 pts.	Basic Witchcraft, Claws, Expertise (Deceive), Lucky, Meditative Trace, Small Body
Greater Talents 90 pts.	Ambush Attack, Appealing, Agile Runner, Born Thief, Danger Sense, Grab and Run, Night Vision, Quick Stand, Tumbling Escape
Heroic Talents 80 pts.	Grace and Speed, Escape Artist, Spiritual Nature, Master Manipulator, Villainous Caveat
Powers (Prices)	Frightening Presence 2 (Repulsion – Innocent People) Invisibility 3 (Obvious to the Touch) Elusive 3 (Restriction – Doorways) Paralyzing Touch 3 (Frailty – Mystic Rope*) Shape Mask 3 (Damage – Holy Symbols) Suggestive 3 (Mystical Limitation – only use powers on those with Damnation, suggest only Vices)
Rites 10 pts.	Basic Witchcraft: Hey, Scry
True Faith: 0	Damnation: 14 (140 points)
Health Track	(Toughness 4) 8/6/6/4/2
Equipment	-
Special	-

Keewahkee (Beast)

Background:

This strange and reclusive creature is known well in Indian circles. Late at night, around the fire, tales of the keewahkee are told in low voices and warnings are given – always be wary, always be alert, for nothing in the world is as it seems. Even your greatest friend or closest relative may not be who you think they are.

The keewahkee has a very distinctive appearance. They appear to most as a human-like figure with long hair pulled over their face. The keewahkee has a curious power. These creatures are able to cause people to believe that they are family members or relatives, while never changing their appearance. Thus, keewahkee will often live with humans for days or even weeks, causing them to “remember” that their dear friend or relative has always had their hair pulled down over their face. And when asked, the keewahkee’s victims can never quite remember what their friend or relative is supposed to look like.

These creatures never keep any of their victims for very long. Invariably, those kept by the keewahkee are fattened up and ultimately slaughtered for a gruesome feast. Many keewahkee will feed on an entire family for months, using its insidious memory-altering abilities to cause family members to forget about each another one by one. All the while, it will trick the family into taking part in the keewahkee’s feast, enticing them to eat the meat of their own kin. For example, a keewahkee might first kill the family’s youngest, and then compel everyone in the family to forget that there even *was* a youngest member of the family. Then, this hideous creature would serve up their own flesh and blood in a soup or some other unrecognizable repast.

Keewahkee are also fond of kidnapping victims. Once it has captured someone, that person is made to believe that they are with their family or friends. These poor souls are kept down in the bowels of the earth, and their memories are twisted so far that they can only remember living in a cave. Invariably, these hapless victims are fed and fattened before they provide a gristly meal.

Because I reserve punishment for the deserving, I will always dispatch these blights whenever possible. I suggest you do the same. I can find no use in their wanton feasts or their duplicitous natures.

Strains:

No known strains of keewahkee exist.

Organizations:

The keewahkee operate either solo or in a small, tight-knit group. When operating in a pack, keewahkee make dangerous opponents. With their memory-altering powers, they can



continually twist the memories of large groups of people, making them forget or remember all manner of things. A group of keewahkee could, for example, infest a village, making everyone in the community slowly forget about each other. While operating in a group, the keewahkee will often use their memory-changing abilities on the same target, ensuring that people’s minds have been altered. They also look out for each other, correcting mistakes or inconsistencies as they happen.

One particularly wicked group of keewahkee are known by Natives as the **Hill Children**. These keewahkee are smaller in stature, about the size of a 10 to 11 year-old girl. The Hill Children are deadly in their number – it is said that upwards of seventy or more keewahkee are part of this extensive pack. They dwell in the deep woods, up in the mountains and hills, where they are said to keep whole communities of mind-twisted victims. These poor souls wander in makeshift living spaces, their memories so rearranged that few of them know who they are any more.

Suggested Locales:

Keewahkee live in northern climates and prefer mountainous areas.

Creating a Keewahkee

Initial Cost: 50

Fundamental Powers:

All keewahkee begin with **Memory Twist 5** as a power.

Fundamental Prices:

Mystical Limitations – These beings can only use their mystical powers while their face is covered up.

Additional Powers & Prices

Corpus Powers

Carnivate

Movement Powers

Apparition

Wall Crawling

Offensive Powers

Crippling Strike

Maiming Strike

Sap Ability

Mystical Powers

Unobtrusive

Siren Call

Corpus Prices

Obvious to the Touch

Movement Prices

Lair

Restriction

Offensive Prices

Avoidance

Prey Exclusion

Weakness – Ritual Chants*

Mystical Prices

Feeder

Focus Bound

*Some keewahkee grow weak when Native American ritual chants are uttered within earshot.

Quick Stats:

Lesser Keewahkee (Lieutenant)	
Quick Character (620 points)	
Fear Rating	2
Initiative pool	Base: 8d
Melee pool	Base: 7d – Claws: 7d (DM +6) Fangs: 6d (DM +4)
Ranged pool	Base: 6d – Bow 4d (DM +4)
Extras pool	6d – 7d Movement skills
Defense pool	Base: 4d
Movement	C 3/W 12/R 20
Basic Talents 15 pts.	Attack Focus (Bow), Attack Focus (Claws), Claws
Greater Talents 70 pts.	Agile Runner, Attack Specialist (Claws), Fangs, Humiliating Attack, Sneaky, Swift, Tumbling Escape
Heroic Talents 20 pts.	Grace and Speed
Powers (Prices)	Carnivate 3 (Obvious to the Touch) Maiming Strike 3 (Weakness – Ritual Chants) Memory Twist 5 (Mystical Limitation – Hair in Face)
Rites	-
True Faith: 0	Damnation: 6 (60 points)

Lesser Keewahkee (Lieutenant)

Quick Character (620 points)

Health Track (Toughness 4) 8/6/6/4/2

Equipment Bow

Special -

Greater Keewahkee (Villain)

Standard Character (820 points)

Fear Rating 5

Initiative pool Base: 8d

Melee pool Base: 8d – Claws: 8d (DM +6)
Fangs: 7d (DM +4)

Ranged pool Base: 10d – Bow: 8d (DM +4)

Defense Pool N+4d+1

Movement C3/W 9/R 15

Basic Talents Attack Focus (Bow), Attack Focus (Claws), Basic Witchcraft, Claws
20 pts.

Greater Talents Agile Runner, Ambush Attack, Attack Specialist (Claws), Fangs, Humiliating Attack, Sneaky, Swift, Tumbling Escape
90 pts.

Heroic Talents Grace and Speed, Master Manipulator
40 pts.

Powers (Prices) Apparition 2 (Lair)
Memory Twist 5 (Mystical Limitation – Hair in Face)
Sap Ability 3 (Avoidance – Indian Spirit Masks)
Siren Call 4 (Focus Bound – claim new victims)
Unobtrusive 4 (Feeder – Human Marrow)

Rites Basic Witchcraft: Charm, Hex, Scry
15 pts.

Ability Line-Up Strength 4 Education 2 Courage 1
110 pts. Agility 5 Reason 2 Intuition 3
Toughness 3 Will 2 Personality 4

Background Skills Archery 5(10), Charm 3(8), Deceive 4(9), Empathy 3(7), Hand-to-Hand 4(8), Intimidate 4(9)
115 pts.

Elective Skills Acrobatics 2(8), Grapple 4(9), Herbalism 2(4), Myth and Lore 2(4), Notice 2(5), Parry 3(8), Reflexes 3(8), Stealth 3(9), Swim 2(7), Witchcraft 3(6)
260 pts.

True Faith: 0 Damnation: 13 (130 pts.)

Health Track: 6/5/5/3/2

Equipment: Buck Skins and Furs

Lasher (Diabolical)

Background:

Should you attempt the summoning of one or more of these dread beings, I would suggest you take extra precaution. I have known a number of contemporaries who have befallen an ill fate at the hands of what he or she had hoped would be servants from Hell. At best, you may count these beings as assets or allies – but never attempt to make one your servant.

Every time I have encountered these devils, their coming has always been heralded. Storms boil up from nowhere. Animals are restless. Vermin turn on each other, consuming their own. When the Lasher comes, the world trembles in their wake, for these beings are the Adversary's elite warriors, wrought from his own blood that was spilled during his fall from grace.

These beings usually come up from the depths at the request of a diabolist, necromancer, or witch. Most are summoned for their excellence in war. When a witch wishes a village destroyed, or when a diabolist needs a rival out of his way, these creatures will be summoned. Once brought to the material world, Lashers perform their duties with relish, knowing no other purpose in their limited existence.

On occasion, Lashers will appear on earth at the behest of the Adversary. These rare instances are only when and if the Adversary's elite troops are needed. If a powerful hellpoint is about to be compromised, these beings may be sent to defend it. If, perhaps, one of the Adversary's more trusted agents is in need of aid, Lashers might be sent up from below. And if a group of Witch Hunters just proves to be too meddlesome, the Adversary will often target them with Lashers as his agents.

Most scholars know lashers as beings that walk upright with dog skulls for faces. Long hair flows from the back of their heads. The most terrible aspect of these creatures is their arms. From the elbow down they have not hands, but long chains with hooks attached to the ends of them. These are the Lashers' instruments of pain and fear which they use to hook their opponents and drag them down into the Fiery Pit. Not all Lashers appear this way. Some take greater or lesser forms.



Strains:

Lashlings – These diminutive beings resemble large, floating dog skulls with white hair attached at the back. A series of chains droops down from the creature's jaw bone, and at the end of each chain is a gleaming hook.

Lashlings are minor forms of Lashers. Though a single Lashling is a pernicious opponent, they often appear in great number, making them truly deadly when confronted. Lashlings use their ability to fly at great speeds to swarm over their opponents, whipping them from all sides. Victims of their attacks have claimed the assaults are like being struck with a dozen fishhooks pulling up at the skin.

These beings are cunning, but possess no true intelligence. They can understand orders given to them, but they cannot converse except by making alien cries which pierce the air.

Soldier Lashers – These devil-creatures are what most associate with the name "Lasher". A Soldier Lasher has the traditional look of a figure with a dog-skull face and chain arms.

Soldier Lashers are canny fighters. They work in cooperation with each other, and are very tactical when in combat. These devils will often focus on a single opponent in combat, taking that opponent down and then moving onto the next. Soldier Lashers also engage in battlefield tactics. If their number is faring poorly, they may retreat rapidly. But those that follow them as these devils flee will only find themselves walking into an ambush.

Soldier Lashers are capable of speech. When they speak, it is with deep booming voices that resonate from the earth. Their skulls flicker with a hellish light when they choose to speak.

Dukes Enchained – The dreaded Dukes Enchained are the greatest of all the Lasher devils. These beings are legendary in their power and stature. They resemble Soldier Lashers except that these beings are titanic in size, and have four arms instead of two. In addition, each Duke Enchained is draped with hot iron chains, which run from their body straight into the ground, and make large troughs wherever they go. Scholars say that these chains stretch all the way down to the Abyss, though this legend has never been confirmed.

The Dukes Enchained are terrible opponents, rivaled only by wyrms in their power. These giants are some of Hell's own generals, directing the forces of the Adversary with both cunning and might. Because of their elevated station, they have been seen only a few times by mortal eyes. Whenever a Duke Enchained has appeared, people have reported fantastic events such as earthquakes and blood raining from the sky.

Sightings of Dukes Enchained are quite rare. Only an event of historical significance would bring one to earth. In the past, they have come for events such as a major hellpoint being threatened, the unsealing of a tomb which contained thousands of devils, and the defense of the Inner Circle of the Dark Canticule. Only the mightiest of sorcerers and magicians can bring one of these beings up from the depths. And some only come to the material plane at the behest of the Adversary himself.

When they do appear in the world, a Duke Enchained is rarely alone. Usually they bring an entire entourage of hellish forces with them. It is said that their intellect is alien and bizarre, yet brilliant in its own way. When they speak, it is with a chorus of voices that emanates from their empty skulls.

Organizations:

Lashers have no long term organizations. When they appear in large numbers, they arrange themselves into ranks and files, just like many other military organizations. Lashlings will form the front line infantry, while the Soldier Lashers will stay back, using their long chains to attack at a distance.

A number of nefarious organizations employ Lashers for their dark purposes. For example, the **Tongue of Immandaru** often uses Lashers to directly assault a cadre of magi. Many Lashers ally with the Eighth Seal branch of the Tongue of Immandaru as guards of their most treasured libraries.

The **Coven of the Dark Canticule** employs Lashers quite often, particularly to eliminate specific threats to one of their chosen "Birthed". When Lashers are called forth to destroy an opponent, the Coven goes to great lengths to cover up any sign of creature's presence. The Dark Canticule sees Lashers as delicate instruments to be used carefully. After all, if these beings too frequently, all of humanity may realize that a true spiritual war is taking place and ban together.

A number of Lashers belong to the hordes of **Legion**, but these are quite rare. Most Lashers enjoy flaunting their appearance on earth and causing a swath of destruction, which does not fit the modus operandi of most of Legion's members. Still, a few soldier Lashers and Dukes Enchained have joined Legion. These remain independent thinkers amongst the horde.

Suggested Locales:

Since Lashers appear wherever Hell's soldiers are needed, these terrible beings appear all over the world. They are seen mostly in places where diabolists have gained enough power and knowledge to start summoning them to earth. It is important to note that Europe sees few of these creatures because the sighting of just one usually brings a contingent of the Order of Magi to the scene. However, in the Grave New World, diabolists may summon them without fear of reprisal from an army or the local Order of Magi descending upon them. Thus, colonists and natives have seen these warriors of Hell with alarming regularity in the remote parts of the New World.

Creating a Lasher

Initial Cost: 80

Fundamental Powers:

All Lashers begin with **Burning Aura 2** as a power. All Lashers begin with the **Far Reaching Attack (Greater)**, **Sweep (Greater)**, **Reel-In Attack (Villainous)** and **Spiritual Nature (Villainous)** Talents.

Fundamental Prices:

Harbinger of Doom

Additional Powers & Prices

Corpus Powers

Durability
Iron Body
Invisibility

Movement Powers

Flight*

Offensive Powers

Hellfire**
Fury
Frightening Presence
Maiming Strike

Mystical Powers

Longsight
Invulnerability
Summon Greater Minion
Weather Control

Corpus Prices

Damage x2
Obvious Appearance

Movement Prices

Restriction

Offensive Prices

Avoidance – Holy Symbols
Offensive Limitation – Enraged
Repulsion – Clergy

Mystical Prices

Atmospheric Disturbance
Blocked from the World
Focus Bound
True Name
Word is Law

*Only lashlings ever have the Flight power.

**Only the Dukes Enchained have the Hellfire power.

Quick Stats:

Lashlings (Minions)

Threat Level	2
Skills	Hand-to-Hand +3
Talents	Chains°, Mob Attack
Movement	C 3/W 9/R 15
Weapons's DM	Chains +2
Special	Burning Aura 2

Solider Lasher (Lieutenant) Quick Character (720 points)

Fear Rating	5
Initiative pool	Base: 6d
Melee pool	Base: 8d – Chains: 9d (DM +6) Fangs: 8d (DM +4)
Ranged pool	Base: 8d – Thrown Item: 7d (DM +3)
Extras pool	7d
Defense pool	Base: 3d
Movement	C 3/W 9/R 15
Basic Talents 25 pts.	Attack Focus (Chains), Attack Focus (Thrown Item), Chains°, Lucky, Talented (Hand-to-Hand)

Solider Lasher (Lieutenant) Quick Character (720 points)

Greater Talents 50 pts.	Agile Runner, Attack Specialist (Chains), Fangs, Far-Reaching Attack, Heave, Humiliating Attack, Sweep
Heroic Talents 20 pts.	Reel-In Attack, Spiritual Nature, Veteran Warrior
Powers (Prices)	Burning Aura 3 (Harbinger of Doom) Iron Body 3 (Obvious Appearance) Fury 4 (Offensive Limitation – Enraged) Maiming Strike 3 (Repulsion – Clergy)
Rites	-
True Faith: 0	Damnation: 11 (110 points)
Health Track	(Toughness 4) 8/6/6/4/2
Equipment	-
Special	°Chain attacks exactly like claw attacks, and use the same rules.

Great Gusion, Duke Enchained (Villain) Standard Character (1,650 points)

Fear Rating	7/10
Initiative pool	Base: 8d – 10d (Danger Sense)
Melee pool	Base: 16d – Chains: 17d+2 (DM +6) Fangs: 15d+2 (DM +6)
Ranged pool	Base: 13d – Thrown Item: 11d (DM +3)
Defense Pool	N+8d (Incredible Reflexes)
Movement	C3/W 9/R 15
Basic Talents 35 pts.	Attack Focus (Chains), Basic Diabolism, Chains°, Expertise (Hand-to-Hand), Lucky, Talented (Hand-to-Hand)
Greater Talents 80 pts.	Agile Runner, Attack Specialist (Chains), Danger Sense, Fangs, Far-Reaching Attack, Fast Power (Hellfire), Greater Diabolism, Heave, Humiliating Attack, Spiteful Vengeance, Sweep
Heroic Talents 140 pts.	Hulking Body, Incredible Reflexes, Giant Body, Reel-In Attack, Rite Breaker, Sacrificial Defense, Spiritual Nature, Veteran Warrior, Villainous Diabolism
Powers (Prices)	Burning Aura 3 (Harbinger of Doom) Durability 3 (Damage – Holy Water) Hellfire 4 (Offensive Limitation – Enraged) Iron Body 3 (Obvious Appearance) Fury 3 (Offensive Limitation – Enraged) Frightening Presence 3 (Repulsion – Clergy) Longsight 3 (Atmospheric Disturbance)

Great Gusion, Duke Enchained (Villain)**Standard Character (1,650 points)**

Rites 55 pts. **Basic Diabolism:** Circle of Summoning
Greater Diabolism: Blasphemous Truths
Villainous Diabolism: Chains of Agony, Portal to Hell

Ability Line-Up 530 pts. Strength 8 Education 3 Courage 4
 Agility 5 Reason 2 Intuition 3
 Toughness 7 Will 4 Personality 4

Background Skills 145 pts. Command 4(8), Diabolism 4(8), Hand-to-Hand 7(16), Intimidate 4(8), Parry 5(13), Reflexes 5(10)

Elective Skills 400 pts. Charm 4(8), Concentrate 4(8), Deceive 4(8), Empathy 3(6), Myth and Lore 3(6), Notice 3(7), Occult 3(6), Trained Knowledge – History 3(6), Trained Knowledge – Philosophy & Theology 3(6), Trained Knowledge – Strategy 3(6), Throw 4(13), Track 3(6)

True Faith: 0 **Damnation:** 20 (200 pts.)

Health Track: 21/14/11/11/7/4

Equipment: Anything he wants

Feature Villain: Great Gusion, Duke Enchained

Background – The great lord Gusion is a diabolic entity that has meddled in mortal affairs since the very beginning. Gusion has appeared before Egyptian architects, Babylonian magicians, and Arabic mathematicians. He has advised kings, generals, and scholars. The reason he is consulted so often is because of the cultured and erudite façade he enjoys portraying when dealing with mortals. In fact, he was confronted by King Solomon during the assembly of the Great Seal. At the time, it was noted that Gusion, among all the devils Solomon defeated, was the most respectful.

When people have dealt with this devil, they have always been surprised at his courtesy and intellectual curiosity. He has an uncanny knack of knowing everything about those mortals he comes across, from their past history to their wants and desires. Yet, he never uses his intimate knowledge to belittle or deride someone.

Gusion's urbane personality has often fooled the unwise, leading to suffering and ruin. In ancient Rome, Gusion was set free upon a mountainside by a single sorceress who mistook his gracious manners as kindness. In return, he ripped her soul from her body and unleashed hell upon the cities of Pompeii and Herculaneum.

Whenever Gusion has appeared, it has been because of the summons by a magician, diabolist, or dabbler who took on more than they could handle. There have been a few occasions in which Gusion has tricked his summoner into setting him free. On the rare occasions that Gusion has been released from the summoning circle, he drops his canny personality and reverts to his true self – a ravaging beast.

Roleplaying – Of all the Dukes Enchained, Gusion is one of the more urbane and cultured. He has enjoyed watching humanity all these millennia. He has been known to debate theology with scholars or engage in philosophical discussions. He is always glad to see mortals who have summoned him and actively listens to what they have to say, no matter how inane or absurd.

However, despite this veneer of intellectual sophistication, at heart, Gusion is a raging beast. If and when he is able to enter the mortal realm, he becomes a totem of destruction. He relishes in murder and ravaging, cackling while he engages in it. He retains a bit of his old intellectual self on his rampages, often quoting Aristotle, Plato, the Bible, or other forms of literature while he runs about, setting everything he can find on fire.

Tactics – Gusion's great social tactic is to first use his Longsight power to get to know his subjects. Then, he uses what he knows about any one mortal as a way of getting to know them. He will often try to talk about subjects they are interested in, agreeing with them all the while.

Duplicity is Gusion's great triumph. While he has both powers and magic, he does not rely on them to be persuasive. He relies on his infinite patience. Gusion never gets upset at those he speaks with and treats them with the utmost respect, no matter how insulting or threatening they may be. And he's genuinely curious about human beings, so when he asks questions of them, he's always authentic in his fascination.

When engaged in combat, Gusion is extremely tactical. He is sure to use his Hellfire every single round, since he can use it as a Fast Power. He will summon minions to his side as soon as he can and use them as a shield (Sacrificial Defense) while he engages in his attacks. He focuses attacks on the biggest threat before moving on to someone else. With his Longsight ability, Gusion is keen to get to know his opponent's pasts and use that knowledge against them.

Locust Spirit (Spirit)

Background:

Locust spirits are malevolent entities from the Invisible World. Unlike most spirits, these beings seem to either possess no intelligence or an intellect that is entirely foreign to others. No one is sure where locust spirits come from.

Despite their name, locust spirits do not appear to be locusts at all. Indeed, they appear to be massive, flying creatures who only have a passing resemblance to the insects of the natural world. Each one is perhaps the size of a horse. Their bodies are chitinous but bloated, glistening with a strange fluid. Their massive wings shimmer with a sickly gleam and produce a discordant humming which is disturbing to most. Behind their swollen abdomen swings a whip-like tail, ended with an alien stinger. These beings get their namesake not from their initial appearance, but their insidious ability to break their body apart into swarms of devouring locusts.

Those few scholars who have dared peer into the origins of these beings have come away unhinged or forever changed in some way. The best indication as to where these spirits may have originated is from some primordial place deep within the Invisible World. In any event, not even other spirits or devils quite understand locust spirits, and even they claim that these spirits are beyond their ken.

Locust spirits exist to spread their hate in the form of destruction. There is nothing natural about what they do and how they do it. When they appear, they bring with them swarms of bloated and corrupted locusts which strip the world barren of all plants or crops. Any mortal or animal that attempts to fight them off is usually devoured along with the land.

Strains:

Plague Locust Spirit – These creatures are the most common locust spirits encountered. They are huge, invertebrate monstrosities that walk about on scorpion-like legs or fly with gleaming wings. These beings seem to be consumed with an obsession for total destruction of everything in and around where it manifests. These creatures are almost always accompanied by large numbers of locusts. Often, the plague locust spirit is at the heart of the swarms and if the the spirit is destroyed, it will disperse the swarm.

Locust-Man – These beings are extremely rare but very distinctive in appearance and behavior. Locust-men blend the qualities of both invertebrate and human. They walk about on human-like legs and possess a human torso, but have several scorpion-like arms. Their heads are things full of fangs and eyes, but instead of multi-faceted eyes like most locust spirits, their



large sockets are a host of human eyes, which roll and blink in all directions.

Locust-men have a barely understandable intellect. They often appear to mortals before natural disasters such as hurricanes, floods, or earthquakes. They speak to mortals in some arcane tongue. On occasion, these beings are confused with angels or devils. Those that have seen locust-men say that their babbling appears to be some kind of warning. Yet, when the natural disaster strikes, these creatures can be seen in the midst of it, attacking those trying to escape the disaster. Thus, it is unknown what these spirits' true nature or motivations are.

Organizations:

There are no known organizations of locusts spirits.

Suggested Locales:

Locust spirits appear all over the world, from the New World to Africa. They are strangely absent in Europe, however. Many scholars believe that these spirits only appear in areas where there are large expanses of wilderness. Each recorded appearance of these beings agrees with this theory.

Creating a Locust Spirit

Initial Cost: 50

Fundamental Powers:

All locust spirits begin with **Swarm 3** as a power.

All locust spirits begin with the **Spiritual Nature (Villainous)** Talent.

Fundamental Prices:

Damage

Additional Powers & Prices

Corpus Powers

Armor
Chimerical Form
Regeneration

Movement Powers

Burrow
Flight
Wall Crawling

Offensive Powers

Engulf
Rampage
Sap Ability
Supernatural Poison

Corpus Prices

Obvious Appearance
Damage
Vulnerability

Movement Prices

Restriction
Impaired Travel

Offensive Prices

Avoidance
Prey Exclusion
Repulsion

Quick Stats

Plague Locust Spirit (Villain) Quick Character (700 points)	
Fear Rating	6
Initiative pool	Base: 7d
Melee pool	Base: 6d – Fangs: 5d (DM +6) Claws: 5d (DM +6) Tail: 5d (DM +8 + poison)
Ranged pool	Base: 5d
Extras pool	6d – 7d Movement skills
Defense pool	Base: 4d – N+6d (Incredible Reflexes); no Defense while in Swarm form.
Movement	C 3/W 12/R 20
Basic Talents 10 pts.	Claws
Greater Talents 50 pts.	Agile Runner, Attack Specialist (Tail), Fangs, Slam, Tough
Heroic Talents 60 pts.	Tail, Hulking Body, Incredible Reflexes, Spiritual Nature
Powers (Prices)	Swarm 5 (Damage – Ritual Smoke*) Chimerical Form 2 (Obvious Appearance) Regeneration 3 (Vulnerability – Fire) Flight 2 (Impaired Travel – Night) Engulf 3 (Prey Exclusion – anyone who refrains from killing locusts during the spirit's plague is excluded and will not be attacked) Supernatural Poison 4 (Avoidance – Fire)
Rites	-
True Faith: 0	Damnation: 16 (160 points)

Plague Locust Spirit (Villain)

Quick Character (700 points)

Health Track (Toughness 5) 11/9/9/6/4

Equipment -

Special *If a special fire ritual is conducted
incorporating a Blessing rite, the smoke
from the fire causes damage to the locust
spirit

Locust-Man (Villain)

Standard Character (825 points)

Fear Rating -

Initiative pool Base: 8d – 10d (Danger Sense)

Melee pool Base: 6d – Claws: 6d (DM +6)
Fangs: 6d (DM +6)
Tail: 5d (DM +6)

Ranged pool Base: 4d

Defense Pool N+7d (Incredible Reflexes)

Movement C3/W 12/R 20

Basic Talents 20 pts. Attack Focus (Claws), Attack Focus
(Fangs), Basic Witchcraft, Claws

Greater Talents 50 pts. Ambush Attack, Canny Fighter,
Danger Sense, Iron Grip, Fangs

Heroic Talents 60 pts. Incredible Jumper, Incredible Reflexes,
Spiritual Nature, Tail

Powers (Prices) Swarm 4 (Damage – Rain)
Armor 2 (Vulnerability – Holy Water)
Regeneration 3 (Weak Spot – Middle
of Back)
Flight 2 (Restriction – Running Water)
Sap Ability 3 (Avoidance – Sound of
Church Bells)

Rites 10 pts. **Basic Witchcraft:** Hex, Scry

Ability Line-Up 260 pts. Strength 3 Education 5 Courage 3
Agility 4 Reason 1 Intuition 5
Toughness 6 Will 3 Personality 1

Background Skills 105 pts. Empathy 4(9), Hand-to-Hand 3(6),
Stealth 4(9), Myth and Lore 3(8),
Occult 3(8), Reflexes 4(10)

Elective Skills 160 pts. Endurance 3(9), Notice 1(6),
Pantomime 1(2), Parry 3(7), Survival
2(7), Track 3(8), Witchcraft 4(9)

True Faith: 0 **Damnation: 11 (110 pts.)**

Health Track: 12/9/9/6/3

Equipment: -

Monger (Diabolical)

Background:

These devils exist to cause chaos and disorder in the world. Mongers like nothing more than to completely usurp the order of things, turning societies on their head, and / or causing unforeseen wars.

These creatures can be useful to one who is able to control them, though doing so is challenging. From my experience, these devils are highly independent and seek to work their own will upon the world. I suspect that if one wished to work with these beings that enticements would be a more effective way to deal with them. However, I would only attempt to deal with one of these creatures with full knowledge and understanding of what I faced, for having such a being turn upon you could be quite deadly. Those who have foolishly meddled with mongers have found their own emotions twisting to the ministrations the beings.

A Monger's primary gift given to it by the Adversary is to ignite latent sparks of emotions in mortals. If a person wanders about with hate in their heart, a Monger can unchain that hate, causing that person to engage in unspeakable acts.

Mongers are occasionally summoned by witches or diabolists for this very reason, to wreak havoc and mayhem in a specific area. Witches are most likely to use Mongers to actively harm a community and make the population more open to heresy. Diabolists are more likely to use them to target mortal enemies.

If it wishes, Mongers will take a hand in events themselves, committing robberies or murders that further provoke a community. For example, a number of Mongers might try to make two communities go to war against each other. The Mongers will physically commit cattle mutilations on both sides of the conflict. When these communities begin to blame each other for the dead animals, the Mongers in the area inflame the emotions of the people, igniting riots and war.

While many would like to blame Monger devils for many of humanity's conflicts, these devils are actually few and far between. Sadly, mortals are not always provoked by Hell into acts of evil. Most wars, conflicts, and riots are the fault of humanity alone.

Strains:

Fear-Monger – Fear-Mongers are small, bald creatures with pale, white skin. Their eyes are huge and staring. Their mouths are wide and filled with tiny, razor-sharp teeth.

Fear-Mongers cause people to panic with the smallest of events and grow increasingly paranoid.

For example, a Fear-Monger might cause people to believe that a simple illness is the result of a devil's possession. Or cause people to believe that a bad crop is because the land is cursed.

Or that a bear in the woods is really a daemon.

In the Grave New World, life is so tenuous that it is easy for these creatures to spread fear and paranoia throughout a community. It becomes most serious when the community begins to turn on itself. People begin to see witchcraft in everything and everyone. Within no time, a once-friendly community can tear itself part with a single, wild witch hunt.

Gloom-monger – Gloom-Mongers are strange figures whose flesh is drooping off of their bodies. Their faces hang low, all the way down to their chest, creating a gaping grimace.

These devils cause despair and sorrow in their wake. Gloom-Mongers are infamous for preying on villages and communities during their darkest hours. In moments that seem hopeless, like when starvation or pestilence strikes, Gloom-Mongers often cause people to surrender all hope.

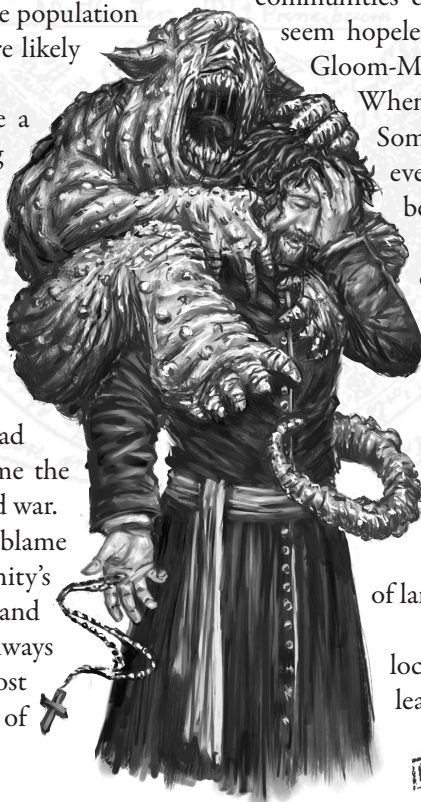
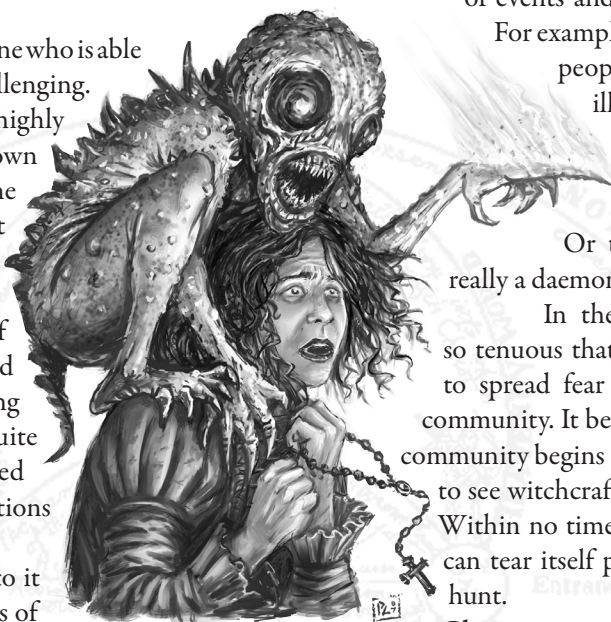
When all hope is gone, so are people's beliefs in God. Sometimes, when people despair enough, they may even turn to superstition, witchcraft, or other dark beliefs.

For Catholics, despair is one of the most dire of all sins, because it represents a total loss of faith. For this reason, Catholic priests, magi, and Witch Hunters despise Gloom-Mongers.

Hate-monger – Hate-Mongers are small, squat, muscular figures with very broad shoulders. They walk on cloven hooves and have dog-like heads. Instead of eyes, nose, and a mouth, Hate-Mongers have a massive maw of large, gleaming teeth.

Hate-Mongers incite those who keep hate locked in their hearts. They seek out particular leaders and charismatic individuals who can help stoke the fires of hate in others.

The prejudiced, the bigoted, and the



chauvinistic are the favored targets of these creatures.

Many times, a Hate-Monger will physically attack their victims, but leave them alive, causing their victims to blame someone in their own community for the assault.

Organizations:

Mongers become particularly deadly when a large quantity of them provokes the masses into hysteria, riots, or complete despair. When enough people fall under the influence of these sinister devils, the mongers need no longer do any work. A properly goaded populace will develop such a mob mentality, that their own fears, prejudices, and insecurities will carry them on to commit atrocities that the mongers would have never dreamed.

A large number of Mongers are members of the hordes of **Legion**. These beings favor this supernatural organization for its subtle nature, and the gifts that it bestows. The ability to possess mortals is prized among Mongers, and it allows them to hide in communities all the better. What a better way to spread fear, hate, or even despair than by possessing the leaders of that community?

Of all the Forbidden Societies, the **Coven of the Dark Canticle** uses mongers the most. The Dark Canticle respect the way these fiends' work behind the scenes, to provoke others into walking the path of Damnation of the victim's own accord. Just about everything that mongers do complements the Dark Canticle's beliefs and methods.

The Coven of the Dark Canticle delights in these devils so much that they always have a large retinue of mongers on hand. When Birthing a new threat to the world, the witches of the Dark Canticle often surround their victim with monger devils, to fill their chosen mortal's mind with such hate, fear, and sorrow that the poor victim's mind breaks, unleashing the beast within.

Santos Novos also use mongers, especially to inspire new converts to their cult. For example, the Novos might send in a gloom-monger into a community to cause widespread despair. When Santos Novos arrives, they will send the gloom-monger away, creating the perception that the Santos Novos bring with them relief and succor. This cult also uses hate-mongers to rally followers to a single cause. Occasionally, they will use fear-mongers to cause potential converts to flock to their door, seeking protection or aid.



Creating a Monger

Initial Cost: 40

Fundamental Powers:

All Lashers begin with **Impose Emotion 2** as a power.

All Lashers begin with the **Spiritual Nature (Villainous)** Talent.

Fundamental Prices:

Ward

Additional Powers & Prices

Corpus Powers

Intangibility
Invisibility

Corpus Prices

Corpus Limitation – corpus powers only function when someone feeling strong emotion is nearby
Reveal Nature

Movement Powers

Flight
Jumping

Movement Prices

Restriction

Mystical Powers

Longsight
Suggestive
Telekinesis

Mystical Prices

Blocked from the World
Focus Bound
Mystical Limitation

Quick Stats:

Gloom Monger (Lieutenant) Quick Character (565 points)

Fear Rating	3
Initiative pool	Base: 5d
Melee pool	Base: 5d – Fangs: 5d (DM +2)
Ranged pool	Base: 6d – Thrown Objects: 5d (DM +3)
Extras pool	8d – 9d Interaction skills, 10d Empathy
Defense pool	Base: 3d
Movement	C 3/W 9/R 15
Basic Talents 25 pts.	Attack Focus (Fangs), Attack Focus (Thrown Weapon), Cheat, Expertise (Empathy), Talented (Empathy)
Greater Talents 30 pts.	Fangs, Heave, Tumbling Escape

Gloom Monger (Lieutenant)**Quick Character (565 points)**

Heroic Talents 40 pts. Escape Artist, Master Manipulator, Spiritual Nature

Powers (Prices) Impose Emotion 4 (Ward – Mantra)
Invisibility 3 (Reveal Nature – Mirrors)
Telekinesis 2 (Focus Bound – must seek out those already in despair and use power on them)

Rites -

True Faith: 0 **Damnation: 7** (70 points)

Health Track (Toughness 3) 6/5/5/3/2

Equipment -

Special -

Hate-Monger (Lieutenant)**Quick Character (680 points)**

Fear Rating 4

Initiative pool Base: 7d

Melee pool Base: 7d – Fangs: 7d (DM +6)
Claws: 6d (DM +4)

Ranged pool Base: 5d

Extras pool 7d – 8d Intimidate

Defense pool Base: 4d

Movement C 3/W 9/R 15

Basic Talents 30 pts. Attack Focus (Fangs), Basic Witchcraft, Claws, Expertise (Intimidate), It's Just a Scratch, Talented (Intimidate)

Greater Talents 80 pts. Ambush Attack, Attack Specialist (Fangs) Born Thief, Grab and Run, Humiliating Attack, Slam, Sweep, Tough

Heroic Talents 40 pts. Brutal Charge, Shattering Attack, Spiritual Nature

Powers (Prices) Impose Emotion 4 (Ward – cannot affect those who are laughing with genuine mirth)
Invisibility 3 (Corpus Limitation – can only use corpus powers around those who feel hate)
Telekinesis 2 (Blocked from the World – during any festive occasion or celebration)
Jumping 3 (Restriction – Holy Ground)

Hate-Monger (Lieutenant)**Quick Character (680 points)**

Rites 10 pts. **Basic Witchcraft:** Hex, Scry

True Faith: 0 **Damnation: 10** (100 points)

Health Track (Toughness 5) 11/9/9/6/4

Equipment -

Special -

Fear-Monger (Villain)**Quick Character (825 points)**

Fear Rating 5

Initiative pool Base: 8d – 10d (Danger Sense)

Melee pool Base: 6d – Claws: 7d (DM +4)
Fangs: 6d (DM +4)

Ranged pool Base: 6d – Thrown Object: 5d (DM +3)

Extras pool 8d – 9d on all Interaction and Movement skills, Notice; 10d Stealth

Defense pool Base: 4d – N+6d (Incredible Reflexes)

Movement C 3/W 9/R 15

Basic Talents 35 pts. Attack Focus (Claws), Attack Focus (Thrown Weapon), Basic Witchcraft, Cheat, Expertise (Hand-to-Hand), Expertise (Stealth), Talented (Stealth)

Greater Talents 80 pts. Born Thief, Danger Sense, Fangs, Grab and Run, Greater Witchcraft, Heave, Slam, Tumbling Escape

Heroic Talents 80 pts. Escape Artist, Grace and Speed, Incredible Reflexes, Master Manipulator, Spiritual Nature

Powers (Prices) Impose Emotion 4 (Ward – Mantra)
Intangibility 3 (Corpus Limitations – can only use corpus powers at night)
Invisibility 3 (Reveal Nature – Mirrors)
Longsight 3 (Focus Bound – must seek out innocents and try to make them afraid)
Suggestive 4 (Blocked from the World – during any religious service)

Rites 20 pts. **Basic Witchcraft:** Hex, Scry
Greater Witchcraft: Shapeshift

True Faith: 0 **Damnation: 15** (150 points)

Health Track (Toughness 3) 6/5/5/3/2

Equipment -

Special -

Murder (Beast)

Background:

A murder is a violent swarm of insects, carrion, or other small creature that sweeps over an area, destroying everything in its wake. These bizarre and sudden swarms are usually the manifestation of the rage of either a spirit, daemon, or faerie in response to mortal actions. I have witnessed a number of sorcerers use murders. The fact that mortal magicians are able to use these natural phenomena tells me that there is a way to access their power, though I will leave it to you to discover this hidden method.

Typically, a murder will occur when the home of a spirit, daemon, or faerie is tampered with in some way. Perhaps an ancient tree that houses a fey spirit is chopped down, or an unwitting colonist erects his home atop a hill which serves as the abode of a daemon. In response, the intruded being rouses up the small animals of nature and sends them out after its enemies.

Murders can be made of any variety of small creatures. There have been reported murders of locusts, ravens, toads, rats, cockroaches, and serpents. In each case, these creatures have been endowed with the power to rip through hard material. Tales of murders speak of the swarms ripping through wood, and in some cases, metal.

The purpose of any murder is to destroy everything in sight. This motive never changes. If a murder is allowed to run its course, it will cut a large swath of destruction through the area, and eventually disperse. More murders will be created if the spirit, daemon, or fey in the area is not appeased or destroyed in some way.

Anyone caught out in a murder is usually overwhelmed by the swarm and devoured alive. The trick to fighting any murder is that all of them have a singular weakness. Most murder swarms are dispersed by fire, but some are vulnerable only to smoke, while others only respond to vocal prayer.

Strains:

Murders may be made up of all manner of creatures from rats to crows to arcane insects. Each type of murder is different from another, but all seek destruction.



Organizations:

Murders do not organize themselves in any fashion. The **Coven of the Dark Canticle** is quite fond of creating murders by intentionally disturbing a daemon, spirit or fey living near a settlement, though sometimes they will bargain with the being as well. The result are murders that spread fear and paranoia. The Dark Canticle will use this tactic in conjunction with the “appearance” of witches in the area, in an attempt to get a community to turn upon itself.

Santos Novos is quite deliberate when it summons creatures that use murders. They deal with the daemon, spirit or fey to assassinate or destroy opponents. When someone is targeted specifically by a murder, it makes for a spectacular doom, and sends a clear message to opponents of this young organization.

Finally, **Legion** is fond of using murders, because the diabolic members of that organization have used murders as their tools for millennia. With Legion, it is considered tradition to use murders to harass or attack opponents. Usually, the devils and daemons of Legion use murders to send dark omens or to give opponents a clear message that they are being watched.

Suggested Locales:

Murders appear all over the world. They occur most often in natural areas, where spirits, daemons, or fey have taken up residence.

Creating a Murder:

Murders are minion creatures only. There are no lieutenant or villain murders.

Initial Cost: 0

Fundamental Powers:

All murders begin with **Swarm 2** as a power.

Fundamental Prices:

Vulnerability* or Avoidance

*Since minions do not take damage or hits, double the amount of successes in any attack on minions when using the object of their vulnerability.

Additional Powers & Prices

Movement Powers	Movement Prices
Any	Restriction x2
Offensive Powers	Offensive Prices
Withering Touch	Prey Exclusion
Mystical Powers	Mystical Prices
Frightening Call	Atmospheric Disturbance
Maddening Aura	Focus Bound
	Blocked From the World

Quick Stats:

Murder of Locusts (Minions)	
Threat Level	1
Skills	Notice +3
Talents	Mob Attack, Overwhelming
Movement	C 1/W 3/R 9
Weapons's DM	Bite +0
Special	Flight 4 (Restriction – cannot pass over a line of salt) Swarm 2 (Vulnerability – Fire)

Murder of Roaches (Minions)	
Threat Level	1
Skills	Stealth +2
Talents	Mob Attack, Overwhelming
Movement	C 1/W 3/R 9
Weapons's DM	Bite +1
Special	Apparition 3 (Restriction – cannot travel into bright light) Swarm 2 (Vulnerability – Fire)

Murder of Crows (Minions)	
Threat Level	2
Skills	Hand-to-Hand +1, Notice +1
Talents	Mob Attack
Movement	C 3/W 12/R 20
Weapons's DM	Bite +2
Special	Frightening Call 3 (Atmospheric Disturbance) Swarm 3 (Avoidance – the sound of church bells)

Murder of Strange Insects (Minions)	
Threat Level	2
Skills	Hand-to-Hand +1
Talents	Mob Attack, Overwhelming
Movement	C 3/W 12/R 20
Weapons's DM	Bite +2
Special	Flight 2 (Restriction – Holy Ground) Maddening Aura 3 (Focus Bound – kill sinners; attack all who have Damnation points) Swarm 2 (Avoidance – Mystic Runes)

Murder of Rats (Minions)	
Threat Level	2
Skills	Hand-to-Hand +2, Stealth +2
Talents	Mob Attack, Overwhelming
Movement	C 1/W 6/R 20
Weapons's DM	Bite +2
Special	Swarm 4 (Vulnerability – Fire)

Murder of Toads (Minions)	
Threat Level	2
Skills	-
Talents	Mob Attack, Overwhelming
Movement	C 1/W 6/R 9
Weapons's DM	Withering Touch +3
Special	Swarm 2 (Vulnerability – Holy Water) Swim 2 (Restriction – cannot climb any vertical surface) Withering Touch 3 (Prey Exclusion – Innocent; those who have no Damnation points)

Nephilim (Accursed)

Background:

"Then Caleb quieted the people before Moses and said, 'We should by all means go up and take possession of [this land], for we will surely overcome it.' But the men who had gone up with him said, 'We are not able to go up against the people, for they are too strong for us.' So they gave out to the sons of Israel a bad report of the land which they had spied out, saying, 'The land through which we have gone, in spying it out, is a land that devours its inhabitants; and all the people whom we saw in it are men of great size. There also we saw the Nephilim (the sons of Anak are part of the Nephilim); and we became like grasshoppers in our own sight, and so were in their sight.'"

Numbers 13:30-33

These legendary beings are spoken of in the Bible, Torah, and the Talmud. They appear in apocryphal texts such as the Book of Enoch and others. A race shrouded in mystery, the Nephilim are giant offspring of angels and mortals.

During the earliest days of humanity, when mortals were still populating the earth, a great many daemons gathered together and gazed upon them. Because mortals were made in the image of God, these daemons found them glorious to the sight.

It was then that Samyaza, one of their host, said to the others that they should go to humanity and take them as mates. These daemons bred with mortal men and women. Some of their offspring became mighty heroes of legend. But others, those which were stained by a sinful coupling, became the Nephilim.

When they first appeared on the earth, the Nephilim took the form of great giants, diverse in shape but always large in stature. These ancient beings built massive cities and legendary temples. In this pre-history upon the earth, the Nephilim became a great and advanced race, whose rapid development was aided by their mothers and fathers, the once-divine grigori. Each Nephilim city was built with forbidden magics which twisted the fabric of reality. The few mortal accounts of these fantastic cities speak of unthinkable constructs and angles of architecture that occupy mathematically impossible spaces. One account speaks of shifting doorways which contain either three or five corners – depending upon how one views them, and rooms with walls that were both long and short, all at the same time.

While the Nephilim were advanced intellectually, they were also inherently corrupt, being the unholy offspring of the lust of daemons. Their cities were dens of depravity and bloodlust. It is said that the Nephilim would incorporate their own slaves and servants as construction material in the creation of their dwellings, and that they made meals of spouses who displeased them in grand parties which would have offended devils with their debauchery.

In the end, God sent Gabriel to cause the Nephilim to fight amongst each other and created the great flood to wipe



their civilization from the face of the world. Yet, the Nephilim survived. They no longer commanded great nations or built fantastic cities, but they lingered onwards, hiding in the corners of creation, out of the way of both humanity and God. Their offspring thrived and eventually populated the world again in the forms of the fir bolg, the titan, the rephaim, and the anakim. Each one of these lesser breeds of Nephilim took on different but distinct molds, each less powerful than their ancient ancestors, but more uniform in shape.

Eventually, the children of the Nephilim also dwindled in number. Their great metropolises and hidden kingdoms faded from existence, leaving mysterious ruins and abandoned cities. Many scholars and magi make it their business to explore these long-forgotten places, hoping to glean some insight to ancient Nephilim magic and knowledge. Such pursuits are strictly forbidden by the Church, but that does not stop some from trying.

I myself have faced a number of Nephilim in my time, while both living and unliving. Should you find yourself fated to stumble upon these beings, you will face what I faced – great reward and peril. You would find great reward in uncovering even the smallest fragment of their forgotten knowledge, for in distant times, their magics were unparalleled in the world. A sorcerer who could gain the possession of Nephilim rites would be legendary, though I suspect that they would risk some margin of sanity as well.

Yet, you would face great peril as well, for these beings are descended from the most ancient of daemons. And whilst they lived in the world, they were capable of advancements

and learning which exceeded their own daemonic parentage. Many a scholar pursuing the Nephilim has vanished in the mysteries of time or been transformed into an instrument of the Nephilims' will. To be plain, not even I would dare face the them without an unassailable plan or access to the most potent of resources.

Strains:

Rephaim – Meaning, “the dead ones” in Hebrew, the rephaim were giants who were fifteen feet tall with skin of iron. These creatures once had great societies and cities, but they were eventually conquered by mortals. Today, the rephaim live on beneath the ground. In ancient days, their forms were comely and idyllic. However, after millennia of living beneath the earth, these beings have become malformed and ugly. Their skin is pocked, and their teeth have grown long and yellow. Some attribute sightings of rephaim to legends of trolls that live in hidden places.

Unfortunately, as humanity explores the corners of the world, many explorers are encountering these reclusive beings. Those who do meet the rephaim usually regret it, for to stay hidden from humanity, these creatures must be assured that there are no witnesses to their existence. Whole groups of explorers have vanished because of these creatures, never seen or heard from again.

Anakim – The anakim are the most “human” of all the Nephilim. These descendants of those ancient giants appear to be very tall human beings of either surpassing comeliness or hideousness. The mighty warrior Goliath was one of the anakim and was known for slaughtering entire armies before he was felled by the stone of David.

The anakim once had cities upon the earth, and evidence of them exist today. Before the creatures left their great civilizations, they placed powerful magics upon their cities, hiding them from plain sight. However, those magics are beginning to fade, allowing stalwart explorers and scholars to discover them once again.

No one is quite sure what happened to the anakim, but most believe that the forging of Solomon's Great Seal greatly diminished their number. It is surmised that the anakim were forced to dwell in the Invisible World, which helps to explain why they occasionally appear from time to time.

When anakim make themselves known, they usually become great leaders. With access to ancient knowledge, bodies crafted from the stuff of daemons, and knowledge of forbidden rites, whenever one of these beings is able to escape from the Invisible World, they are usually noticed. So far, most of these anakim have fallen prey to Witch Hunters, and quietly disappear from the world. There is some speculation that these beings are becoming more organized and seek to unite against Witch Hunters in general.

True Nephilim – These beings are so rare that most believe them to be either a myth or extinct. Yet, there exist a

handful of this antiquated race who have survived since the very dawn of time and history. These creatures are wondrous in power but horrid in appearance. Invariably, no two True Nephilim look alike. As the offspring of daemons and mortals, they have powers that defy natural law and surpass the comprehension of even the most learned scholars.

One True Nephilim that is said to live beneath the waters of the Aegean Sea is Iapetus, one of the last of the Hecatonchires. This being is said to be a swarm of one-hundred heads upon an oozing mound of pulsating flesh and arteries. At his whim, Iapetus manifests one-hundred limbs to pull his massive form about the ocean floor. Iapetus has a number of cults throughout the world who worship him. It is said that he can communicate with his followers through powerful rites of the flesh.

Another True Nephilim that is said to live somewhere in the Middle East is Lilitu, a Nephilim who is the supposed offspring of Lilith and a wayward angel. Lilitu can appear in whatever form she wishes, but most often appears as a tall female standing completely nude and unashamed. It is said that her true form is that of titanic bird-woman with the body of a woman, the head of a bird and possesses long, steel-like talons at the ends of her “feet” and “hands.” Those who have researched this being say she is active in the world as a member of the Coven of the Dark Canticle, though few, even in the organization, know Lilitu's true identity or origins.

Organizations:

In the earliest days of history, when the Nephilim were bountiful and prolific on the earth, they had many organizations, societies, and guilds. There were groups of sorcerers, knighthoods, and even monastic organization which were all abundant in their advanced, if decadent, cities. Most of these societies are now long gone. Still a handful of these organizations exist, though they are mere shadows of what they once were.

The oldest of these organizations is the **Cult of Iapetus**. This large cult has members all over the Middle East, Europe, and North Africa. Most recently, members of the Cult of Iapetus have been arriving in the New World researching what exactly happened to Providence, Rhode Island, and the Roanoke settlement.

This cult is dedicated to following the wishes of Iapetus. Iapetus is searching for his missing brothers and sisters, trying to find the surviving Nephilim in the world. When he does discovers one, he attempts to devour them. If successful, he gains a portion of their power. It is believed by his cult that, should Iapetus consume enough of his fellow Nephilim, he will assume a greater form, one that can shake mountains until they are rubble and triumph over nations.

Perhaps the most prominent of Nephilim organizations is the **Santos Novos**. While this society is entirely made up of mortals, the Santos Novos was actually founded by the Nephilim. When Fortunata Silva Cabral first entered the cave

in which the Oracle of the Santos Novos was said to reside, she encountered Samael, the Drinker of Souls and the Bringer of Death. She was completely cowed by this great being. He now slumbers deep within the earth and controls others through his dreams. Once every three years, Samael awakens and demands that Cabral report to him as to the goings on of the Novos.

Currently, the Novos ploy of a single mass-sacrifice is intended to fuel Samael with unparalleled power. Once he has drunk of enough souls, he will be able to rouse himself and be awake permanently. Should that day ever come, the world shall greatly fear, for Samael is a being of ancient power. He was one of the favorites among all the grigori, and still has many favors owed to him by them. Should Samael truly waken, he will no doubt try to rally all of the grigori once again and set the mighty anakim free from their prison in the Invisible World, undoing many of King Solomon's mighty deeds.

Suggested Locales:

Since the Nephilim populated the earth alongside humanity at the dawn of history, they appear anywhere on earth. Though extremely rare, just about every culture in the world has legends of giants, which might simply be the Nephilim in another one of their myriad forms.

Creating a Nephilim:

Initial Cost: 40

Fundamental Powers:

All Nephilim begin with **Frightening Presence 2** as a power. All Nephilim begin with the **Hulking Body (Villainous)** Talent.

Fundamental Prices:

Avoidance – Solomon's Talismans*

*The remaining Nephilim who were not drowned by God's flood were largely defeated by Solomon. They cannot abide symbols of Solomon's power such as the Seal of Solomon. They can not stand hearing his name uttered in prayers, nor can they bare hearing the Songs of Solomon read from the Bible.

Additional Powers & Prices

Corpus Powers

Armor
Iron Body
Mortal Mask

Offensive Powers

Maiming Strike
Malforming Curse
Rampage

Corpus Prices

Allergen
Vulnerability
Weak Spot

Offensive Prices

Frailty
Repulsion
Weakness

Mystical Powers

Hypersight
Maddening Aura
Nature Control
Telekinesis
Telepathy

Mystical Prices

Blocked from the World
Soul Outside
True Name
Ward

Quick Stats:

Rephaim (Lieutenant)	
Quick Character (725 points)	
Fear Rating	3/5
Initiative pool	Base: 6d – 4d Giant Body
Melee pool	Base: 7d – Sword: 6d+2 (DM +5, bleeding)
Ranged pool	Base: 7d – Bow*: 5d (DM +6)
Extras pool	8d – 6d Movement skills
Defense pool	Base: 3d+5
Movement	C 3/W 9/R 15
Basic Talents 20 pts.	Attack Focus (Bow), Attack Focus (Sword), It's Just a Scratch, Pugilist
Greater Talents 90 pts.	Attack Specialist (Bow), Attack Specialist (Sword), Bleeding Strike, Deadeye, Great Fist, Iron Grip, Marksman, Slam, Tough
Heroic Talents 40 pts.	Armor Piercing Shot, Brutal Charge, Hulking Body, Giant Body, Penetrating Shot
Powers (Prices)	Armor 5 (Vulnerability – Stone) Frightening Presence 2 (Avoidance – Solomon's Talismans) Iron Body 3 (Weak Spot – Left Eye)
Sword School: Freifechter 35 pts.	Basic Talents: Sacrifices Must be Made, Like an Eggshell Before the Hammer Greater Talents: The Biting Blade
True Faith: 0	Damnation: 8 (80 points)
Health Track	(Toughness 4) 9/7/7/5/3
Equipment	Rephaim Bow
Special	*The bow of the Rephaim has twice the normal range of a bow, for a range of: 24/48/96/192

Anakim (Villain)**Standard Character (1,320 points)**

Fear Rating	5/8
Initiative pool	Base: 6d – 8d (Danger Sense)
Melee pool	Base: 12d – Bastard Sword: 10d+1 (DM +7, permanent damage)
Ranged pool	Base: 8d – Comp. Bow: 6d (DM +6, no armor)
Defense Pool	N+4d+3
Movement	C3/W 9/R 15
Basic Talents 30 pts.	Attack Focus (Bastard Sword), Attack Focus (Composite Bow), Basic Diabolism, Expertise (Diabolism), Lucky, Talented (Hand-to-Hand)
Greater Talents 90 pts.	Attack Specialist (Bastard Sword), Attack Specialist (Composite Bow), Danger Sense, Deadeye, Greater Diabolism, Inspire, Marksman, Slam, Tough
Heroic Talents 100 pts.	Brutal Charge, Hulking Body, Mark of the Beast, Rite Breaker, Spiteful Strike, Villainous Caveat
Powers (Prices)	Iron Body 3 (Weak Spot – Forehead) Frightening Presence 3 (Avoidance – Solomonian Talisman) Malforming Curse 5 (Frailty – Circle of Binding) Telepathy 4 (True Name)
Rites 20 pts.	Basic Diabolism: Circle of Summoning, Limned in Fire Greater Diabolism: Blasphemous Truths
Sword School: Freifechter 35 pts.	Basic Talents: Sacrifices Must be Made, Like an Eggshell Before the Hammer Greater Talents: The Biting Blade
Ability Line-Up 430 pts.	Strength 7 Education 5 Courage 3 Agility 5 Reason 3 Intuition 3 Toughness 5 Will 3 Personality 5
Background Skills 145 pts.	Command 5(10), Diabolism 5(11), Hand-to-Hand 5(12), Hermeticism 5(10), Occult 5(10), Trained Knowledge (Science) 4(9)
Elective Skills 300 pts.	Archery 5(8), Charm 3(8), Empathy 3(6), Endurance 3(8), Concentrate 3(6), Notice 3(7), Parry 4(9), Reflexes 3(6), Resolve 3(6), Trained Knowledge (Architect) 5(10)

Anakim (Villain)**Standard Character (1,320 points)**

True Faith: 0	Damnation: 13 (130 pts.)
Health Track:	11/9/9/6/4
Equipment:	Breastplate, Nephilim Bastard Sword, Nephilim Composite Bow

The Nephilim Bastard Sword is made for creature who is 8 to 10 feet in height, and adds +1 to the normal DM. The arrows fired from a Nephilim Composite Bow bypass any and all armor.

Feature Villain: Samael

Special Note – Like the daemon, Asmodeus, Samael is a being that cannot be described sufficiently through game statistics. As one of the original Nephilim, he is a being that was powerful enough to survive God's great flood and the internal war sparked by the angel Gabriel. Furthermore, he is a being who has literally existed since the dawn of humanity, making him a creature of unimaginable experience, knowledge, and wisdom.

Unlike Asmodeus, what makes Samael so formidable is not his raw might, but rather his unbounded knowledge and mystical ability. Samael is one of the most powerful sorcerers in the World of Witch Hunter, surpassing Caiaphas the Unending, and second only to Fredrich Eisen, of the Black Friars. The bottom line here is that Samael should not be a being which is defeated by strength of arms in your Witch Hunter game. Rather, he should be a creature defeated through wit, research, problem solving, and roleplaying.

To understand how prevailing Samael's power is, know that Samael can perform rites in his dreams. He knows every rite in the Core Rulebook, this book, and any future supplements. Because he performs his rites in his dreams, he can place the effects of his rites anywhere in the world, allowing him to drop a Portal to Hell at the feet of his opponents, Drain his victims from afar, or summon devils before those who oppose him. Samael must travel to the destination of the rite through his dreams, meaning that he does appear in the Invisible World near the location of his rites. He may immediately return to his place of slumber on a whim.

Samael is not all powerful by any means. First of all, he has to know who he is fighting in order to unleash destruction upon them. Since most Witch Hunters are anonymous figures with hidden identities, he has a difficult time pinning any single Witch Hunter down. He usually combats them by luring Witch Hunters into traps. Secondly, there are places that Samael cannot affect. The Vatican, for

example, is immune to his visits and powers. Some say the ground where the Twelve Penitents tread are also immune to his incursions. Finally, Samael has been bespelled so that he cannot affect any of the descendants of Solomon – thus no ethnic Jews can be affected by the powers of Samael.

Samael has made it impossible to find the location where he sleeps. Anyone looking for it becomes lost in the jungles of Brazil. Anyone who researches it for any length of time goes insane. If someone were able to bypass the six dozen rites which cause this confusion, those who attempt to approach his resting place will be assaulted by a small army of devils and daemons, all bound and tasked to guard his lair.

Background –When the host of daemons known as the *grigori* first descended and copulated with mortal men and women, they were led by a being known as Samyaza, a daemon possessed of both wisdom and lust. Samyaza mated with numerous humans, both male and female, but his firstborn was a Nephilim who is known today as Samael. As leader of the *grigori*, Samyaza placed his first born son in a high place and made him leader of all of the Nephilim that dwelled upon the earth. As their High King, Samael ruled with an iron fist, and took part in many dark delights. While he had inherited a great cunning from his daemonic father, he has inherited Samyaza's insatiable lust as well.

Samael's appetite for destruction and iniquity cleared the way for him to become a great conqueror. As the Nephilim's High King, he ordered the invasion of many lands and had many mortals put to death or brought to his chamber for all manner of tortures and pleasures. So vile was Samael's rule that amongst the Jews, he became synonymous with the angel of death, and was thought to be not a Nephilim, but a great devil of both destruction and lust.

God himself threw Samael down from his power with the Great Flood. Yet, Samael survived, clinging to life and leading a paltry existence, having to hide from the sight of the world. Just as the Nephilim attempted to return to power, he was defeated again by King Solomon.

King Solomon forged the Great Seal. While the Seal was flawed, he shut many of the Nephilim King's followers and minions away into the Invisible World. Then, Solomon placed the Nephilim into an eternal slumber. When Solomon first placed his spell upon Samael, the Nephilim was carried away by a host of daemons and placed in a distant land – the land now known as Brazil.

There, Samael stirred in his sleep, watched over by dozens of daemons. These daemons eventually made their homes in the wilds of Brazil. The local mortals began to worship them. As millennia passed, Samael learned to reach out through the power of his dreams to the mortal shamans in the area. He learned to bend and shape the will of masses

of people, enacting rites even while he wrestled in his sleep.

Eventually, he reached out over the waters and drew the Portuguese into his domain. He instigated the slavery of the local humans who had worshipped him for thousands of years, and kept tugging at the minds of the Portuguese until he was able to ensnare his perfect victim – a sorceress from the Old World. It was through her, Fortunata Silva Cabral, that he was able to spread his influence across the Atlantic into Europe and the North American colonies.

Fortunata Silva Cabral is giving Samael the means to reestablish his long lost empire, to dig a deep and dividing scar into the heart of God's Church, and to enact a massive rite which would break the spell Solomon had placed upon him over three thousand years ago.

Roleplaying – Samael is a tall being with leprously-white skin, and a mouth full of rowed, lamprey teeth. When he appears before people, his eyes burn with a white fire which is blinding to look upon. He adorns himself with human heads and jewelry in the style of the local Brazilians. He carries no weapons, for his mystical power and knowledge are armament enough.

As a cursed being, Samael was once full of rage and fury. For a creature with insatiable lust, there is no worse punishment than his eternal slumber, which prevents him from experiencing the pleasure he so desires. Over the millennia, Samael has learned to deal with his pain, and is now a focused, if intense, creature who is singularly driven towards the achievements of his many goals.

Those who deal with Samael can sense the simmering anger that lies beneath his veneer of calm. Those unfortunate enough to experience his rage find themselves victims of all manner of perverse tortures, for witnessing these events is how Samael keeps his desires sated.

Tactics – Samael prefers to make his opponent come to him on his terms. He is a master of setting traps or enticements for the greatest of heroes. For example, he might send a number of wendigo into a town, but when Witch Hunters arrive to deal with the problem, Samael sends his daemon allies to attack the Witch Hunters. He knows that even if no Witch Hunters arrive to battle his enticements at first, they will eventually have to give in, for the tragedies that this Nephilim arranges are always genuine.

Currently, Samael prefers to deal with things through his extensive Santos Novos cult, allowing them to carry out most of his dirty work. The Novos deal constantly with his daemon allies, whom he has known since birth. Samael is very protective of certain daemons that he considers brothers and sisters and would be enraged if anything happened to these entities.

Patch-Jack (Awakened)

Background:

The dreaded Patch-Jack goes by many names in many cultures. In Egypt, these creatures are known as the “Men of Many Parts”. In India, they are called the “Ravana’s Waste”. In China they are called the “Pieced-Men”. In Europe and the New World, these creatures are called patch-jacks. The term “jack” is used to refer to a common man, while “patch” refers to the creature’s piecemeal nature.

These beings have been cobbled together from the parts of mortals, animals, and even building materials. After each patch-jack is assembled, they are animated in a horrific fashion. The process for this animation stems back to Ancient Egypt, where guardians for ancient tombs were created from the bodies of beloved, sacred animals or even human guards.

As millennia passed, the process of animation of these patch-work bodies has been lost and rediscovered over and over again. Each time this mystical process was “found,” a vital piece is missing from the whole. In today’s era, the process of animation is a bastardization of the original ritual. Blanks in the information have been filled in with scholars’ best-guesses and wild theories.

The results are nightmare creatures of a jigsaw nature. The animator often has to arrange the creature’s body in a bizarre fashion to make the mystical process work. Because of this, no patch-jack is the same. Some have no heads, while others have two faces. Some have hands for feet, while others have eight arms. Whatever the construction, patch-jacks are extremely dangerous, because they must be animated with the power of a malevolent spirit. Some are animated with benign spirits at first, but being trapped in such a terrible form invariably drives even the most peaceful spirit mad, turning them into a force of destruction.

While most assume that patch-jacks are unthinking puppets, animated by magic, nothing could be further from the truth. Patch-jacks are devilishly cunning, possessing an uncanny ability to read others’ intentions. While few patch-jacks can speak, almost all can understand a variety of languages, and will often eavesdrop on the unsuspecting.

I would caution those who seek to assemble one of these beings, for they are collected together with shoddy magic, half-learned rites, and misunderstood processes. I doubt if any such being could be a worthy servant, let alone one that would be trustworthy.

Strains:

There are numerous versions of patch-jacks around the world, and there are no trends that dominate the variety in their design. Most patch-jacks construction reflect the nature of their creators in some way. For example, a patch-jack

cobbled together by a voodoo bokur might have shamanic fetishes worked into its construction. A patch-jack made by one of the infamous Black Friars would, no doubt, possess Catholic trappings that have entered into its making.

Organizations:

Patch-jacks rarely form their own organizations. However, they are used by a number of societies and groups for various ends.

The group that uses patch-jacks the most is the **Tongue of Imandaru**. This society of rogue mages will often construct patch-jacks as a form of magical and scientific experimentation. The Tongue’s laboratories will have often have a patch-jack within its chambers or the remains of a failed attempt to create one.

The **Shango Lodge** is quite fond of using patch-jacks. Their creations are animated with the spirits of dark loas who use these constructs to walk about on earth. Unlike most patch-jacks, the Shango Lodge creates these large effigies as temporary houses for various spirits. Thus, different spirits can use the patch-jacks of the Shango Lodge as they please. Since the spirits are not bound to their construct, they have a more amicable relationship with the summoners of the Lodge. It has happened that the spirits the Lodge associates with will sometimes “borrow” one of these monstrosities without granted permission.



Suggested Locales:

Patch-jacks appear all over the world, wherever magicians and sorcerers have attempted to animate beings to serve as guardians and soldiers. The majority of patch-jacks are located in Egypt, India, China, and isolated areas of Europe. There are rumors of guardians or animated soldiers created in the Aztec and Incan empires, but sources say that these creatures do not resemble patch-jacks at all, but are rather more sophisticated and intricate beings.

Creating a Patch-Jack:

Initial Cost: 25

Fundamental Powers:

All patch-jacks begin with **Iron Body 2** as a power.

All patch-jacks begin with the **Awakened (Basic)** Talent.

Fundamental Prices:

Tortured Existence

Additional Powers & Prices

Corpus Powers

Armor
Regeneration

Movement Powers

Jumping

Offensive Powers

Fury
Rampage
Withering Touch

Corpus Prices

Obvious Appearance
Vulnerability

Movement Prices

Impaired Travel
Lair

Offensive Prices

Avoidance – Mirrors
Prey Exclusion
Repulsion

Quick Stats:

Typical Patch-Jack (Lieutenant) Quick Character (635 points)	
Fear Rating	4
Initiative pool	Base: 5d
Melee pool	Base: 6d – Fist: 6d+1 (DM +5)
Ranged pool	Base: 8d – Crossbow: 7d (DM +4)
Extras pool	6d
Defense pool	Base: 3d+3 or 4
Movement	C 3/W 12/R 20
Basic Talents	Attack Focus (Fist), Awakened, Pugilist, 15 pts. Mountaineer

Typical Patch-Jack (Lieutenant)

Quick Character (635 points)

Greater Talents 90 pts.	Attack Specialist (Fist), Consistent Defense, Great Fist, Iron Fisted, Iron Grip, Slam, Sweep, Swift, Tough
Heroic Talents 60 pts.	Brutal Charge, Hulking Body, Shattering Attack
Powers (Prices)	Armor 3 (Vulnerability – Copper) Iron Body 2 (Tortured Existence) Jumping 2 (Lair) Rampage 2 (Avoidance – Mirrors)
Rites	-
True Faith: 0	Damnation: 7 (70 points)
Health Track	(Toughness 5) 11/9/9/6/4
Equipment	Crossbow
Special	-

Bernard Le Creux (Villain)

Standard Character (1,075 points)

Fear Rating	3
Initiative pool	Base: 10d
Melee pool	Base: 6d – Touch: 8d (DM +3)
Ranged pool	Base: 11d – Comp. Bow: 9d (DM +4)
Defense Pool	N+8d+5 (Incredible Reflexes)
Movement	C3/W 12/R 20
Basic Talents 35 pts.	Adaptable, Attack Focus (Archery), Basic Diabolism, Basic Necromancy, Cheat Lucky, Pugilist
Greater Talents 110 pts.	Agile Runner, Attack Specialist (Archery), Deadeye Shot, Dual Shot, Fast Draw, Great Fist, Greater Necromancy, Marksman, Swift, Tough, Tumbling Escape
Heroic Talents 80 pts.	Armor Piercing Shot, Incredible Reflexes, Lighting Draw, Ricochet Shot
Powers (Prices)	Armor 5 (Tortured Existence) Fury 2 (Prey Exclusion – parents with children) Iron Body 3 (Vulnerability – a wood cutter's axe) Rampage 3 (Avoidance – Mirrors) Withering Touch 3 (Repulsion – Necromancers)

Bernard Le Creux (Villain)**Standard Character (1,075 points)**

Rites 40 pts.	Basic Diabolism: Circle of Summoning, Limned in Fire, Labyrs Ward (p. 191 Core Rulebook) Basic Necromancy: Reanimate the Dead Greater Necromancy: Shape Flesh (p. 192 Core Rulebook), Slumbering Death		
Ability Line-Up 220 pts.	Strength 3 Agility 6 Toughness 5	Education 3 Reason 4 Will 2	Courage 2 Intuition 3 Personality 2
Background Skills 125 pts.	Archery 5(11), Acrobatics 5(11), Contortionist 4(10), Jump 3(6), Necromancy 4(8), Stealth 4(10)		
Elective Skills 300 pts.	Climb 3(6), Diabolism 3(6), Grapple 3(6), Hand-to-Hand 3(6), Notice 3(6), Parry 3(9), Reflexes 4(10), Subterfuge 2(8), Survival 3(6), Track 3(6)		
True Faith: 0	Damnation: 14 (140 pts.)		
Health Track:	11/9/9/6/4		
Equipment:	Composite Bow		

Feature Villain: Bernard Le Creux

Background – Charles Montague was a medieval scholar and magician of some note. Having studied under Sir Francis Bacon, Charles left his mentor's tutelage and went on a tour of the world, seeking out all manner of lore. Eventually, he married and settled down in the countryside of Southern France.

Montague's peaceful life was shattered, when his wife died in childbirth, taking the life of their newborn son, Bernard, with her. Montague was despondent. Not knowing what to do with himself, he went out and traveled the world again, but this time sought out diabolical knowledge. Towards the end of his travels, it is said that Montague began to go mad. He began to keep a small effigy with him at all times, a wooden doll made from tangled roots and knotted wood. As Montague lay in his deathbed, he clutched his gnarled effigy to his body with a demon's grasp. Those that were there say he whispered to it, calling the wooden figure "Bernard" and "son". There was talk from Montague saying that they would soon be together.

Montague passed away and in accordance with his wishes, he was buried with his wooden effigy. But he was not to rest long. Three nights after he was buried, the locals reported hearing the sound of a baby's cry coming from the scholar's grave. Church officials were roused and the grave was dug up. As soon as men had removed the dirt from atop the coffin, the lid of the box exploded, and Montague's body

ran into the night, the sound of an infant crying emanating from the creature.

Those who were witness to this terrifying sight say that Montague's wooden effigy had grown in the grave. Its roots had tangled themselves into the man's body, and the effigy had merged with the scholar's dead face.

The church officials performed an official investigation and came up to a disturbing conclusion. Charles Montague had discovered the process of creating a patch-jack. He had used this process on himself. The assembled inquisitors speculated that Montague had summoned up the spirit of his dead son and placed it in the effigy with which he was buried.

Since that time, the thing which is calls itself Bernard Le Creux or "Bernard the Hollow", has roamed the world over, wrecking havoc where it appears.

Roleplaying – Bernard Le Creux seeks one thing, the mystical knowledge necessary to separate itself into two different bodies with two different personalities. Currently, the walking abomination has two distinct personalities, one being that of an angry child, and the other being that of a desperate scholar.

When Bernard Le Creux is dominated by its child persona, the being is savage, wild, and unpredictable. As a captured spirit trapped in a cobbled body, any kindness or caring that this persona might have had has been driven out. Occasionally, it will revert back to baby behavior, playing with an object or even cooing as a baby might. However, this state of being never lasts long and it only engages in play while in privacy. It hates all other creatures and cannot perceive them as nurturing figures.

When the thing is controlled by its scholarly persona, it becomes much more cautious and plots what it does. It constantly seeks mystical knowledge and will gladly murder and torture to gain what it wants.

When the construct is controlled by both, usually the scholar persona is trying to achieve control over the child persona, one might hear the scholar face talking softy to its other face, trying to get it to calm down. One may also hear one face trying to provoke the other into a frenzy.

Tactics – Bernard Le Creux is primarily a stealth fighter, content to hide where it cannot be seen and using its skill at archery to attack its foes from a distance. When attacking a group of foes, Bernard will use its Necromancy to raise zombie minions to aid in the battle. Usually, it directs its undead servants, while Bernard itself sits back and picks off opponents with well-placed bow shots. It uses these tactics when the scholar persona is in control.

If the child persona is in control, then Bernard goes into a frenzy, using its Rampage and Fury powers. It attacks wildly, relying on its Withering Touch. While in this state, it is deathly afraid of both mirrors and obvious necromancers.

Pigman (Accursed)

Background:

A pigman is an accursed human who wanders the earth, forever trapped in a hideous body. These creatures lead tortured lives, being both beast and mortal, but belonging to neither world. Tales of these creatures date back to the early days of Europe. To this day, stories are told of these beings with a mixture of sadness and horror.

Whenever someone is cast out of their society or village and cursed in the process, they may become a pigman. Most pigmen originate from wandering vagrants who roam from town to town. Being rejected in each place, these wanderers quickly become social pariahs. As they draw continuous ire, their own hearts turn hard, and they begin to walk down the path of Damnation. As their Damnation increases, their physical appearance begins to change, until at last, they become a pigman, a being devoid of humanity or compassion.

Most pigmen live by themselves, for they cannot stand the company of others nor can any creature stand their presence, so foul are they in temperament. It is said in legends that not even devils or spirits will linger near a pigman, so shunned are they by all beings.

Though pigmen are loners, this does not prevent them from seeking out victims. Consumed by rage after being rejected by society over and over, pigmen are driven by a constant need to commit violence. Many tales about these creatures tell of far-off cottages filled with fly-ridden pieces of victims hung like a butcher's prize. Most pigmen delight in maiming their victims and chasing them about, playing with their victims' hopes before ending their lives. One story about a pigman in Greece tells how the creature would hunt its victims through the mountains for days before ending their lives.

It is well known that pigmen cannot abide the sound of laughter. It fills them with tremendous rage. When they hear its sound, it pains them greatly. There is much folklore that features these creatures drawn to a campfire where the gathering has gotten too raucous. The creature waits just out of the fire's light until the laughter has died down and the people have gone to sleep – only then does it spring on its prey with wild abandon. Those who would hunt these creatures had best be warned. Though laughter pains them, it is only the sound of true laughter, cast in mirth and happiness that causes them harm. Many is the story of a would-be warrior attempting to force laughter in a pigman's face, only to be surprised when the creature grabs them by the hair and drags them into the woods.

Despite the name, pigmen can be either male or female. These wretched creatures are extremely large figures with muscular arms and legs, and a round, greasy belly. Instead of a face, these beings have a pig-face. Many times, the eyes of a pig man will appear to be dead. Sometimes their eyes will be milked over, or their eyes will be rolled up into the back of their head. Despite this, pigmen can see, but not very well. Most pigmen carry large hatchets or axes with them.

Strains:

There are no known strains of pigmen. Though all look slightly different from one another, no large trends in appearance exist.

Organizations:

Pigmen are solitary creatures and do not associate with anyone or anything.

Suggested Locales:

Pigmen are a European phenomenon. Tales of these creatures do not exist in Indian societies, the Arab Lands, or Africa. There are reports, however, of some of these creatures appearing in the Far East.

As Europeans continually move to the New World and settle there, the number of village outcasts rises every day. There are increasing stories of pigmen in and around colonial villages, like the stories of Meatbone in the northern regions of Acadia.

Creating a Pigman:

Initial Cost: 30

Fundamental Powers:

All rawheads begin with **Maiming Strike 3** as a power.

Fundamental Prices:

Weakness – Laughter*

*Being outcasts, pigmen cannot abide the sound of laughter. It enrages them, but also causes them pain at the same time. False laughter has no effect on them. It must be true, cheerful laughter from the heart.

Additional Powers & Prices:

Corpus Powers

Armor
Regeneration

Offensive Powers

Create Monstrous Spawn
Rampage

Mystical Powers

Debilitating Aura
Frightening Call

Corpus Prices

Damage
Tortured Existence

Offensive Prices

Offensive Limitation – can only use Offensive Powers while wielding an axe
Prey Exclusion – those who are laughing

Mystical Prices

Focus Bound – snuff out any laughter that it can find
Atmospheric Disturbance



Quick Stats:

Typical Pigman (Villain) Quick Character (655 points)	
Fear Rating	0
Initiative pool	Base: 5d
Melee pool	Base: 9d – Battle Axe: 8d (DM +6, maim) Fist: 10d (DM +3)
Ranged pool	Base: 5d – Thrown Hatchet: 5d (DM +2)
Extras pool	5d
Defense pool	Base: N+3d+3
Movement	C 3/W 9/R 15
Basic Talents 15 pts.	Attack Focus (Battle Axe), Attack Focus (Hatchet), Pugilist
Greater Talents 60 pts.	Attack Specialist (Battle Axe), Great Fist, Iron Fisted, Slam, Sweep, Tough
Heroic Talents 80 pts.	Brutal Charge, Shattering Attack, Limitless Rage, Veteran Warrior
Powers (Prices)	Armor 3 (Obvious Appearance) Maiming Strike 3 (Weakness – laughter) Rampage 3 (Offensive Limitation – axe wielding) Debilitating Aura 2 (Atmospheric Disturbance)
Rites	-
True Faith: 0	Damnation: 11 (110 points)
Health Track	(Toughness 5) 11/9/9/6/4
Equipment	Battle Axe, Hatchet
Special	-

Meatbones (Villain)

Standard Character (910 points)

Fear Rating	6
Initiative pool	Base: 5d
Melee pool	Base: 11d – Axe: 9d+1 (DM +6, maim) Fist: 11d+1 (DM +4, maim) Fangs: 10d+1 (DM +2, maim)
Ranged pool	Base: 10d – Thrown Hatchet 9d (DM +2)
Defense Pool	N+5d+5
Movement	C3/W 9/R 15
Basic Talents 15 pts.	Attack Focus (Battle Axe), Lucky, Pugilist
Greater Talents 90 pts.	Agile Runner, Attack Specialist (Battle Axe), Attack Specialist (Fist), Fangs Great Fist, Riposte, Slam, Sweep, Tough
Heroic Talents 120 pts.	Brutal Charge, Hulking Size, Incredible Reflexes, Limitless Rage, Quick Spawn, Veteran Warrior
Powers (Prices)	Armor 5 (Tortured Existence) Regeneration 6 (Damage – Laughter) Maiming Strike 3 (Weakness – Laughter) Create Monstrous Spawn 3 (Prey Exclusion – those who are laughing) Frightening Call 3 (Atmospheric Disturbance)
Rites	-
Ability Line-Up 250 pts.	Strength 5 Education 1 Courage 4 Agility 3 Reason 2 Intuition 3 Toughness 7 Will 2 Personality 1
Background Skills 105 pts.	Hand-to-Hand 5(11), Grapple 4(10), Climb 3(7), Notice 3(6), Parry 3(6), Reflexes 3(5)
Elective Skills 130 pts.	Resolve 4(8), Survival 2(5), Throw 4(10), Track 3(6)
True Faith: 0	Damnation: 17 (170 pts.)
Health Track:	15/12/12/8/5
Equipment:	-

Feature Villain: Meatbones

Background – The legendary figure known as Meatbones has been around for centuries. Usually, when Meatbones is mentioned, he is used in tales as a sort of bogeyman. According to folklore, Meatbones was once a mortal, unfortunately born with a pig's nose and tusks. He was shunned by most everyone who saw him, most everyone except for his own mother and a single girl who lived in his village.

Despite the village's opinions of him, the girl and the pig-faced boy grew close and eventually, became engaged. The night before their wedding, a number of village girls came out to mock the one girl who had dared to love the pig-faced boy. She was putting the finishing touches on her wedding dress with her betrothed's mother. The village girls barged into the cottage and tore the dress to shreds. As the girl and her tormentors struggled, one of the shreds from the dress caught fire in the hearth. Soon, the entire cottage was alight.

The pig-faced boy rushed to the scene, but it was too late. The house was a blazing pyre. Without thinking, he plunged into the home, but as he did, it collapsed. The boy screamed for help, and the village gathered around the house and watched...yet no one did anything to aid him or the two women who were burning within.

The next morning, a few of the villagers dared to root through the wreckage of the cottage. There, they found the boy, still clinging to the dead body of his bride-to-be. His face was burned, making it more hideous than before. And he was alive. His throat had been seared, the only noise he could make was a horrible porcine squealing.

The boy left the village, stumbling into the snow. But this was not the last the people were to see of their victim. Days later, the girls that had barged into the cottage home were found, one by one. They still lived, but things had been...done to them. One girl now sported a pig's head on her slender body, stitched there by some unknown means. Despite all logic and reason, the girl could walk about, but utter not a single word other than a pig's squeal. Another girl was found in a manger, and her arms had been replaced by stubby pig's feet. This girl had lost the ability to walk about, she could only crawl around clumsily on the ground with uneven legs.

As weeks went by, more and more people began to disappear and show back up, their bodies hideously merged with that of pigs. Since that distant time, the legend of Meatbones has sprung up in just about every community in Europe. When he is talked about, he is used as a cautionary figure. "Behave, or Meatbones will get you. And for the truly wicked, he turns their likeness into pigs!"

No one is sure how, but Meatbones has appeared in many different places throughout history. He has been seen in Sweden, the Ottoman Empire, Ireland, and Greece. Most recently, this figure has been seen in Acadia. It is speculated

that Meatbones has some sort of access to the Invisible World and travels to distant lands that way. It is unlikely that anyone will ever know for sure.

Whenever Meatbones appears, he makes his presence known quickly. Those judged wicked by this creature wind up transformed into a lesser version of a pigman. The transformation is hideous in the extreme, and always shatters the victim's mind. For those who are truly terrible in the eyes of this monster, they will be transformed and then hunted down by him on a cold, winter's night.

Wherever Meatbones makes his lair is usually gristly and filthy. Those who have accidentally stumbled upon it report that the place is always thick with flies. It is festooned with dangling body parts, which slowly turn in the air over and over. Meatbones is fond of keeping the heads of some victims on the walls of his lair, or even in random places in cupboards, giving a shock to those who explore his abode.

Roleplaying – Meatbones appears like any other pigman, except that he is very tall, standing over seven feet in height. Many sources say that his face not only looks like a pig, but is horribly burned. It now displays a hideous mass of scar tissue and exposed bone. These same folk also speak of Meatbone's mouth being extended on the left side, making it appear as if this monster wears a perpetual sneer.

Meatbones is a particularly hateful creature, who delights in making the wicked pay and pay again for their sins. In his ghastly lair, he will often watch as his captured victims cavort about after being transformed into pigmen, cackling over their confusion and torture.

When Meatbones grows tired of his playthings, he will either let them go, so that they can experience the shunning they will receive from their communities, or he will kill them. Invariably, victims who are killed are usually eaten as well.

Tactics – While Meatbones is not the most cunning of nemesis, he has lived a long time, and has learned a thing or two from his experience. He can usually sense a trap when he is being led to one, and has learned to tell the difference between a Witch Hunter and a normal mortal. Meatbones has healthy respect for Witch Hunters, which he fights with caution and purpose.

If a person is bitten by Meatbones, he can turn them into another pigman *instantly*. Those who have fought him in the past report bringing large numbers and having those numbers turned against them as Meatbones turned the forces aligned against him into his own minions. Meatbones will not hesitate to use this power if he thinks himself outclassed.

If this creature expects an attack, he will often raid a nearby village and transform a great many of the populace into pigmen, quickly creating a small fighting force for himself.

Possessor (Diabolical)

Background:

Possessors are fallen spirits which have the capacity to inhabit the bodies of mortals. While these spirits are greatly feared throughout the Christian world, I have found that these beings can only occupy the forms of those who are weak of faith, spirit, or mind. Should you be lacking in one of these, only then should you have cause to worry. I doubt you have much to be afraid of, reader, for you are undoubtedly one of the strong to have come so far as to read these words.

Possessors may be devils or daemons. They are indeed quite common, for every country across the world has tales about possessor spirits.

Once possessors inhabit corporeal bodies, they make them do their bidding. Some possessors will make their victims behave in erratic fashion, causing them to do shocking things, such as run about raving, go into convulsions, attack others, mutilate themselves, or utter disturbing pronouncements. Possessors who do this, do so to weaken others' faith in religion, by making everyone around them despair.

Other possessors inhabit bodies and never give any sign of their presence. These insidious beings go about their daily lives, performing infernal acts in secret, and subtly undermining society and religion. These beings work in disguise to trick mortals into engaging in heresy, or signing over their souls to Hell.

Possessors cannot dwell in the natural world unless it is in a mortal body. Some say that this is because possessors were once Lucifer's most favored angles. When the Adversary was expelled from Heaven, they were doubly cursed, prevented from ever appearing on earth. Yet, others say that this cannot be so, for some possessors are ancient daemons, who have existed apart from God long before the fall of Lucifer.

If a possessor is peered at in the Invisible World through rite or other mystical means, they have the body of a toad, with many human heads atop. Some Possessors have the heads of animals mixed in with the menagerie of human heads. Each of these heads babbles in a different language and voice.

It will do well for you if you are able to identify these creatures and know their signs. For if you are able to speak with a possessor, you may be able to bargain with it. Particularly if the spirit wishes to remain hidden within mortal society. Such entities will certainly not wish to be revealed.

Strains:

Possessors come in a wide variety of shapes and forms, though there are no large trends among their number. Each Possessor is very unique.

Organizations:

There are bands of possessor that live throughout the world. What makes these threats so dangerous is the fact that once a band of possessor devils has been defeated, they can easily manifest somewhere else. Destroying a band requires the Judgment of Solomon to be used on each member of the infernal organization. Alternatively, some Witch Hunters have achieved victory by destroying key members of a possessor band with the Judgment of Solomon. Such action often causes the group of devils to disband.

One of the more famous bands of possessors is the **Cult of the Raven** or **Raveners**. These individuals have a very small secret society that goes all the way back to before the birth of Christ. This elite group of thirteen devils spent over two-thousand years manifesting and possessing different groups of people throughout history.

At one time, the Raveners possessed three of the most influential families in the Holy Roman Empire around the time of Constantine. They used their influence to aid Constantine



in his discrediting of Witch Hunters and to wipe them from the face of history. It was at this point that the Ravens first tangled with Witch Hunters. The ensuing conflict spelled the utter destruction of four of their number. Now, only nine Ravens remain. Those remaining continued to inhabit the bodies of figures throughout history, but all of them want revenge on the orders of Witch Hunters. Take note, for these beings may be of aid to you, should you come across them in your journeys.

It is rumored that the supernatural being known as Korsky was once a member of the Cult of the Raven. A few scholars have said that Korsky personally denies this claim.

Of course, the most prolific group of possessors belongs to the hordes of **Legion**. A majority of this dark organization of supernatural beings are, in fact, possessors. The possessors of Legion see themselves as superior to all other devils or daemons within that society. They see themselves as the “true chosen” amongst the multitude of spiritual beings who vie for superiority.

Suggested Locales:

Possessors are a wide-spread devil, literally appearing all over the world in almost every culture.

Creating a Possessor:

Initial Cost: 30

Fundamental Powers:

All possessors begin with **Possession 3** as a power.

The majority of a possessor’s powers can only be used while inhabiting a mortal body. Once they no longer possess a mortal body, they are shunted back into the Invisible World. When a possessor takes control of a mortal, it leaves no body behind, but vanishes until it relinquishes its hold on its victim.

Fundamental Prices:

Blocked from the Word – Possessors normally only exist in the Invisible World. However, if a special sacrificial ritual is conducted, they may be compelled to appear in the material world. Even then, they may only exist in the material world during the actual ritual.

Additional Powers & Prices

Corpus Powers

Immunity

Movement Powers

Jumping

Wall Crawling

Corpus Prices

Reveal Nature

Movement Prices

Restriction

Paralyzation

Offensive Powers

Rampage

Infectious Persona

Withering Touch

Mystical Powers

Animal Control

Suggestive

Longsight

Maddening Aura

Telekinesis

Telepathy

Offensive Prices

Avoidance

Repulsion

Weakness

Mystical Prices

Atmospheric Disturbance

Feeder

Riddle Bound

True Name

Ward

Quick Stats:

Lesser Possessor (Lieutenant)

Quick Character (610 points)

Fear Rating	3
Initiative pool	Base: 5d
Melee pool	Base: 5d – Fist: 6d (DM +3)
Ranged pool	Base: 6d – Thrown Object: 4d (DM +3)
Extras pool	9d – 10d Movement skills
Defense pool	Base: 4d
Movement	C 3/W 12/R 20
Basic Talents 15 pts.	Attack Focus (Fist), Basic Witchcraft, Pugilist
Greater Talents 80 pts.	Attack Specialist (Fist), Agile Runner, Greater Witchcraft, Heave, Iron Fisted, Swift, Tough, Tumbling Escape
Heroic Talents 60 pts.	Grace and Speed, Incredible Leaper, Limitless Rage
Powers (Prices)	Possession 3 (Blocked from the World – see above) Maddening Aura 3 (Atmospheric Disturbance) Wall Crawling 2 (Paralyzation – Nailed Shadow) Immunity – Metal 3 (Reveal Nature – Prayer)
Rites 20 pts.	Basic Witchcraft: Charm, Hex Greater Witchcraft: Levitate
True Faith: 0	Damnation: 8 (80 points)
Health Track	(Toughness 4) 9/7/7/5/3
Equipment	Rags
Special	-

Greater Possessor (Villain) Standard Character (860 points)

Fear Rating	5
Initiative pool	Base: 10d
Melee pool	Base: 8d – Fist: 9d (DM +3)
Ranged pool	Base: 5d – Thrown Object: 3d (DM +1)
Defense Pool	N+5d
Movement	C3/W 12/R 20
Basic Talents 20 pts.	Attack Focus (Fist), Basic Witchcraft, Pugilist, Unreadable
Greater Talents 90 pts.	Attack Specialist (Fist), Agile Runner, Greater Witchcraft, Heave, Iron Fisted, Iron Grip, Swift, Tough, Tumbling Escape
Heroic Talents 80 pts.	Grace and Speed, Incredible Leaper, Limitless Rage, Restless
Powers (Prices)	Infectious Persona 3 (Weakness – Holy Water) Possession 4 (Blocked from the World – see above) Suggestive 3 (Riddle Bound) Telekinesis 4 (True Name) Telepathy 2 (Ward – Holy Symbols)
Rites 20 pts.	Basic Witchcraft: Charm, Hex Greater Witchcraft: Levitate
Ability Line-Up 280 pts.	Strength 5 Education 1 Courage 2 Agility 5 Reason 3 Intuition 5 Toughness 5 Will 3 Personality 4
Background Skills 120 pts.	Contortionist 4(9), Deceive 4(8), Endurance 4(9), Hand-to-Hand 3(8), Intimidate 4(8), Reflexes 5(10)
Elective Skills 120 pts.	Acrobatics 3(8), Myth and Lore 1(2), Parry 3(8), Survival 3(8), Stealth 2(7)
True Faith: 0	Damnation: 13 (130 pts.)
Health Track:	11/9/9/6/4
Equipment:	None

Rawheads (Beast)

Background:

Of all the beasts and monsters that roam the world, very few possess such fury and a need for destruction as the savage rawhead. During my career as a Witch Hunter, I twice had the unfortunate chance to encounter these vicious creatures. The first was while in England, and we were hunting for what we perceived to be a single creature. Imagine our surprise when we were attacked by four beasts of varying size and shape. Each had the power to rend our steel blades and bore teeth powerful enough to snap the necks of two of my men. I barely escaped. The second encounter I had with a rawhead was only successful because of my dedicated research and caution I used with the mighty creature. Should you be dealing with one of these, this is the approach you must use. Negotiations or bargaining will be useless against such beings of wicked violence.

These creatures come in a variety of forms, from great to small. Some appear to be towering, ogre-like creatures. Others are gnarled, scuttling gremlins with vicious fangs and claws. Still others are bulky and hairy. Each one of them is inhumanly strong, even the ones who are small and goblinish. All of them share a very distinctive physical trait, none has any skin upon their face or head. Each of these monstrosities looks out at the world with leering, lidless eyes, and a lipless grimace of fury.

These beings are named after their Faerie parents, Rawhead and Bloodybones. In the world of the Fey, these are two powerful spirits who dwell within the dark and wet places of the world. This pair of spirits are renowned for punishing bad children by drowning them in wells, creeks, or ponds. It is the twisted breeding of these two maligned spirits that have gone on to spawn their kind all over the world. No one knows how or why these creatures have traveled from Ireland as far away as the East and the New World, but that is the nature of the Invisible World.

Strains:

Ogres – Ogres appear in many places in the world, from Europe to the lands of the Arabs to the distant Far East. These beings differ slightly according to region, but are always very large. They appear to be great, hairy men who are covered with straining muscles, wrapped in bulging veins and arteries. Ogres tend to have giant tusks which jut up from their lower jaws rather from their upper ones.

Ogres are not known to be very intelligent. Most possess a predatory cunning that spells the doom of many a monster-hunter. Because they eat all animal life they can find, their lairs tend to be easy to locate. However, most give such places a wide berth as they lead to areas of the world that become haunts for beings of evil.

Redcaps – Redcaps are small, thickset beings with the skin of old men and the corded muscles of a beast. They stand only four feet in height, but possess tremendous strength. Like all rawhead creatures, redcaps have no skin on their heads, but keep long trestles of human hair nailed to their skulls. Redcaps prefer this hair be crimson in color and continually dye their hair with human blood.

These beings are particularly intelligent and cunning. They gather in small clans, and are very adept at forging things made of iron. These creatures often wear iron boots of their own design and wield iron rods as weapons.

Many believe redcaps to be a form of faerie or supernatural spirit. They are, in fact, a form of rawhead. Most scholars believe that these creatures were once part of the faerie legions that span the world but became stranded in the mortal realm after spending too much time here. Still, some redcaps retain the ability to step into the Invisible World, making it unclear whether these creatures are beasts or spirits.

Cheenoo – A cheenoo is a creature that is often confused with the wendigo in Indian lore. Cheenoo are associated with wendigo because of their cannibalistic nature. Unlike the wendigo, cheenoo are monsters from birth. They have never been human.

A cheenoo looks like an ogre-creature of some kind, a large, powerfully built humanoid with long, shaggy fur. The cheenoo have no skin on their faces, which they cover up by pulling their long hair over their face.

Organizations:

Most rawheads lack any kind of organization amongst themselves because of their savagery. If they do gather into groups, it tends to be a familial unit with a single creature as the leader. Rawhead organizations have been known to be members of the Unseelie Court.

One of the most infamous communities of rawheads is the **Hemlock Clan**, which live both in Northern Ireland and more recently, the swamps of Charles Town. No one is sure how this clan of vicious ogres can be in two places at once with an ocean in between. One Witch Hunter has speculated that it has something to do with a pair of caves that tunnel deep into the earth in both areas. The one near Charles Town is more of a swampy sinkhole rather than a cave, and few have been able to get near either of them to be able to investigate.

Suggested Locales:

All rawheads tend to dwell in caves or self-dug dens in the ground. They live in any area where such places are readily available. They prefer to come out

at night, though daylight only poses a real threat to a few of them. They voraciously eat any and all animal life around them and prefer human meat over any other.

Creating a Rawhead:

Initial Cost: 40

Fundamental Powers:

All rawheads begin with **Gorefest 2** as a power.

All rawheads begin with the **Limitless Rage** (Villainous) Talent.

Fundamental Prices:

Vulnerability

Additional Powers & Prices

Corpus Powers

Armor
Carnivate
Durability
Regeneration

Movement Powers

Elusive
Wall Crawling

Offensive Powers

Fury
Rampage
Gorefest
Maiming Strike

Corpus Prices

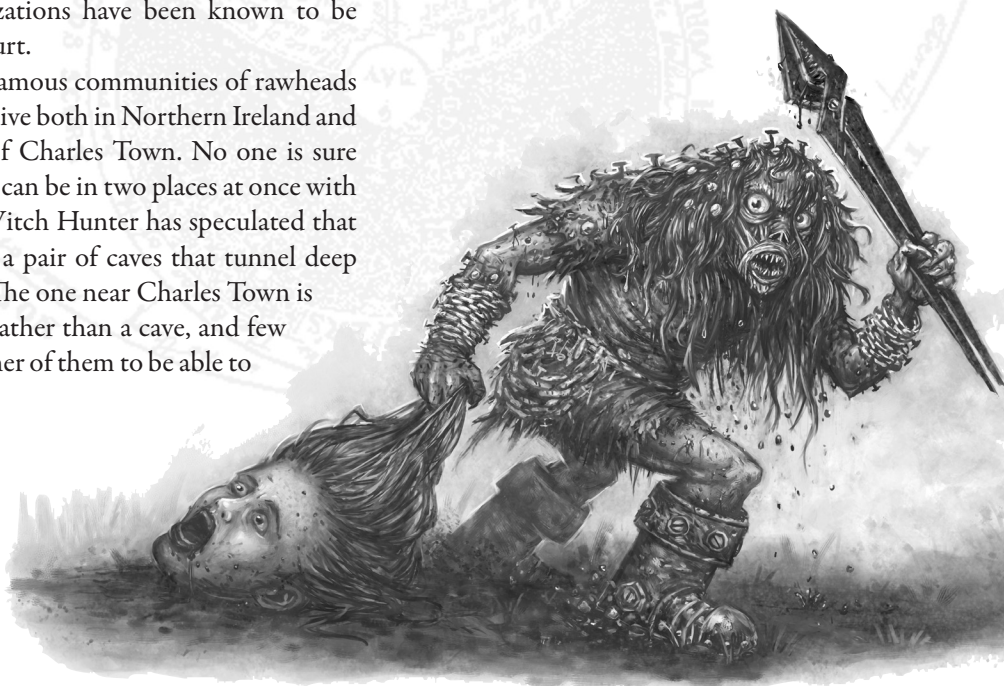
Damage
Corpus Limitation – Prayer*
Tortured Existence

Movement Prices

Impaired Travel
Lair

Offensive Prices

Avoidance
Repulsion
Weakness



*A rawhead with this vulnerability has its Corpus Powers canceled so long as it is within earshot of someone praying aloud.

Quick Stats

Redcaps (Minions)	
Threat Level	3
Skills	Hand-to-Hand +2, Jump +2, Climb +2
Talents	Claws, Fangs
Movement	C 3/W 9/R 15
Weapons's DM	Claws or Fangs +4
Special	-

Cheenoo (Lieutenant)	
Quick Character (715 points)	
Fear Rating	4
Initiative pool	Base: 8d – Reflexes: 7d
Melee pool	Base: 8d – Claws: 9d+1 (DM +6, maim) Fangs: 9d+1 (DM +6, maim)
Ranged pool	Base: 6d
Extras pool	7d (-1 to all Movement skills)
Defense pool	Base: 4d
Movement	C 3/W 9/R 15
Basic Talents	Attack Focus (Claws), Attack Focus (Fangs), Claws, Basic Animism, Mountaineer 25 pts.
Greater Talents	Agile Runner, Attack Specialist (Claws), Attack Specialist (Fangs), Fangs, Heave, Tough 60 pts.
Heroic Talents	Hulking Body, Limitless Rage, Veteran Warrior 60 pts.
Powers (Prices)	Armor 2 (Tortured Existence) Carnivate 3 (Weakness – Fire) Regeneration 3 (Damage – Fire) Gorefest 2 (Avoidance – Warm Temperatures) Maiming Strike 2 (Weakness – Warm Temperatures) 120 pts.
Rites	Basic Animism: Awakening, Speech of the First Times 10 pts.
True Faith: 0	Damnation: 10 (100 pts.)
Health Track	9/7/7/5/3
Equipment	-
Special	-

Ogre (Villain)

Standard Character (1,010 points)

Fear Rating	4
Initiative pool	Base: 8d
Melee pool	Base: 12d – Claws: 12d+1 (DM +6, maim) Fangs: 11d+1 (DM +4, maim)
Ranged pool	Base: 11d – Thrown Object: 9d (DM +3)
Defense Pool	N+7d+2 or N/3 + 5
Movement	C3/W 9/R 15
Basic Talents	Attack Focus (Claws), Claws, Lucky, 20 pts. Talented (Hand-to-Hand)
Greater Talents	Agile Runner, Ambush Attack, 110 pts. Attack Specialist (Claws), Consistent Defense, Danger Sense, Fangs, Heave, Iron Grip, Night Vision, Slam, Tough
Heroic Talents	Brutal Charge, Hulking Body, 100 pts. Incredible Reflexes, Incredible Strength, Limitless Rage
Powers (Prices)	Armor 2 (Corpus Limitation – Prayer*) 140 pts. Durability 3 (Damage – Cold Iron) Fury 2 (Repulsion – Courageous People) Gorefest 2 (Vulnerability – Cold Iron) Maiming Strike 2 (Avoidance – Prayer) Rampage 3 (Weakness – Mandrake Root)
Rites	None
Ability Line-Up	Strength 7 Education 1 Courage 5 350 pts. Agility 4 Reason 1 Intuition 3 Toughness 6 Will 3 Personality 3
Background Skills	Climb 4(11), Grapple 5(12), Hand-to-Hand 5(12), Jump 3(10), Stealth 3(7), 120 pts. Throw 4(11)
Elective Skills	8 levels of skills Endurance 4(10), 160 pts. Parry 4(8), Reflexes 4(8), Resolve 4(9)
True Faith: 0	Damnation: 12 (120 pts.)
Health Track:	19/13/10/10/7/4
Equipment:	-
*An ogre's Corpus abilities do not work in the presence of someone praying.	

Reclaimer (Diabolical)

Background:

While Lashers may be the most fearsome, and imps the most common, the sinister Reclaimer is the form of devil most oft talked about in tales and legends. I am sure you have heard tales of these beings. Almost everyone in the Christian world has heard stories of devils that come up from the Fiery Depths and make offers to sorcerers in exchange for power; a woman, riches; or some other nonsense. But understand that these beings are real, and like most things they are different from the folklore that is told about them.

Reclaimers have the most notoriety amongst all devils because of their ominous task – to purchase and collect the souls of those who have sold themselves to Hell. Reclaimers sometimes appear before those who wish to sign away their souls to the Black Lodge, offering up contracts which may be signed in blood, fire, or tears. Any contract with a Reclaimer can always be negotiated, of course. This is how many diabolists sign away only a small portion of their soul at a time. Here is where the facts diverge from common lore. Know that you need only sign a piece of your soul away when this is done. Most sorcerers find it useful to expunge those parts of their souls that they find undesirable, such as the parts of their soul which can experience sadness or misery. Be warned, however, being rid of even an unpleasant part of the soul can be dangerous. Many sorcerers who sign away their sadness find themselves so exuberant that they become careless – this leads to being hunted down by Witch Hunters or recklessly signing away the rest of one's soul.

Sometimes Reclaimers will appear to people who were not even considering signing away their souls. These devils appear before people who are desperate for something, whether it be revenge, money, power, or even love. They are very deliberate about to whom they reveal themselves, always choosing their marks carefully. It is the Reclaimers that witches and warlocks contract their soul with when they gain their powers.

Sadly, a Reclaimer is rarely wrong about the people they select to appear before. They have an uncanny knack for showing up just at the right time, when someone is thinking the right thoughts, when they are just desperate enough to attempt something that a normal moral would consider insane.

It is important to note that Reclaimers can only take souls offered to them willingly. They abide by a special code that was written down since the forging of Hell. These devils dare not waver from the code, for the Adversary, himself, enforces it.

Occasionally, there are those who would try to bargain with a Reclaimer but renege on the deal. When this happens, the one with the contracted soul always incurs the wrath of these dedicated devils. Many Reclaimers can assume hideous forms filled with great power, and will pursue their prey until the ends of the earth. Those few Reclaimers who lack such capabilities can always draw from the resources of Hell and bring with them all manner of allies and minions to aid them in the capture of a deserving soul. Should you find yourself in one of these diabolic bargains, do not attempt to break the contract which binds you. I have never seen, nor heard of a single sorcerer who was able wrestle out of their contract successfully. Better to embrace your destiny, and make do with the time that you have and the power that you have rightfully claimed.

Witch Hunters most often encounter Reclaimers when they are doing the bidding of a bound soul. Often, Reclaimers will go about a number of tasks or duties at the request of the seller, as part of the infernal bargain. One Witch Hunter tale speaks of how, the so-called hero, Gideon Marks, faced three Reclaimers who were “serving” a single diabolist at the time. The diabolist had bought the Reclaimer's



service on earth with his soul. The diabolist hoped that Gideon's destruction of the three Reclaimers would free him from his bargain, but it was not to be. As the tale goes, as the diabolist died at the end of Gideon's blade, the three Reclaimers emerged from Hell, once again, to drag the diabolist's shade down into the Fiery Pit.

Strains:

Proctors – Proctors are most dealt with by diabolists and witches. These devils appear when someone is specifically looking to Hell for power, knowledge, revenge, or aid. These devils only work with mortals who fully understand what they are giving away and the circumstance behind it. Being both intelligent and cunning, few, if any, have ever been able to outwit one of these beings. Especially when it comes to negotiating contracts.

Proctors always have the advantage when it comes to making a bargain for one's soul, for they are bound by the letter of the contract, not the spirit of it. Proctors are allowed to freely interpret any contract made, so long as their actions don't specifically break the word of the agreement. For example, a diabolist may bargain away a piece of his soul for mystical power. However, after time, that same diabolist might find his power fading. After all, he didn't specify for *how long* he would keep his powers, did he? Another diabolist might bargain for mystical powers for as long as she is alive, yet suddenly find herself turning into an undead creature, and slowly losing her mystical might. After all, if she is undead, she is not alive, yes?

If a contract is created by a mortal is too specific, and does not allow for interpretation, a Proctor will usually back out of the negotiations altogether. After all, Proctor devils know that their patrons *really* want something from Hell, and are desperate to get it. And if a Proctor cannot get one person to sign over their soul, there are always hundreds of others who are willing to do so recklessly.

Proctors are unusually kind to witches when it comes to contract-making. Since witches usually give their soul to Hell freely and with abandon, Proctors take a special liking to these damned souls. After all, a Proctor never has to worry about sticky negotiations or the witch trying to outthink it. Many Proctors see themselves as a witch's caretaker before they make the journey to the Abyss.

Proctors are extremely tall, elongated beings with long, tapering fingers. Their heads are usually adorned with powerful, curling ram's horns. They prefer sumptuous, voluminous robes as clothing.

Incubus – Incubus devils appear as the most unlikely of fiends. They appear to be beautiful men with shining hair and large, sad eyes. Their bodies are supple to the touch. Their muscular forms tend to be draped all in white. Many mistake these beings for angels, such is their appearance. Indeed, some Incubus have white, feathery wings, which further causes this confusion.

Incubus devils are tasked to convince people to sell their soul or a portion of their soul to Hell. They usually come to people during times of great stress and turmoil. Most Incubus devils rarely ask for a person's soul in the beginning. They prefer to aid someone in a time of need and gain trust first. They might produce a weapon for someone to kill a hated foe. Or they might grant powers, temporarily, that can be used to heal others or to combat evil. Some Incubus will even attack an enemy, or use his personal powers to bring a mortal to safety.

These devils then appear near their chosen mortal over and over, continuing to aid this person. Eventually, an Incubus will ask for something in return. It usually starts small, like telling someone a harmless lie, or secreting away an unusual item. As time progresses, the Incubus will ask greater and greater favors, all the while aiding the chosen mortal in everyday life.

Those faithful to God will usually end the relationship quickly. Weaker souls begin to fall prey to the Incubus's temptations and end up in a downwards spiral. This is usually when an Incubus will encounter a Witch Hunter. While working in the service of a mortal, Incubus have crossed paths with stalwart Witch Hunters, time and time again.

Incubus devils are infamous for being kind and gentle in their demeanors. They are warm, friendly, and empathetic with their chosen mortals. If crossed or rebuffed, most Incubus can assume awful shapes that make the mind reel in horror.

Organizations:

Diabolists have an interesting relationship with Reclaimers. Some diabolists have a working relationship with Reclaimers. These malignant sorcerers have traded in their souls (or parts of it) in a formal, almost business-like manner, making for a cordial, even polite relationship. On the other hand, some diabolists greatly fear the presence of these beings. These diabolists will have prepared a trap, weaved magic, or have posted guards in order to protect themselves against the incursions of a Reclaimer. Such sorcerers are always paranoid, constantly suspecting everyone as an agent of the Reclaimers, or even suspecting that people are Reclaimers in disguise.

Witches, on the other hand, often have a tight bond with Reclaimers. Because witches have given over their souls to Hell in full understanding and do so willingly, most Reclaimers treat witches with an almost familial closeness. There are many witches who keep Reclaimers as consorts or advisors. Likewise, there are some Reclaimers that employ witches to hunt down those who believe they can escape Hell with their souls.

Occasionally, a person will sign their soul over to Hell, but then change their mind. In order to pay their debt to the Black Lodge, these individuals might find other souls to turn over to the Reclaimers. This is how many cults are started. Many **cultists** will bargain their souls for power, but then extend their contracts by offering up the souls of other cult followers.

One organization that uses Reclaimers extensively is the **Order of Judas**. These fanatics are so devoted to their cause that many of them sell off their soul to Hell upon joining the order. They then task Reclaimers to go out into the world and find true heroes, worthy of fighting the worst of the Adversary's minions. It seems odd that the Reclaimers who work for the Order would operate against their own kind, but the Order of Judas's devil-contracts are usually intricate and thorough enough to make this so. The Reclaimers who work for the Order find it amusing that while they seek out the world's greatest heroes, they also actively damn an entire order of would-be Christians.

Suggested Locales:

Reclaimers appear anywhere that people are willing to trade their souls to Hell. In other words, they appear wherever mortals dwell. They often change their trappings to fit the cultures that they deal with. Therefore a Reclaimer that appears to an Indian shaman will look very different from one that appears before an Ottoman diabolist.

Creating a Reclaimer

Initial Cost: 80

Fundamental Powers:

All Reclaimers begin with **Lend Power 2** as a power.
All Reclaimers begin with the **Hell's Shepherd (Villainous)**, **Master Manipulator (Villainous)**, and **Spiritual Nature (Villainous)** Talents.

Fundamental Prices:

Word is Law

Additional Powers & Prices

Corpus Powers

Armor
Intangibility
Mimicry Mask
Monstrous Form

Movement Powers

Apparition
Flight

Offensive Powers

Burning Touch
Crippling Strike
Fury
Mystic Bolt
Sap Ability

Corpus Prices

Corpus Limitation
Damage x2
Reveal Nature
Vulnerability

Movement Prices

Restriction
Impaired Travel

Offensive Prices

Avoidance
Repulsion
Weakness

Mystical Powers

Summon Greater Minion
Mind Read
Telepathy

Mystical Prices

Atmospheric Disturbance
Blocked from the World
Soul Outside
True Name

Quick Stats:

Proctor Devil (Villain)			
Standard Character (1,200 points)			
Fear Rating	6		
Initiative pool	Base: 6d		
Melee pool	Base: 6d – Claws: 5d (DM +2)		
Ranged pool	Base: 8d – Bow*: 6d (DM +4) Mystic Bolt: 6d (DM +6)		
Defense Pool	N+4d		
Movement	C3/W 9/R 15		
Basic Talents 40 pts.	Attack Focus (Bow), Basic Diabolism, Basic Necromancy, Basic Witchcraft, Bookworm, Claws, Expertise (Charm), Expertise (Empathy)		
Greater Talents 70 pts.	Convey Power, Dealmaker, Dual Shot, Fast Power (Mystic Bolt), Fast Power (Telepathy), Greater Necromancy, Logical Mind		
Heroic Talents 40 pts.	Hell's Shepherd, Master Manipulator, Restless, Spiritual Nature, Villainous Caveat		
Powers (Prices)	Lend Power 2 (Word is Law) Intangibility 3 (Damage – Holy Water) Mimicry Mask 3 (Reveal Nature – Children's Tears) Flight 2 (Restriction – Thresholds) Mystic Bolt 3 (Repulsion – Clergy) Fury 2 (Avoidance – Holy Symbols) Telepathy 4 (True Name)		
Rites 50 pts.	Basic Diabolism: Circle of Summoning, Dread of the Dark One, Limned in Fire, Trapped in Darkness Basic Necromancy: Reanimated the Dead Basic Witchcraft: Charm, Hex, Scry Greater Necromancy: Slumbering Death		
Ability Line-Up 400 pts.	Strength 3 Agility 4 Toughness 3	Education 6 Reason 6 Will 3	Courage 3 Intuition 6 Personality 4

Proctor Devil (Villain)**Standard Character (1,200 points)**

Background Skills Charm 4(10)*, Deceive 4(9), Empathy 6(13), Diabolism 4(8), Necromancy 6(12), Throw 3(6)
140 pts.

Elective Skills Archery 4(8), Concentration 3(6), Hand-to-Hand 3(6), Intimidate 4(9), Notice 3(9), Parry 2(6), Reflexes 2(6),
210 pts.

True Faith: 0 **Damnation:** 17 (170 pts.)

Health Track: 6/4/4/3/2

Equipment: Hell's Arrows*

*Hell's Arrows – Those struck by one of Hell's Arrows immediately catches on fire, taking 1 to 5 hits (1 die divided by 2) on the following round. Just like catching fire, this damage continues until the target is dead or negates all of the hits with a Reflex (Agility) roll. +3 dice are given to the roll if the victim rolls on the ground. See the Fire rules on p. 116 Witch Hunter Core Rule Book for more details.

Incubus Devil (Villain)**Standard Character (1,050 points)**

Fear Rating -

Initiative pool Base: 9d(13d)°

Melee pool Base: 8d – Bastard Sword*: 8d(12d)° (DM +6)

Ranged pool Base: 8d – Comp. Bow**: 5d(9d)° (DM +4)

Defense Pool N+5d+3

Movement C3/W 12/R 20

Basic Talents Attack Focus (Bastard Sword), Charismatic, Commanding Presence, Incredible Actor, Lucky, Unreadable
30 pts.

Greater Talents Attack Specialist (Bastard Sword), Appealing, Dual Shot, Dealmaker, Slam, Swift
60 pts.

Heroic Talents Hell's Shepherd, Master Manipulator, Spiritual Nature, Villainous Caveat
20 pts.

Sword School: **Basic:** Sacrifices Must Be Made, Like an Eggshell Before the Hammer
Friefechter **Greater:** The Biting Blade, Meeting the Charge
65 pts.

Incubus Devil (Villain)**Standard Character (1,050 points)**

Powers (Prices) Lend Power 2 (Word is Law)
Armor 3 (Damage – Holy Water)
Mind Read 3 (True Name)
Monstrous Form 4 (Reveal Nature – reveals true nature if true name is spoken)
Flight 3 (Restriction – Holy Ground)

Ability Line-Up Strength 5 Education 3 Courage 3
460 pts. Agility 6 Reason 3 Intuition 6
Toughness 5 Will 3 Personality 6

Background Skills Charm 6(14), Deceive 6(14), Hand-to-Hand 3(8), Parry 6(12), Occult 3(6), Notice 6(12)
135 pts.

Elective Skills Archery 2(8), Command 4(12), Endurance 3(8), Grapple 3(8), Intimidate 4(11), Reflexes 3(9), Resolve 2(5), Subterfuge 4(10)
250 pts.

True Faith: 0 **Damnation:** 13 (130 pts.)

Health Track: 10/7/7/4/2

Equipment: Sword of Perdition, Hell's Arrows

*Sword of Perdition – Incubi often carry this weapon, a bastard sword which immediately catches those it strikes on fire. Those who are struck by the sword take 1 to 5 hits (1 die divided by 2) on the following round. Just like catching fire, this damage continues until the target is dead or negates all of the hits with a Reflex (Agility) roll. +3 dice are given to the roll if the victim rolls on the ground. See the Fire rules on p. 116 Witch Hunter Core Rule Book for more details.

**Hell's Arrows – Those struck by one of Hell's Arrows immediately catches on fire, taking 1 to 5 hits (1 die divided by 2) on the following round. Just like catching fire, this damage continues until the target is dead or negates all of the hits with a Reflex (Agility) roll. +3 dice are given to the roll if the victim rolls on the ground. See the Fire rules on p. 116 Witch Hunter Core Rule Book for more details.

° The stats in parentheses mark the creature's dice pools while in Monstrous Form

Rock Giant (Beast)

Background:

Known for their cannibalistic appetites, rock giants are greatly feared by the Indian tribes of the New World. It is widely believed amongst the Natives that these beings are an ancient race who roamed the earth long before man first stood upon the land. Some shaman believe that these beings were once spirits who became stranded in the material world. Now, bitter with their cast lot, the rock giants hunker in their lairs, waiting to take out their age-long fury upon unsuspecting victims. My suspicion is that these beings are, in fact, descendents of the Nephilim. Their shape-altering powers would indicate this, as would their reclusive nature. More research must be done on this subject before I can draw a proper conclusion.

According to the tribes that have encountered them the most, rock giants are a particularly sadistic race who relish the taste of human meat. Indeed, for most rock giants, mortal flesh is a delicacy and the meat of women is preferred most of all. They usually capture their prey through their surprising capacity to camouflage themselves and by their eerie ability to mimic any sound – particularly human voices. Because rock giants find the flesh of women most savory, they will often lurk around tribal villages at night, mimicking the cries of infants. In the stories that are often told, several women will run off to investigate the crying, only to become an unwitting dinner for a host of rock giants.

Rock giants are towering figures made entirely of stone. As each rock giant ages, nature takes a toll on their bodies. Vines will begin to grow around their limbs and bushes will sprout out from their backs. Rock giants use these natural features to aid them in their ability to camouflage themselves.

Despite their massive size, rock giants are able to fold themselves into various stony shapes, blending in perfectly with the mountainous environment in which they dwell. Those that have come across rock giants report that their bodies can be indistinguishable from the surrounding terrain.

Strains:

While rock giants have separated into numerous tribes, there are all racially similar.

Organizations:

Rock giants are members of tribes, much like the Native people of the New World. They hunt in groups, using their ability of camouflage to snatch up whole parties of unwitting victims. A long train of mortals might be journeying through rock giant territory, only to find themselves disappearing one at a time.



By the time the remaining survivors realize that their party has been wandering around a number of rocky outcroppings, it is too late and the rock giants descend upon the lot of them.

One particular, nefarious tribe of rock giants are known as the **Lake Dwellers**. This group of giants live near the finger lakes of the New Netherlands. There, many say, they like to hide in the forests around the lakes and sometimes beneath the surface of the waters, hiding and preying upon mortals who wander off by themselves or small parties of humans who seem like easy pickings.

The **Lake Dwellers** are particularly known for luring human prey out with the variety of voices they adopt. According to local lore, these rock giants are especially adept at mimicking the voices of people that their victims *know*. It is not known how these creatures are able to accomplish this, but those who have heard the **Lake Dwellers** calls have been chilled to the bone by the haunting accuracy in which these phantom voices can recall the details of a single person's life. The **Lake Dwellers** have made it sound as if dead loved ones were calling out to their lovers or relatives, or they mimic the voices of kidnapped victims that people have been looking for.

The **Skinwalkers** have been known to ally themselves with rock giants on occasion, promising to bring them human meat in exchange for their services. Such alliances are a deadly combination. The skinwalkers will often pose as "victims" while rock giants stand far off, adding drama to the situation by adding in their mimicked voices. Skinwalkers will also urge whole tribes of people to go investigate the sounds and voices made by a band of rock giants, causing the entire village to be taken by a band of rock giants in a single night.

Suggested Locales:

Rock giants exist only in the Americas. They primarily dwell within the Appalachian mountain range and the Northeast regions of the Grave New World. The Cherokee have encountered these beings more than any other people and are the most adept at dealing with them.

Creating a Rock Giant

Initial Cost: 80

Fundamental Powers:

All rock giants begin with **Camouflage 3** as a power.

All rock giants begin with the **Hulking Body (Villainous)**, **Giant Body (Villainous)** and **Voice Mimicry (Greater)** Talent.

Fundamental Prices:

Reveal Nature – True Name*

*Rock giants are unable to camouflage themselves nor are they able to use any of their other Corpus powers if they are called out by their true name.

Corpus Powers

Armor
Carnivate
Durability
Iron Body

Offensive Powers

Fury
Rampage

Mystical Powers

Hyperhearing
Mind Read
Siren Call

Corpus Prices

Allergen
Damage
Weak Spot

Offensive Prices

Offensive Limitation – cannot use powers indoors
Weakness

Mystical Prices

Feeder
Focus Bound

Quick Stats

Lesser Rock Giant (Lieutenant) Quick Character (700 points)

Fear Rating	3
Initiative pool	Base: 5d
Melee pool	Base: 8d – Fist: 9d+2 (DM +4)
Ranged pool	Base: 8d – Thrown Object: 6d (DM +3)
Extras pool	6d – 7d Stealth
Defense pool	Base: 3d+2

Lesser Rock Giant (Lieutenant)

Quick Character (700 points)

Movement	C 3/W 9/R 15
Basic Talents 15 pts.	Attack Focus (Fist), Pugilist, Expertise (Stealth)
Greater Talents 60 pts.	Ambush Attack, Attack Specialist (Fist), Far-Reaching Attack, Great Fist, Heave, Voice Mimicry
Heroic Talents 60 pts.	Brutal Charge, Hulking Body, Giant Body, Limitless Rage, Shattering Attack
Powers (Prices)	Armor 2 (Damage – the crying of an infant) Camouflage 3 (Reveal Nature – True Name) Durability 4 (Weak Spot – Back of the Head) Fury 3 (Offensive Limitation – Out of Doors)
Rites	-
True Faith: 0	Damnation: 9 (90 points)
Health Track	(Toughness 5) 20/10/8/8/5/3
Equipment	-
Special	-

Skullgnawer - Greater Rock Giant (Villain) Standard Character (1,300 points)

Fear Rating	5
Initiative pool	Base: 5d
Melee pool	Base: 14d – Giant Spear: 11d+2 (DM +7)
Ranged pool	Base: 12d – Thrown Objects: 10d (DM +3) Giant Spear: 9d (DM +7)
Defense Pool	N+5d+3
Movement	C3/W 9/R 15
Basic Talents 25 pts.	Attack Focus (Giant Spear), Basic Animism, Expertise (Animism), Expertise (Stealth), Incredible Actor
Greater Talents 80 pts.	Ambush Attack, Agile Runner, Attack Specialist (Giant Spear), Far-Reaching Attack, Heave, Voice Mimicry, Slam, Sweep, Tough
Heroic Talents 60 pts.	Brutal Charge, Hulking Body, Giant Body, Limitless Rage, Veteran Warrior
Powers (Prices)	Armor 3 (Weak Spot – Back of Head) Carnivate 2 (Damage – tears of children) Durability 4 (Allergen – the tears of children) Camouflage 3 (Reveal Nature – True Name) Fury 3 (Offensive Limitation – cannot use powers indoors) Mind Read 4 (Feeder – Human Flesh)

Skullgnawer - Greater Rock Giant (Villain)**Standard Character (1,300 points)**

Rites 20 pts.	Basic Animism: Awakening, Embodying the Totem, Speech of the First Times, Spirit Son		
Ability Line-Up 450 pts.	Strength 8 Agility 4 Toughness 6	Education 3 Reason 2 Will 3	Courage 3 Intuition 3 Personality 5
Background Skills 125 pts.	Deceive 4(11), Grapple 5(14), Hand-to-Hand 5(14), Pantomime 3(8), Stealth 4(7), Throw 4(12)		
Elective Skills 310 pts.	Animism 3(7), Command 2(5), Empathy 3(6), Endurance 2(8), Intimidate 3(8), Myth and Lore 2(5), Notice 2(5), Parry 3(7), Perform 2(7), Reflexes 3(5), Resolve 2(5), Survival 2(5), Track 2(5)		
True Faith: 0	Damnation: 15 (150 pts.)		
Health Track:	24/12/9/9/6/3		
Equipment:	Giant Spear*		

*A giant spear has the same statistics as a great sword. It also has a range of 6/12/24/48.

Feature Villain: Skullgnawer

Background: The being known as Skullgnawer is a creature who has lived for centuries around the Finger Lakes region. There, he is a great chief of the Lake Dwellers tribe of rock giants. He is known well by the tribes of the Five Nations. These Natives make offering to this mighty creature in the form of harvest crops and spoils from a variety of hunts. He gets his name from his claiming of occasional victims. It is said that when Skullgnawer has claimed a prize, his great teeth can be heard gnawing on the skull of his mortal meal. According to those who have heard it, it is a horrible grinding and rubbing sound that echoes over the lakes.

Because of the respect that he and his people are given, Skullgnawer rarely tampers with the Indians of the Five Nations. However, there are always those foolish few who wander too close to the Finger Lakes late at night, when the moon is full, and are lured by the Siren Call made by Skullgnawer's cannibalistic folk. This, unfortunately, happens with some regularity, since numerous game animals lurk around the Finger Lakes. Those mortals who are foolish to wander into Skullgnawer's territory of their own accord are fair game. It has been this way ever since anyone can remember.

Recent developments have changed things. Skullgnawer and his Lake Dwellers have always traveled abroad to hunt, leaving the peoples of the Five Nations be. Instead, they take the human flesh of surrounding people. Now, as many Native American tribes diminish in the wake of the European settlements in the Grave New World, Skullgnawer has begun to take European victims.

A number of European Witch Hunters have come to the doorstep of the Five Nations, on the trail of these rock giant attackers. A vast majority of the Witch Hunters have been turned away. As far as the Five Nations are concerned, the Lake Dwellers and Skullgnawer are their concern and their concern alone. The council of the Five Nations is quite aware that the Europeans will not allow the rock giants to hide behind their borders forever. At the same time, a battle with the Lake Dwellers would be a massive conflict which would take place entirely within Five Nations territory.

Skullgnawer cares nothing for the politics of mortals. Unchanging as the mountains and lake around him, he is determined to dwell in the only place he has known as his home. Even if the mortals were to rise up against him, Skullgnawer and his people have crafted a complex of underwater caves to escape to should things get awry.

Roleplaying – Skullgnawer is a terrible being to behold. His great face is made of cracked stone, stained a deep brown from centuries of eating victims. About his neck he carries a necklace of skulls, which he will gnaw upon from time to time as a morbid habit. About his wrists and ankles are bracelets of human bones, all lashed together from sinew. He carries a terrible spear which has been fashioned from a large tree. Skewered upon the spear are always a number of bodies which dangle as lurid hunting trophies.

On the rare occasions that he is seen, Skullgnawer rarely speaks. He only stares at others whether they be rock giants or mortals. Most of his people know precisely what Skullgnawer wants or commands by a simple glance from him. Most of his communication with them is non-verbal. A certain nod of the head can communicate sentences. When he does choose to speak, his voice sounds like it is echoing up from the ground below and reverberates quietly in the air.

Tactics – What makes Skullgnawer so dangerous is not his great spear or mighty strength. It is his capacity for deception and misdirection. Skullgnawer hides for a long while, reading the minds of his victims, and getting to know their thoughts and actions. Once he has gleaned enough information, he will have his subordinates use their voice mimicry and other talents to lure the most gullible of his targets out into the wilderness.

Then, Skullgnawer and his entourage will use ambush tactics and stealth to make hit and run attacks, separating the victims from one another. At this point, Skullgnawer's warriors will use their victim's own voices to confuse and misdirect them even further, confusing their victims as to where each other is and what they are doing.

One survivor of such an attack said that when he got separated from his companion, he could hear his partner calling out to him from five different directions, all using words and phrases that he would normally use. Only by ignoring all of the voices and fleeing for his life was the victim able to survive.

Savager (Beast)

Background:

When the sun sets upon the world, and the shadows grow long, some say that strange cries can be heard in the forests of the New World. Those who have knowledge, who know the truth, stay clear of these cries, for they mark places of doom to mortal man.

Within the wilds of the Americas there are strange and bizarre creatures known as the savagers. This species lives beneath the ground in either natural caves or dens of their own making. It is said that they cannot stand the light of day. I, myself, have never encountered these beings, therefore all I may do is to rely to you what I was told.

From my understanding, these creatures are said to have once been humans, but were corrupted long ago when they attempted to travel far to the South. When they arrived in the South, their forms were twisted by the magics of the strange gods that lived in that region. The corrupted mortals returned to their homelands but found that they could not stand the rays of the sun. So they dug deep pits in the ground and have lived there ever since.

Savagers are voracious eaters. Once they have established homes, they devour all animal life in the area, leaving a silent and eerily quiet pocket of lifelessness in the woods around their abodes. Thereafter, savagers send out hunting parties to other regions to gather food and bring it back. Savagers are indiscriminate about what they eat, but they must eat meat in great quantity in order to survive. Savagers prefer to eat their prey alive, whatever it may be. Thus, their raiding parties bring back their meals as captives. There are stories of savager feeding chambers deep within their large colonies. Supposedly, these places are charnel houses filled with the howls of both human and beast as they are eaten alive, one by one, by the hordes of feeding savagers.

When savagers run low on food, they possess the ability to go into hibernation. When they do this, they spin thick cocoons about their bodies and slumber for years and even decades at a time. Many tales speak of caves suddenly exploding with multitudes of these chattering creatures. When they wake, they go forth and lay waste to the land around them.

Savagers are either hunters or caretakers. There are no other roles in their world. The males go out and hunt, while the females take care of their brood. The only exception is that of the queen. Each savager horde is overseen by a queen. She leads the group to a new dwelling place if need be. The queen decides when the time is ripe for a plague. When a plague is called for, all of the males and half of the females rise up and pour forth from their lair, rushing off and feeding upon anything that moves.

Those who have encountered savagers recount gruesome tales. There are stories of savagers sweeping up from the wilds and taking away whole villages in a single night. Those few who have ever survived an encounter with these beasts report that when they attack, they come in massive numbers. The beasts will overrun their opponents with wave after wave of hungry attackers. It is said that in some lands, the savager hordes outnumber the trees in a forest, and swarm over every leaf and blade of grass.



In one famous account, a Mohawk brave tells of fourteen warriors who fought against four-hundred savagers. While many of the savagers died, in the end the brave fourteen were hauled away. By the end of the battle, the bodies of the savagers lay scattered about the ground in mounds. The point of the story is, of course, that despite their great losses, the savagers were willing to fight to their final numbers to pull down their victims and haul them into the depths of the earth.

Strains:

There are no known variations or strains of savagers.

Organizations:

Savagers do not organize themselves into distinctive groups.

Creating a Savager:

Initial Cost: 20

Fundamental Powers:

All savagers begin with **Hyperhearing 2** as a power.

Fundamental Prices:

Feeder – Living Flesh

Additional Powers & Prices:

Corpus Powers

Carnivate

Corpus Prices

Damage - Sunlight

Movement Powers	Movement Prices
Flight*	Lair
Jumping	Restriction
Wall Crawling	
Offensive Powers	Offensive Prices
Fury	Offensive Limitation – Nighttime
Maiming Strike	Weakness
Mystical Powers	Mystical Prices
Summon Lesser Minion*	Focus Bound

Quick Stats:

Typical Savagers (Minions)	
Threat Level	1
Skills	Hand-to-Hand +2
Talents	Mob Attack, Sacrificial Attack
Movement	C 3/W 9/R 15
Weapons's DM	Claws +4, Fangs +4
Special	Carnivate 1 (Damage – Sunlight) Hyperhearing 2 (Feeder – Living Flesh)

Tougher Savagers (Minions)	
Threat Level	2
Skills	Hand-to-Hand +2, Grapple +2
Talents	Mob Attack, Overwhelming, Sacrificial Attack
Movement	C 3/W 9/R 15
Weapons's DM	Claws +4, Fangs +4
Special	Carnivate 1 (Damage – Sunlight) Hyperhearing 2 (Feeder – Living Flesh)

Savager Consort (Lieutenant) Quick Character (525 points)	
Fear Rating	2
Initiative pool	Base: 7d – 9d (Danger Sense)
Melee pool	Base: 6d – Claws: 6d (DM +4) Fangs: 6d (DM +4)
Ranged pool	Base: 5d
Extras pool	6d – 7d Notice
Defense pool	Base: 4d
Movement	C 3/W 9/R 15
Basic Talents	Attack Focus (Claws), Claws, It's Just a 15 pts. Scratch
Greater Talents	Danger Sense, Fangs, Night Vision, Slam, 50 pts. Quick Stand
Heroic Talents	Incredible Leaper 20 pts.

Savager Consort (Lieutenant) Quick Character (525 points)	
Powers (Prices)	Carnivate 2 (Damage – Sunlight) Fury 2 (Offensive Limitation – Nighttime) Hyperhearing 2 (Feeder – Living Flesh) Wall Crawling 2 (Lair)
Rites	-
True Faith: 0	Damnation: 6 (60 points)
Health Track	(Toughness 3) 6/5/5/3/2
Equipment	-
Special	-

Savager Queen (Villain) Standard Character (645 points)	
Fear Rating	-
Initiative pool	Base: 9d – 11d (Danger Sense)
Melee pool	Base: 7d – Claws: 7d (DM +6) Fangs: 7d (DM +4)
Ranged pool	Base: 6d
Defense Pool	N + 5d
Movement	C3/W 9/R 15
Basic Talents	Attack Focus (Claws), Claws, Lucky, 20 pts. Talented (Stealth)
Greater Talents	Attack Specialist (Claws), Danger Sense, 60 pts. Fangs, Far-Reaching Attack, Night Vision, Slam
Heroic Talents	Brutal Charge 20 pts.
Powers (Prices)	Carnivate 3 (Damage – Sunlight) Flight 3 (Lair) Fury 2 (Weakness – Sunlight) Hyperhearing 3 (Feeder – Living Flesh) Summon Lesser Minion 3 (Focus Bound – To seek out a mate)
Rites	-
Ability Line-Up	Strength 4 Education 1 Courage 3 180 pts. Agility 6 Reason 2 Intuition 3 Toughness 4 Will 2 Personality 3
Background Skills	Acrobatics 4(10), Climb 3(7), Hand-to- 105 pts. Hand 3(7), Grapple 3(7), Notice 3(6), Stealth 5(11)
Elective Skills	Command 2(5), Parry 4(10), Reflexes 3(9), 120 pts. Track 3(6)
True Faith: 0	Damnation: 12 (120 pts.)
Health Track:	8/6/6/4/2
Equipment:	-

Shade (Ghost)

Background:

There are some who believe that sometimes evil is so intense, it leaves a stain upon the land. In such cases, shades are often seen. A shade is a supposedly a ghostly being that lingers because of the depths of its wickedness.

I have encountered many of these so-called spirits and have come away, many times, disappointed. Like many of my phantom cousins, these beings are often so obsessed with a single goal that it is impossible for them to think about anything else. However, unlike phantoms, who have unfinished business, shades have long fulfilled their role in life. Yet they are unable to let go of their hate and desire for sin. Given spiritual form, a shade is compelled to go on committing the misdeeds that it once committed in life.

A shade is a dark figure made entirely from shadow. They appear as they did in life, except that their clothing has become muted and grey, and their features appear to be made of nothing more than gloom as well.

These ghostly beings seek out ways to feed their dark desire, whatever it may be. The shade of a murderer might seek out new victims to prey upon. The shade of a miser might jealously protect its coins from others, killing all those who try to possess even a single coin from its coffer. Whatever their compulsion, shades are so consumed by their desire that they will indiscriminately kill to fulfill it.

On rare occasion, I have met the singular shade who has been able to master their unliving obsession. These beings, like myself, have learned to channel their accursed desire into a focused instrument of willpower and determination. The rare entity capable of this is force to be reckoned with, for they have channeled their unholy want to a driving passion towards some lofty goal. One such creature, the shade of Judge Miller from the Virginia colony, was able to take his driving need for swift and unfettered justice and channel it into hunting down ne're-do-wells in the region. Indeed, Judge Miller and I have met on a number of occasions and I have worked with this tireless spirit, often dispatching misguided Witch Hunters who wish to stop our righteous work.

Strains:

Ragman – Though these creatures are popularly called ragmen, they actually manifest as men or women. They are the returned spirits of compulsive killers who cannot stop their cycle of destruction, even in death.

A ragman is a being made entirely from shadow. Its extremities appear to be frayed and jagged, like torn cloth. Ragmen are known for being very quick. They prefer to slay their victims hurriedly and run off once the deed is done. Most Witch Hunters who encounter ragmen say that the most difficult thing about facing a ragman is that they disdain physical confrontation. They must often be pursued to be put down.

Bloody Mary – Bloody mary sprits are beings who have a wanton desire to kill or maim others because of their all-consuming hate for a particular person or persons. In Wales, there exists a very famous and persistent bloody mary spirit that is known for its spite of children. From what I am told, this being manifests in mirrors before children and cuts them to ribbons. So tremendous is the power of this creature that it has been known to manifest in mirrors (what few there are) in the New World. If such stories are true, then I will be seeking out this spirit myself, for final justice should only be brought to the deserving, not the innocent.



Yet this single spirit is but one bloody mary that appears. I have heard recounts of others that have shown a spite for particular races or creeds, certain families, companies, and religions. Despite their namesake, a bloody mary can be either male or female.

Bloody mary spirits are best known for their ability to manifest themselves in objects, wherever those objects might be. Many blood mary spirits have the ability to appear in mirrors and step out. There are some that can spring forth from wardrobes, coffins, chests, pools...all manner of items.

Red Dancers – These ghosts manifest as crimson colored apparitions, the precise color of fresh blood. Red dancers stem from folk who were despicable in life, but did not have a particular sin of which they were fond. Rather, these rare entities spring forth from the damned souls who partook of just about all manner of vices, and holding little regard to others.

Red dancers usually appear shortly before a calamity of some kind and are often seen as a terrible omen. When they do appear, they usually mock their onlookers openly, hurling all manner of insults. Some believe that red dancers cause the calamities that occur after their appearances. Others believe it is just coincidence.

It is said that if a red dancer can be captured, it can be compelled to tell what tragedy awaits around the corner. For this reason, these creatures are often doggedly pursued by Witch Hunters.

Organizations:

Usually shades operate on their own. Since these creatures were so vile in life, in death they normally become beings of solitude. There are occasions in which shades will act in concert. These situations arise when, during life, the human form of the shades were slain together, or have reason to linger in the same place.

For example, the **Gray Boys of Virginia** are said to be a band of shades so wicked that the Devil himself placed iron bells around their necks to warn all those of their approach. Any who have ever encountered these strange entities have heard odd, discordant bells ringing in the distance before they were attacked.

These spirits are rumored to be a group of boys that were so mean-spirited that a mere look from them could cause milk to curdle. All seven of these riotous boys finally met their end when they dared to raid an Indian village, raping and pillaging Native loot. When the boys were found a week later, all of them had been scalped alive, and their bodies had been bound up in the branches of trees so that birds would be more likely to roost upon them and pluck out their eyes and noses. When these shades revisit the earth, they are missing their eyes and noses and that they cannot abide the presence of birds, particular ravens.

The **Cackling Choir** is another band of spirits who haunt the streets of Boston. The Cackling Choir was once a church choir who were filled with wickedness and iniquity. These individuals were never guilty of any tremendous sin, but constantly spread rumors about their neighbors, coveted the belongings of others, and ruined unions of which they did not approve.

Eventually, this church-going choir became trapped in one of the member's homes during a sudden fire. Witnesses said the fire "sprang out of nowhere." Since that time, the choir has appeared in the streets of Boston, occasionally manifesting before a calamity. They openly mock people around them, proclaiming how various people might or might not die.

Suggested Locales:

As the spirits of the wicked, shades can appear anywhere in the world, manifesting wherever anyone black-hearted enough has passed away.

Creating a Shade:

Initial Cost: 40

Fundamental Powers:

All shades begin with **Intangibility 2** as a power.

All shades begin with the **Undead (Villainous)** Talent.

Fundamental Prices:

Focus Bound*

*Shades are always focus bound to continue to engage in the same sins as they did in life.

Additional Powers & Prices:

Corpus Powers

Regeneration

Movement Powers

Elusive

Object Manifest

Offensive Powers

Freezing Touch

Frightening Presence

Possession

Mystical Powers

Maddening Aura

Telekinesis

Corpus Prices

Obvious to the Touch

Movement Prices

Impaired Travel

Restriction

Vulnerability

Offensive Prices

Avoidance

Weakness

Mystical Prices

Atmospheric Disturbance

Ward

Quick Stats:

Red Dancer (Minion)	
Threat Level	4
Skills	Hand-to-Hand +2, Acrobatics +2
Talents	Undead
Movement	C 3/W 9/R 15
Weapons's DM	Touch +2
Special	Intangibility 2 (Focus Bound – Vice) Freezing Touch 2 (Weakness – Holy Symbols)

Ragman, former mass killer (Villain)	
Quick Character (850 points)	
Fear Rating	5
Initiative pool	Base: 10d – 11d (Danger Sense)
Melee pool	Base: 6d – Dagger: 6d (DM +3) Touch: 8d (DM +4, debilitating)
Ranged pool	Base: 8d – Thrown Dagger: 8d (DM +3)
Extras pool	8d – 9d Movement skills, Notice
Defense pool	Base: N+5d+2
Movement	C 3/W 9/R 15
Basic Talents 25 pts.	Attack Focus (Dagger), Basic Diabolism, Cheat, Lucky, Talented (Hand-to-Hand)
Greater Talents 80 pts.	Ambush Attack, Attack Specialist (Dagger), Danger Sense, Deadeye Shot, Marksman, Slam, Sneaky, Tumbling Escape
Heroic Talents 60 pts.	Brutal Charge, Grace and Speed, Pinning Shot, Undead
Powers (Prices)	Intangibility 2 (Focus Bound – Vice) Regeneration 4 (Vulnerability – Cold Iron) Elusive 3 (Restriction – Salt) Freezing Touch 4 (Avoidance – Holy Symbols) Telekinesis 4 (Atmospheric Disturbance)
Rites 15 pts.	Basic Diabolism: Dread of the Dark One, Limned in Fire, Trapped in Darkness
True Faith: 0	Damnation: 15 (150 points)
Health Track	(Toughness 4) 8/6/6/4/2
Equipment	Dagger, pitch jacket
Special	-

Bloody Mary (Villain)	
Standard Character (890 points)	
Fear Rating	5/8
Initiative pool	Base: 13d – 15d (Danger Sense)
Melee pool	Base: 12d – Dagger: 12d (DM +3)
Ranged pool	Base: 4d – Thrown Dagger: 4d (DM +3)
Defense Pool	N+5d
Movement	C3/W 9/R 15
Basic Talents 20 pts.	Attack Focus (Dagger), Basic Diabolism, Expertise (Diabolism), Expertise (Reflexes), Lucky
Greater Talents 90 pts.	Attack Specialist (Dagger), Danger Sense, Deadeye, Fast Draw, Greater Diabolism, Marksman, Slam, Spiteful Comeback, Swift
Heroic Talents 100 pts.	Bleeding Strike, Spiteful Strike, Spiritual Nature, Mark of the Beast, Pinning Shot, Undead
Powers (Prices)	Frightening Presence 3 (Avoidance – Broken Mirrors) Intangibility 2 (Focus Bound – find new victims) Object Manifest* 3 (Restriction – Holy Ground) Possession 4 (Weakness – Mandrake Root) Telekinesis 4 (Ward – Holy Symbols)
Rites 25 pts.	Basic Diabolism: Dread of the Dark One, Limned in Fire, Trapped in Darkness Greater Diabolism: Blasphemous Truths
Ability Line-Up 180 pts.	Strength 2 Education 3 Courage 4 Agility 6 Reason 2 Intuition 4 Toughness 4 Will 3 Personality 4
Background Skills 125 pts.	Diabolism 4(9), Intimidate 4(8), Parry 5(11), Reflexes 6(15), Stealth 4(10), Throw 2(4)
Elective Skills 170 pts.	Deceive 4(8), Empathy 3(7), Hand-to-Hand 6(12), Notice 4(8)
True Faith: 0	Damnation: 14 (140 pts.)
Health Track:	8/6/6/4/2
Equipment:	dagger

Shrivelchilde (Accursed)

Background:

A shrivelchilde is a person who has had a vile curse bestowed upon them and now relies on the bodies of others to survive. Shrivelchildren are truly awful to look upon. Their bodies are nothing more than shriveled, fetal forms, with brown, crispy skin. Without a host, shrivelchildren cannot even lift their heads and only crawl and flop around on the floor in a pathetic fashion. Once they join with a host, many shrivelchildren make their host impossibly strong, fast, and powerful.

Some shrivelchildren come about as the result of a curse placed upon them by another individual. Those who take something precious from someone else usually draw this curse upon themselves. There are stories of people who have stolen food from their neighbors, allowing them to starve. As a result, the starving neighbors curse the thieves and the thieves become shrivelchildren. There are other tales as well, all involving a theft of some kind.

There are, however, tales of people who have invited the shrivelchilde curse upon themselves. These individuals hope to live forever, using the bodies of other people to survive. Only the truly mad would dare to draw such a terrible curse upon themselves. And yet, legends of witches and warlocks who attempt this hideous act abound.

Most shrivelchildren can control their prey through a gaze. They compel their target to come to them. The shrivelchilde then houses itself in the victim's body. When

the process is complete, the result is a hideous merger of two people. Usually, the shrivelchilde will appear somewhere on its victim's body, growing there like a parasitic twin. The more powerful shrivelchildren are able to hide themselves from casual view.

Strains:

Coachmen—The ironically named coachmen are shrivelchildren that use their victim's bodies like mounts. Once they have merged with their victim's flesh, the shrivelchilde appears somewhere on the victim's body. Usually, coachmen (which may be male or female) will appear out of their victim's back. Meanwhile, victims appear to be unconscious and unaware of their surroundings. Even though their bodies are unconscious, the host is controlled by the coachman who manipulates their muscles like a marionette pulling at strings. While they may appear awkward, coachmen manipulated bodies are quite agile and fast. They possess great strength, and are quick to use it if they feel threatened.

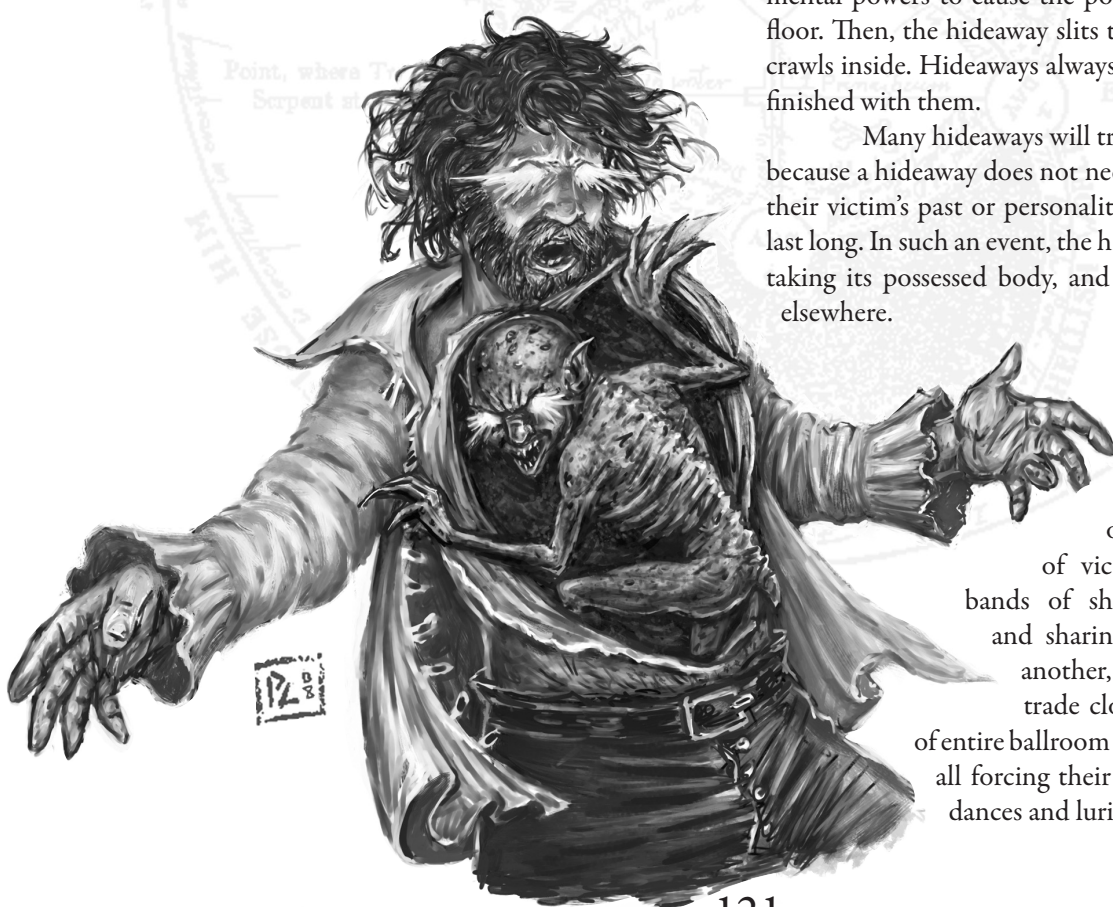
Most coachmen try to stay out of people's way, so as not to draw attention to themselves. They are fond of creating lairs that are far out in the wilderness. There, they will keep a stockpile of prisoners so that they may merge with different bodies and different times.

Hideaway—Hideaway shrivelchildren are beings that do not just possess their victims, but often assume their identities. When a hideaway first finds a victim, it uses its mental powers to cause the poor soul to lie down upon the floor. Then, the hideaway slits the victim's stomach open and crawls inside. Hideaways always kill their hosts when they are finished with them.

Many hideaways will try to pose as their victims. But, because a hideaway does not necessarily know anything about their victim's past or personality, such charades usually don't last long. In such an event, the hideaway will flee a community, taking its possessed body, and head to another community elsewhere.

Organizations:

Being deformed and corrupt beings, shrivelchildren will sometimes seek each other out for safety and the sharing of victims. There are folktales of bands of shrivelchildren living together and sharing their victims amongst one another, the same way people might trade clothing. Such lurid tales speak of entire ballroom festivals full of shrivelchildren, all forcing their hosts to partake in a warped dances and lurid acts.



Perhaps the most notorious of these organizations is the **Nightmare Rider's Club** which is said to exist in Spain and Florida. This supposed horseback riding club was formed as a social network. Alas, many who get invited into the club are never seen again. The lairs of the Nightmare Rider's Club are strange places where shrivelchildren occupy the bodies of not just men and women, but beasts and animals as well. The demented members of this group are shrivelchildren who like to "taste" the experience of possessing different hosts.

It is also well known that the organization **Mortuus Imperius** employs a number of shrivelchildren. These shrivelchildren have been promised their humanity returned to them if they can aid Mortuus Imperius in its quest of finding the secret to true immortality (see Witch Hunter Core Book p. 228).

Finally, the **Order of Judas** has a number of hideaway shrivelchildren amongst their number. These creatures are known amongst the Order as "The Keepers of Secret Knowledge". These beings act as repositories for knowledge and hide themselves within the bodies of mortals, so that they may pass their secrets onto future generations. The Keepers of Secret Knowledge are given great respect in the Order of Judas and are often sought out for advice.

Suggested Locales:

None.

Creating a Shrivelchilde:

Initial Cost: 30

Fundamental Powers:

All shrivelchildren begin with **Possession 3** as a power.

Fundamental Prices:

Immobility *and* Corpus Limitation*

*A shrivelchilde that is not in possession of a body has the Immobility Price and Corpus Limitation Price. None of a shrivelchilde's Corpus powers will function if it is not in possession of a body. Finally, a shrivelchilde not in possession of a body has all of its dice pools set to 2.

Additional Powers & Prices

Corpus Powers

Armor
Regeneration
Monstrous Form

Corpus Prices

Reveal Nature
Damage – the touch of a child
Tortured Existence

Offensive Powers

Infectious Persona

Mystical Powers

Immortality
Siren Call
Suggestive

Offensive Prices

Weakness

Mystical Prices

Feeder
Focus Bound
Soul Outside

Coachman (Lieutenant)	
Quick Character (745 points)	
Fear Rating	0
Initiative pool	Base: 9d – 11d(14d)* (Danger Sense)
Melee pool	Base: 8d – Fist: 9d(12d)* (DM +5)
Ranged pool	Base: 6d – Thrown Object: 4d(7d)* (DM +3)
Extras pool	7d(10d)* – 8d Hermeticism, Notice
Defense pool	Base: 4d+3 or 5
Movement	C 3/W 9/R 15
Basic Talents 25 pts.	Attack Focus (Fist), Basic Hermeticism, Expertise (Hermeticism), Pugilist, Meditative Trance
Greater Talents 80 pts.	Attack Specialist (Fist), Consistent Defense, Danger Sense, Heave, Iron Fisted, Great Fist, Slam, Tough
Heroic Talents 40 pts.	Incredible Strength, Incredible Leaper
Powers (Prices)	Armor 3 (Damage – the touch of a child) Possession 3 (Immobility & Corpus Limitation) Suggestive 4 (Feeder – human flesh) Monstrous Form 3 (Tortured Existence)
Rites 20 pts.	Basic Hermeticism: First Circle of Binding, Diagram of Insight, Sigil of Warding, Summoning the Unseen
True Faith: 0	Damnation: 10 (100 points)
Health Track	(Toughness 5) 11/9/9/6/4
Equipment	-
Special	*These numbers indicate the creature's dice pools while in Monstrous Form

Sir Engel Drechsler, Hideaway (Villain) Standard Character (1,375 points)

Fear Rating	6
Initiative pool	Base: 12d
Melee pool	Base: 11d – Bastard. Sword: 9d(12d) [°] (DM +6) Unarmed: 11d(14d) [°] (DM +2)
Ranged pool	Base: 10d – Blunderbuss: 10d(13d) [°] (DM +3)
Defense Pool	N+5d+5 or N/3+7 (N+8d+5 or N/3+8) [°]
Movement	C3/W 9/R 15
Basic Talents 40 pts.	Attack Focus (Bastard Sword), Attack Focus (Unarmed), Basic Diabolism, Basic Hermeticism. Lucky, Meditative Trance, Talented (Hermeticism), Talented (Hand-to-Hand)
Greater Talents 80 pts.	Agile Runner, Ambush Attack, Attack Specialist (Bastard Sword), Attack Specialist (Unarmed), Consistent Defense, Greater Hermeticism, Slam, Tough
Heroic Talents 20 pts.	Sacrificial Defense
Sword School: Freifechter 85 pts.	Basic: Sacrifices Must Be Made, Like an Eggshell Before the Hammer Greater: The Biting Blade, Meeting the Charge Heroic: Like a Hot Knife Through Butter
Powers (Prices)	Armor 5 (Reveal Nature – Tears of a Child)* Immortality 3 (Soul Outside) Infectious Persona 2 (Weakness – Mandrake Root) Possession 3 (Immobility & Corpus Limitation) Monstrous Form 3 (Damage – the touch of a child) Suggestive 3 (Feeder - Souls)

Sir Engel Drechsler, Hideaway (Villain) Standard Character (1,375 points)

Rites 85 pts.	Basic Hermeticism: First Circle of Binding, Diagram of Insight, Sigil of Warding, Summoning the Unseen Greater Hermeticism: Mark of the Minion, Shield, Sigil of Sundering Heroic Hermeticism: Mark of Dominion Basic Diabolism: Circle of Summoning, Limned in Fire, Trapped in Darkness		
Ability Line-Up 330 pts.	Strength 6 Agility 6 Toughness 4	Education 5 Reason 3 Will 3	Courage 3 Intuition 2 Personality 4
Background Skills 165 pts.	Hand-to-Hand 5(11), Hermeticism 4(9), Firearms 4(10), Grapple 4(10), Necromancy 4(9), Parry 6(12), Stealth 6(12)		
Elective Skills 360 pts.	Charm 3(6), Command 2(6), Concentrate 3(6), Deceive 3(7), Disguise 3(7), Intimidate 2(6), Myth and Lore 4(9), Notice 2(4), Occult 5(10), Reflexes 6(12), Resolve 3(6)		
True Faith: 0	Damnation: 16 (160 pts.)		
Health Track:	9/7/7/5/3		
Equipment:	-		
° Indicates stats while in Monstrous Form			
*Reveals true nature if touched by the tears of a child			

Feature Villain: Sir Engel Drechsler

Background – Few would suspect this tall, blond, and handsome man to be one of the world's most notorious killers. Yet, Sir Engel carries within him a dark secret, literally.

The story of Sir Engel begins almost 900 years ago, around the year 800. During that time, a knight of King Charlemagne took up a Holy quest to defeat a single daemon that had long plagued the countryside. This knight, who is now known in history simply as “Engel” or “Angel” spent seven long years searching for this dire threat. Finally, he was able to vanquish the daemon he sought – a powerful entity known as Buer.

Even as Engel cast down the mighty daemon from his high place, he could sense that his opponent would, one day, return. And, indeed, he was correct. Buer returned in

a year's time, taking on a different form, and plaguing the world anew. Buer answered his attacker by killing Engel's family, friends, even his loving wife and three children. As tragedy after tragedy struck, Engel became more and more determined to see this fiend destroyed.

Engel sought for a way to permanently end the threat of the daemon Buer, but was stymied time and time again. At last, as Engel reached the twilight of his life, he found his answer high in the Alps, in a deep crevasse that contained a small, shriveled, and pathetic creature. This fetal being whispered and croaked its dread answers to him. The more that Engel listened, the more he became disturbed.

What did the minions of the Adversary possess that mere mortals did not? They possessed a wide variety of powers, abilities that exceeded human capacity, and the power to return to the world. And what did the servants of God have in response to this? Nothing. So why not fight fire with fire? Why not turn the Adversary's advantage into his own advantage?

The shrivelchilde that spoke to Engel made him this bargain – if Engel would carry the shrivelchilde within him, then he would grant the knight immortality. Not only that, but he would give the knight a measure of its own power. At last, Engel would be able to face the daemon Buer on his own terms.

Feeling the weight of his age, Engel accepted the creature's bargain, knowing that it might damn his own soul to Hell. In his mind, he could not allow the possibility that the daemon he faced might go free. In an incredible turn of events, Engel opened his own body to the shrivelchilde and invited the parasitic creature within.

Since that time, Sir Engel has traveled the world for centuries, doggedly chasing down the daemon Buer. He has not limited his wrath to this single daemon. Engel has hunted down many a supernatural foe, in the name of his quest to destroy the very creatures which ripped away his family and friends from the world. Drechsler is the name Engel assumed over time. Indeed, Engel cannot even remember what his birth name was.

The great flaw that Sir Engel faces is the fact that the parasite which lives within him needs the energy of souls in to exist. Engel tries to always feed the hideaway within him the souls of wrongdoers. These souls are not always convenient. Many times, Engel has been forced to consume the souls of those who may or may not have been deserving to continue his quest. In Sir Engel's mind, each soul he has consumed was a necessary sacrifice for the countless others he has saved. While Sir Engel has, indeed,

defeated some of the most powerful threats in the world, there can be no denying that he has had to take part in some very morally skeptical murders to do so.

Roleplaying – Sir Engel presents himself as a forthright, upstanding Puritan man. His size is quite remarkable, standing over six feet tall, with broad shoulders and corded muscles, he is a striking man to most everyone. His blue eyes seem to stare for miles and he has a way of fixing others' with his gaze that almost betrays his venerable age. When he assumes his monstrous form, his muscles bulge and veins stand out all over his skin. His face grows weathered and wrinkled, appearing like the ancient man he is.

Sir Engel Drechsler is no longer obsessed with destroying the daemon Buer, though that goal is always in the back of his mind. He has been all over the world, in many different countries and on several different continents. However, he always likes to return home to Germany from time to time.

Sir Engel does not drink or dance. He does not curse. He will not strike animals or women under any circumstance, unless defending his own life. He is a man of seemingly infinite patience, rarely growing angry at insults thrown his way or rude treatment. However, when faced with a minion of the Adversary, Engel unleashes a terrible savagery and anger.

Despite his forthright façade, Engel has a devious side to him. He is not above using unscrupulous methods to get his way. He will bribe others, steal objects if he thinks he needs them, and engage in torture if he thinks that will get him information. All of these morally questionable things he does, of course, in secrecy, far away from those who might witness the heinous acts. For Engel, it is very important to put on his air of nobility and benevolence. He still needs to believe that he is a hero.

Tactics – Sir Engel is extremely good at going about in disguise or unnoticed. He prefers to travel alone, in search of some new threat to vanquish. If he spies Witch Hunters, he will try to accompany them. He is not a Witch Hunter himself, but longs to be one, for that would, at least, fulfill his hope that he is doing the right thing.

When in combat, Engel tries to sneak up on an opponent unawares before unleashing his fury. He attempts to do this when his victim is alone if possible, so that his Monstrous Form is not revealed to others. If fighting alongside Witch Hunters or innocents, he will attempt to hide his Monstrous Form at all costs, even killing witnesses if necessary.

Spiderlings (Accursed/Diabolicals)

Background:

I have previously spoken of the devious and guileful cult known as Santos Novos. While their society may be deceptive in their own way, I do admire their dedication and willfulness. In such a short time, they have created, from what I can see, their own church with their own hierarchy and a steadily growing mass of followers. One of their pinnacle achievements, that I have found, is the forging of their own special brand of accursed and evil.

Indeed, I am sure that such an accomplishment is not lost upon one such as yourself. To take the very forge of Hell from the hands of the Adversary and make it your own is no small feat.

As earlier discussed, the Santos Novos obtain much of their power through the nobles who engage in their religion. To maintain their power, these noble families could not engage in dark acts themselves, lest they reveal their true natures to the world and become hunted down by the aligned forces of the Church and the world's Witch Hunters.

Thus, in dark and secret chambers, created below the earth, the cultists of Santos Novos created servants. Each servant was made from a man or woman, modeled and crafted from living flesh. These hapless victims found their bodies twined and woven like knotted pieces of rope. And, after many nights, Santos Novos arrived at their masterwork

creation – beings who were small, able to hide in cramped places, could turn invisible, and were deadly opponents.

Spiderlings are beings whose humanity was ripped from them long ago by the hideous rites and rituals conducted by the Santos Novos. They come in two forms, the *arañumana* and the *Pastors*. These hideous creatures carry the directives of the Santos Novos fanatically, serving them as spies, assassins, messengers, and bodyguards.

The *arañumanas* are always overseen by the Pastors, or “Shepherds”. Pastors are actually devils who have been summoned by the Santos Novos and tasked to oversee their hordes of minions. As tasked servants, Pastors usually stay hidden near their masters, acting as advisors and telepathically manipulating the *arañumanas* whenever necessary.

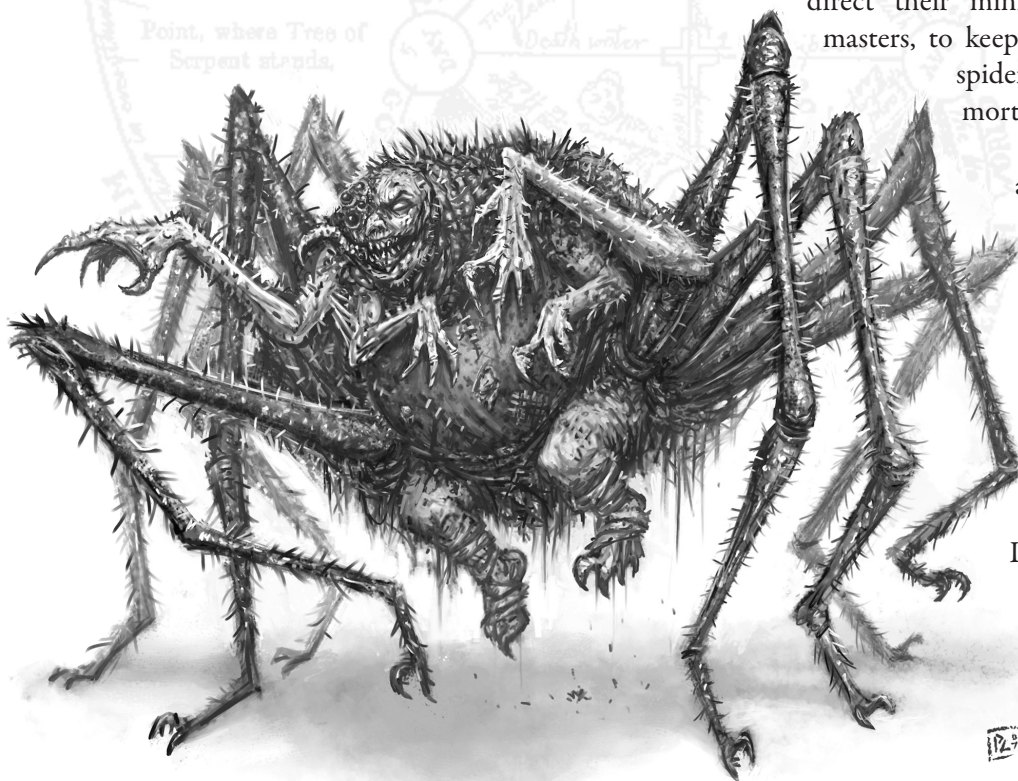
Strains:

Arañumanas – These beings stand between 3 and 4 feet in height. They resemble the bloated forms of naked men or women with the legs of spiders sprouting from their folds of flesh. Their spidery legs will resemble arms or feet. Occasionally, one of these beings will have their faces merged with the aspects of a spider, possessing multi-faceted eyes or mandibles growing from their mouths.

Arañumanas live to serve the whim of their Pastors. Whatever their Pastors desire, these minions seek it out. Most magicians believe that they have complete control over these accursed servants, but that is untrue. Pastors direct their minions to obey their human masters, to keep up the appearance that the spiderlings are utterly loyal to their mortal masters.

Because the myriad of *arañumanas* can communicate telepathically with their Pastors, they make excellent spies and messengers. They can watch the proceedings of an enemy and immediately report it to a nearby Pastor, who may then relay that information to its master or mistress in Santos Novos. Likewise, they make excellent guardians, since they can alert their masters the moment they have seen an intruder or something suspicious.

Because the *arañumanas* are so many in number and possess powerful telepathy, it



has made it difficult for any Witch Hunter, Jesuit, or Black Friar to penetrate the inner workings of the Santos Novos. This horrific cult almost always knows when the authorities are going to arrive long before they appear, and are quick to cover up anything unseemly that they might be doing.

Pastors – These creatures are not accursed like the arañumanas, but are, in fact, devils summoned by the cultists of Santos Novos and compelled to watch over their army of arañumanas. Each devil is summoned up from the Fiery Pit and has its spiritual body mangled and twisted into a form of the Novos’ liking. All Pastor devils are tall beings with many floating, spider-like eyes beneath hoods of shadow and wispy tendrils flowing out from beneath their robes.

Pastors serve their masters in the Santos Novos with aloof and cordial respect. They wait on their directors obediently and provide advice on all manner of topics when asked. These tasked devils often act as fonts of information for the cultists of Santos Novos, offering all manner of knowledge on subjects occult and mysterious.

Finally, the Pastor devils act as lieutenants and coordinators for Santos Novos. They direct the arañumanas to spy on enemies, guard their masters, or attack opponents. They also act as information gatherers, collecting all of the sights and sounds relayed back to them by the arañumanas. Within the inner chambers of the Santos Novos, it is a common sight to see one of these devils kneeling before its master, relaying the events of the day.

But, the Pastors are still devils. Behind their calm, cool arachnid eyes lies a subtle anger and disdain for being compelled to serve base and lowly humans. Some researchers into matters of the Santos Novos believe that the Pastor devils have a special rite that they conduct which allows them to return to Hell once a year to report on the Santos Novos’s activities. This would mean, that the Pastors would have to have some way of hiding their disappearance from the larger cult. Also, it would mean that for this brief time, the Santos Novos would be somewhat vulnerable.

Organizations:

As slave creatures, spiderlings have no organizations of their own. Arañumanas are typically gathered into spy teams, assassination teams, or strike forces for the subversive purposes of the cult of Santos Novos. Whenever they are gathered for one of these purposes, the lesser arañumanas will gather around the stronger ones as support. Meanwhile, the Pastor devils will hide themselves away, communicating with their group from afar.

Suggested Locales:

As tasked creatures, these beings exist heavily in Portugal, where the Santos Novos have taken power. There, they exist to maintain that cult’s stranglehold on Portuguese politics. They also appear all over Europe with some frequency as the Santos Novos seeks to expand its powerbase and spy on other courts in other countries.

These creatures also exist in great numbers in Brasil, where they were first created. There, they act as enforcers for Novos, outright destroying any who oppose them. In Brasil, the people speak of these creatures with hushed whispers while making the sign of the cross. It is well known that those who cross the Novos will often be snatched away by spider-like beings, along with all of their family and friends.

Creating a Spiderling:

Initial Cost: 30 or 50

Fundamental Powers:

All spiderlings begin with **Telepathy 3** as a power. All Pastor spiderlings begin with the **Spiritual Nature (Villainous)** Talent.

Fundamental Prices:

Ultimate Master

Additional Powers & Prices:

Corpus Powers

Fluid Body
Intangibility*
Invisibility

Movement Powers

Wall Crawling

Offensive Powers

Supernatural Poison
Mystic Blast*
Web

Mystical Powers

Suggestive*

Corpus Prices

Corpus Limitation
Tortured Existence

Movement Prices

Paralyzation

Offensive Prices

Avoidance
Repulsion
Weakness

Mystical Prices

Word is Law

*Only Pastor devils may possess these powers.

Quick Stats:

Lesser Arañumanas (Minion)	
Threat Level	2
Skills	Hand-to-Hand +2, Stealth +2
Talents	None
Movement	C 3/W 9/R 15
Weapons's DM	Fangs +2
Special	Telepathy 3 (Ultimate Master) Wallcrawling 2 (Paralyzation – Circle of Binding)

Greater Arañumanas (Lieutenant) Quick Character (550 points)	
Fear Rating	2
Initiative pool	Base: 5d
Melee pool	Base: 6d – Fangs: 5d (DM +2)
Ranged pool	Base: 6d
Extras pool	7d – 8d Movement skills, 8d Subterfuge
Defense pool	Base: 3d – 5d (Incredible Reflexes)
Movement	C 3/W 12/R 20
Basic Talents 15 pts.	Cheat, Expertise (Subterfuge)
Greater Talents 50 pts.	Agile Runner, Born Thief, Fangs, Grab and Run, Swift
Heroic Talents 40 pts.	Grace and Speed, Incredible Reflexes
Powers (Prices)	Fluid Body 1 (Corpus Limitation – can only use corpus powers while moving at crawling speed, no faster) Invisibility 3 (Tortured Existence) Telepathy 3 (Ultimate Master) Wall Crawling 2 (Paralyzation – Circle of Binding)
Rites	-
True Faith: 0	Damnation: 6 (60 points)
Health Track	(Toughness 3) 6/5/5/3/2
Equipment	-
Special	-

Pastor Devil (Villain) Standard Character (710 points)	
Fear Rating	5
Initiative pool	Base: 7d – 9d (Danger Sense)
Melee pool	Base: 4d – Claws: 4d (DM +2)
Ranged pool	Base: 8d – Mystic Blast 8d (DM +6)
Defense Pool	N+4d
Movement	C3/W 9/R 15
Basic Talents 20 pts.	Attack Focus (Claws), Basic Diabolism, Claws, Meditative Trace, Lucky, Talented (Stealth)
Greater Talents 40 pts.	Danger Sense, Greater Diabolism, Night Vision, Swift
Heroic Talents 20 pts.	Incredible Reflexes, Spiritual Nature
Powers (Prices)	Invisibility 3 (Corpus Limitation – can only use powers while at crawling speed, no faster) Mystic Blast 3 (Avoidance – diabolic symbols) Suggestive 4 (Word is Law) Telepathy 4 (Ultimate Master) Web 3 (Repulsion – Catholic clergy)
Rites 20 pts.	Basic Hermeticism: Magician's Mark, Sigil of Warding Greater Hermeticism: Mark of the Minion
Ability Line-Up 150 pts.	Strength 2 Education 4 Courage 2 Agility 4 Reason 3 Intuition 2 Toughness 3 Will 3 Personality 5
Background Skills 100 pts.	Charm 3(8), Command 3(8), Deceive 4(9), Empathy 2(4), Hermeticism 4(8), Gossip 4(9)
Elective Skills 170 pts.	Concentrate 3(6), Hand-to-Hand 2(4), Notice 2(4), Reflexes 3(7), Stealth 3(8), Thrown 4(8)
True Faith: 0	Damnation: 14 (140 pts.)
Health Track:	6/5/5/3/2
Equipment:	-

Synad (Spirit)

Background:

I confess that I do not know the entire depths of these beings for they are both ancient and mysterious. I might spend my entire unlife trying to comprehend such entities to no avail. However, I will tell you what little I do know, and allow you to discern best how you might exploit these beings to your own ends.

Synads are ancient spirits that have taken up residence in aspects of nature. These creatures are known throughout the world and are given a certain degree of respect. In many parts of the world, offerings will be left for synads. In other places, they will be openly worshipped.

The aspects of nature where synads make their homes are sometimes limited, like a single tree, a large rock, or small pool of water. However, there are synads who can inhabit large tracts of nature such as an entire mountain or lake. There are synads that inhabit whole rivers. Synads can take many different shapes and forms. Some appear to be human, while others seem elemental. Some appear to be quite powerful, while others only have trickster-type powers, capable of only mischief. Regardless, these spirits have the capacity for both evil and good.

As beings who live for millennia upon millennia, synads look at the world in a completely different way than mortals do. Time is meaningless to them, while it means a great deal to a human. This difference in their perception of time often leads to woe when mortals and synads interact. Numerous are stories of children who have gone to visit with a synad, and disappeared for decades, only to return as old and withered.

Synads also follow a form etiquette alien to most mortals. For example, in order to meet with a synad, one may be asked to fetch a rare item, solve a riddle, pass a test, or put on a performance – the exact requirement always varies. In addition, social rank amongst these creatures does not depend on power, seniority, or land, as it does with mortals. A synad that inhabits a tree might be considered above a synad that rules over a mountain. These odd rules of custom are also often points of contention between spirit and mortal. For example, in one tale, a Native brave once visited a synad hunting ground and assumed that the synad of a single mushroom was a servant, while the synad of the mountain was the chief. Little did he know that the mushroom synad was actually the leader. There are other such stories where a mortal simply steps in the wrong spot or touches the wrong item that causes a heinous breach of etiquette and sends a synad into a furious rage.

The most dangerous interaction with a synad is when their homes are disturbed in any way. This often happens when colonists disturb synad dwellings without realizing it, bringing ruin upon the hapless folk who disturbed the creature's peace. When roused to anger, synads can be frightening opponents, for they are fierce in their wrath.

Strains:

There are many different types of synads, far too many to list here. However, some of the most common are below.

Dryad/Wood Spirit – Prolific the world over, dryads are spirits who occupy forests, trees, plants, and fields. Sometimes these beings will occupy a single tree or an entire forest. Europeans call these beings dryads, most Natives call them wood spirits. Dryads are men or women whose forms are made from twig, bark, leaves, and roots. Their facial expressions are solemn and sad.

Most colonists know of dryads from tilling the land. In many Old World countries, it is customary when harvesting crops to



leave a single stalk standing at the corner of the field. Cutting down the last stalk is thought to destroy the home of a dryad, causing it to leave and the next year's crop to fail. Most farmers that I have known are familiar with dryad tales and treat these spirits with a mixture of awe, respect, and fear. By and large, colonists tend to try to keep a safe distance from these beings. Becoming too friendly with one might mean getting invited to stay with the dryad for a few centuries, unable to leave and watching all of one's friends and family perish.

Indians believe that one can cultivate a personal relationship with these wood spirits. Often, Natives will create wooden spirit masks by carving a face onto a tree. The mask is allowed to remain on the tree for a while. Only at the last possible moment is it removed from the trunk, allowing a wood spirit to become familiar with the mask and inhabit it. Some spirit masks actually house living wood spirits within them, making them powerful relics. Sacrifices of burnt tobacco or other goods are necessary to keep the spirit in the mask placated. The Empty Faces, a Native Witch Hunter society, specializes in this process.

Of course, there are always wood spirits who are malevolent. When Natives encounter these sorts of creatures, they go through the complex protocols of other wood spirits in the area. If permission is given, the Natives have no problem going to war with a destructive wood spirit.

Naiads/Amaiinehi – These capricious beings are spirits who inhabit bodies of water. They may dwell within anything from a pond, to a mighty river. Like dryads, these beings are found all over the world, going by hundreds of different names. In general, the English refer to them as naiads. The Cherokee name for them is amaiinehi. Naiads appear totally human with a supernatural aura about them, or elemental figures made of shimmering water.

European legends of these creatures are always tales of caution. In Old World lore, naiads have a nasty habit of forgetting what sorts of limitations mortals have, always leading to woe and misery. In one popular tale, a naiad falls in love with a human male and takes him below the surface of a lake where he drowns. Other tales speak of naiads becoming overly fond of particular mortals and killing anyone who tries to court that mortal. Unlike dryads, who mostly keep to themselves, naiads like to meddle with the lives of mortals. It is also widely believed that naiads possess a great deal of wisdom and magic, and may be asked for gifts of either if the proper tithe or sacrifice is offered. The famous Lady of the Lake, who was the keeper of Excalibur, would be one such creature. Witch Hunters have been known to petition naiads for just the right sort of magic or information to defeat seemingly unassailable foes.

Indians widely believe amaiinehi to be a force of good, albeit mischievous. It is believed by many tribes that if

an amaiinehi spirit can be captured and convinced to give up magic or wisdom for its release. Such deeds are risky, for anyone who fails in such an endeavor usually ends up becoming cursed.

Grandfather or Grandmother of the Mountain – These beings exist in the Old World, but are rare. Most that I have heard of exist in the Americas. Grandfathers or Grandmothers of the Mountain are spirits who inhabit mountains, mountain ranges, caves, or large stones. On occasion, these spirits will arrange large stones in a pattern, creating mystical sites for their own use. These spirits usually appear as old men and women steeped in an aura of mystery and power. They also appear as beings crafted from living stone, replete with roots, vines, and earth emerging from their powerful bodies.

Grandfathers or Grandmothers of the Mountain are usually reclusive spirits who wish to have little to do with mortals. As colonists spread into the New World, and these beings' homes are increasingly disturbed, these spirits have stirred from their slumbers and grown angry. If and when a Grandfather or Grandmother of the Mountain becomes angry, the result can be cataclysmic. These beings can cause widespread destruction, destroying whole villages in a single night. These beings have become most disturbed from efforts to mine in their places of dwelling or attempts to disturb their many rock formations.

Natives have to make a concerted effort to find one of these reclusive spirits. When they do, it is to ask a question about the past or future. Grandfathers and Grandmothers of the Mountain are extremely long-lived spirits, who can see far into the past or future. Many is the story of a brave who has had to sit with a Grandmother of the Mountain to discover the ancient past of a long-lived foe. The problem with such quests is that they tend to be quite risky. Most of these stoic spirits require that those who seek them out pass a test of some kind. Some Natives have had to try to decipher riddles, while others have had to try to out-wrestle these potent spirits. Failure typically results in the mortal being turned into a rock, stump, or other lifeless feature.

Hag/Toad-Faced Woman – Hags or toad-faced women are spirits who inhabit the dank, rotting corners of the world. Anything from a rotting tree to a swamp can be home to one of these creatures. Hags are often found in Europe, the Middle East, or in Russia. They look to be old crones, but many have other hideous features such as scaly skin, or clumps of hair sprouting from their body. Toad-faced women live exclusively in the Americas. They look like short, squat women whose faces resemble the glistening, impassive visages of toads.

These spirits are some of the most malevolent synads. They actively hate mortals and seek to do them harm. It is not known why this is the case. Some believe that all hags and toad-faced women have a special contract with the Adversary.

But what little I know of synads makes me doubt that this is the case.

These spiteful entities delight in enticing mortals to wander into their territory where they are invariably eaten. Many of these beings will attempt to appear to be negotiating spirits, claiming that they will perform favors in exchange for gifts like other spirits. The reality is, both hags and toad-faced women lie and almost never keep up their end of the bargain.

A few of these spirits have been known to form temporary alliances with mortal diabolists and witches. These alliances are always shaky, at best, and are unstable relationships that invariably end when one side attempts to betray the other.

Organizations:

Some synads are solitary beings, such as the Grandfathers and Grandmothers of the Mountain, while others engage in large societies with complex cultural rules. The most well known of these associations is the **Seelie** and **Unseelie Courts** of the Invisible World. Supposedly, these two courts are leagues of spiritual beings, the Seelie Court being a union of spirits and beings who associate with mortals and can be reasoned with. The Unseelie Court is a gathering of creatures who are malevolent and wish ill of mortals.

It is the prevailing belief that the Unseelie Court is comprised of spirits who were once mortal but are now compelled to dwell in the world, forever shackled to an aspect of nature. If such tales are to be believed, then Unseelie synads territories reflect their dark natures. For example, an Unseelie dryad might rule over a dark and tangled forest, filled with prowling beasts.

The Seelie court, then, are comprised of spirits who are born from nature itself. Instead of being filled with undying hatred of mortal life, these spirits are more aloof than their Unseelie cousins. They may meddle in mortal affairs, but do so because they do not understand mortal customs or behaviors. Like any synad, they become extremely dangerous if their homes are threatened, of course.

Indian synads do not have two different courts of spirits. Instead, most Native synads are pure nature spirits like the Seelie court. A Native synad that was once the soul of a mortal is quite rare.

Suggested Locales:

Synads appear all over the world, from the Far East, to Africa, to South America. Just about every known culture has lore about spirits inhabiting aspects of nature. Everywhere they appear, synads always have different cultural names.

Creating a Synad

Initial Cost: 30

Fundamental Powers:

All synads begin with **Nature Control 1** as a power.

All synads begin with the **Spiritual Nature (Villainous)** Talent.

Fundamental Prices:

Soul Outside*

*Synads always keep their soul somewhere in the area of nature that they control through their fundamental power. For example, a dryad might keep her soul in one of the branches of the tree she controls. A Grandfather of the Mountain must keep his essence in a special rock that sits upon the mountain that he inhabits.

Corpus Powers

Invisibility
Durability
Shape Mask
Regeneration

Movement Powers

Elusive
Object Manifest
Shadow Passage

Offensive Powers

Crippling Strike
Malforming Curse
Mystic Blast
Possession
Withering Touch

Mystical Powers

Animal Control
Chilling Wind
Impose Emotion
Immortality
Longsight
Suggestive
Summon Lesser
Minion
Telepathy
Weather Control

Corpus Prices

Corpus Limitation – corpus powers only function while the synad is in contact with its chosen realm
Obvious Appearance
Reveal Nature
Vulnerability

Movement Prices

Lair
Paralyzation

Offensive Prices

Avoidance
Offensive Limitation - offensive powers only function while the synad is in contact with its chosen realm
Weakness

Mystical Prices

Blocked from the World
Mystical Limitation – mystic powers only function while the synad is in contact with its chosen realm
Riddle Bound
True Name
Ward
Word is Law

Dryad / Wood Spirit (NPC) Quick Character (720 points)

Awe Rating	4
Initiative pool	Base: 6d
Melee pool	Base: 5d – Dagger: 5d (DM +1)
Ranged pool	Base: 9d – Bow: 7d (DM +4)
Extras pool	8d
Defense pool	Base: N+4d
Movement	C 3/W 9/R 15
Basic Talents 20 pts.	Attack Focus (Bow), Basic Animism, Basic Prayer, Meditative Trance
Greater Talents 60 pts.	Agile Runner, Deadeye Shot, Fast Draw, Fast Power (Shadow Passage), Fast Power (Suggestive), Greater Animism
Heroic Talents 20 pts.	Lightning Reload, Spiritual Nature
Powers (Prices)	Nature Control 3 (Soul Outside) Invisibility 3 (Corpus Limitation – within own domain only) Object Manifest 2* (Lair) Animal Control 2 (True Name) Suggestive 3 (Ward – shamanic fetishes)
Rites 45 pts.	Basic Animism: Speech of the First Times, Trance of Suffering Banished Basic Prayer: Blessing, Prophetic Vision, Soothing Song Greater Animism: Bond of Blood, Mastery of the Elements
True Faith: 12 120 pts.	Damnation: 0
Health Track	(Toughness 3) 6/4/4/3/2
Equipment	-
Special	*The dryad can only manifest from trees from her specific forest.

Naiad / Amaiyinehi (NPC) Quick Character (780 points)

Awe Rating	4
Initiative pool	Base: 7d
Melee pool	Base: 6d – Hatchet 5d (DM +2)
Ranged pool	Base: 7d – Bow: 5d (DM +4)
Extras pool	10d – 11d Animal Care, Charm, Command, Deceive
Defense pool	Base: N+4d
Movement	C 3/W 12/R 20

Naiad / Amaiyinehi (NPC) Quick Character (780 points)

Basic Talents 35 pts.	Animal Empathy, Attack Focus (Bow), Basic Animism, Basic Prayer, Incredible Actor, Meditative Trance, Unreadable
Greater Talents 60 pts.	Animal Trainer, Appealing, Fast Power (Nature Control), Greater Prayer, Swift, Tumbling Escape
Heroic Talents 20 pts.	Renouncement of Solomon, Spiritual Nature
Powers (Prices)	Nature Control 2 (Soul Outside) Invisibility 2 (Reveal Nature – Moonlight) Shape Mask 3 (Vulnerability – Cold Iron) Telepathy 2 (Riddle Bound) Weather Control 3 (Word is Law)
Rites 70 pts.	Basic Animism: Embodying the Totem, Speech of the First Times Basic Prayer: Blessing, Halo of Awe, Prophetic Vision, Soothing Song Greater Prayer: Exchange of Hurts, Heavenly Shield, Holy Weapon, Strip Power
True Faith: 11 110 pts.	Damnation: 0
Health Track	(Toughness 3) 6/4/4/3/2
Equipment	-
Special	-

Hag / Toad-Faced Woman (Villain) Standard Character (1,100 points)

Fear Rating	6
Initiative pool	Base: 7d
Melee pool	Base: 7d – Claws: 7d (DM +4)
Ranged pool	Base: 9d – Mystic Blast: 9d (DM +6)
Defense Pool	N+4d
Movement	C3/W 9/R 15
Basic Talents 30 pts.	Attack Focus (Claws), Basic Animism, Basic Diabolism, Claws, Expertise (Necromancy), Meditative Trance,
Greater Talents 70 pts.	Attack Specialist (Claws), Fast Power (Crippling Strike), Fast Power (Mystic Blast), Fast Power (Shadow Passage), Greater Animism, Greater Diabolism, Slam
Heroic Talents 60 pts.	Hell's Shepherd, Spiritual Nature, Villainous Caveat, Villainous Diabolism

Hag / Toad-Faced Woman (Villain)**Standard Character (1,100 points)**

Powers (Prices) Crippling Strike 3 (Weakness – Beautiful Objects or People)
 Nature Control 3 (Soul Outside)
 Shadow Passage 3 (Lair)
 Shape Mask 3 (Reveal Nature – Reflection)
 Malforming Curse 3 (Offensive Limitation – only while in realm)
 Mystic Blast 2 (Avoidance – Ash Wood)

Rites 70 pts.
Basic Animism: Embodying the Totem, Speech of the First Times, Spirit Son
Basic Diabolism: Circle of Summoning, Trapped in Darkness
Greater Animism: Bond of Blood, Mastery of the Elements, Spirit Brother
Greater Diabolism: Blasphemous Truths

Ability Line-Up 230 pts.
 Strength 4 Education 3 Courage 3
 Agility 5 Reason 3 Intuition 3
 Toughness 3 Will 4 Personality 5

Background Skills 115 pts.
 Animism 4(8), Charm 4(9), Deceive 4(9), Diabolism 5(10), Hand-to-Hand 3(7), Stealth 3(8)

Elective Skills 290 pts.
 Concentrate 4(8), Construct 2(5), Empathy 3(6), Herbalism 3(6), Myth and Lore 3(6), Notice 3(6), Parry 3(8), Reflexes 2(7), Resolve 3(6), Survival 3(6), Throw 4(9),

True Faith: 0 **Damnation:** 16 (160 pts.)

Health Track: 6/4/4/3/2

Equipment: -

Grandfather / Grandmother of the Mountain (Heroic NPC)**Standard Character (1,425 points)**

Awe Rating 7

Initiative pool Base: 2d

Melee pool Base: 13d – Mystical Club: 13d+1 (DM +6)

Ranged pool Base: 8d – Hatchet: 7d (DM +2)

Defense Pool N+4d

Movement C3/W 9/R 15

Basic Talents 30 pts.
 Animal Empathy, Attack Focus (Club), Basic Animism, Basic Prayer, Commanding Presence, Mountaineer

Greater Talents 80 pts.
 Animal Trainer, Attack Specialist (Club), Fast Power (Nature Control), Fast Power (Mystic Blast), Greater Animism, Greater Prayer, Slam, Tough

Grandfather / Grandmother of the Mountain (Heroic NPC)**Standard Character (1,425 points)**

Heroic Talents 80 pts.
 Heroic Animism, Heroic Prayer, Inspire, Spiritual Nature, Veteran Warrior

Powers (Prices)
 Nature Control 4 (Soul Outside)
 Durability 3 (Obvious Appearance)
 Regeneration 3 (Vulnerability - Unholy Water)
 Longsight 2 (Word is Law)
 Mystic Blast 3 (Weakness – desecration of the land)
 Malforming Curse 3 (Offensive Limitation – only while in realm)
 Weather Control 3 (True Name)

Rites 170 pts.
Basic Animism: Speech of the First Times, Trance of the Suffering Banished
Basic Prayer: Blessing, Exorcism, Judgment, Prophetic Vision
Greater Animism: Bond of Blood, Cocoon of the Weaver, Mastery of the Elements
Greater Prayer: Heavenly Shield, Holy Weapon, Strip Power
Heroic Animism: Spirit Father, Wearing the Beast's Skin
Heroic Prayer: Compel Truth, Divine Reward

Ability Line-Up 360 pts.
 Strength 6 Education 5 Courage 5
 Agility 2 Reason 3 Intuition 3
 Toughness 5 Will 5 Personality 2

Background Skills 145 pts.
 Animism 5(10), Prayer 5(10), Hand-to-Hand 6(13), Heal 3(6), Myth and Lore 5(10), Occult 5(10)

Elective Skills 290 pts.
 Command 2(4), Concentrate 5(10), Construct 3(10), Empathy 3(6), Grapple 5(11), Intimidate 2(4), Notice 3(6), Resolve 4(9), Throw 2(8)

True Faith: 20 **Damnation:** 0
 200 pts.

Health Track: 16/11/9/9/6/4

Equipment: Mystical Club, Hatchet

*The mystical club of a Grandfather or Grandmother of the Mountain is a powerful fetish that grants +1 successes on all Sorcerous Tradition rolls and +1 successes on all Hand-to-Hand rolls. It has an enhanced DM of +4. Finally, anyone who picks up the club takes 1 hit per round for every Damnation point they possess.

Tokoloshe (Spirit)

Background:

Tokoloshe are spirits that are traditionally African in nature, however in this new era of exploration, a number of these creatures have hopped aboard ships and traveled to different parts of the world, spreading their mischief and chaos.

When someone is able to get a rare glimpse of these creatures, traditional tokoloshe look like little old men the size of a small child. They possess spindly arms and legs. What is most disturbing about these small entities is that they all have a large hole in the center of their forehead.

Tokoloshe are invisible most of the time. These creatures use this ability to lurk around people's homes and cause trouble. They like to start small by knocking things over, or stealing items and putting them in odd places. Eventually their pranks grow increasingly dangerous and violent. They might knock over a hot cauldron, or scatter hot embers onto the roof of a house. Eventually, tokoloshe will start harming family members directly.

These dangerous events will continue to escalate until the tokoloshe is given a gift of some kind. At first, only a small trinket is required. Then, the tokoloshe will continue to cause more problems until bigger and better gifts arrive. Inevitably, the poor soul who is giving gifts to the tokoloshe will run out of things that will satisfy the creature. Many times, this forces the person plagued to steal, even murder to get things to placate his harassing spirit.

There are many legends on how to get rid of a tokoloshe. Some say that if one calls out a tokoloshe's name, it will appear, losing its invisibility. Others claim that playing music or singing loudly keeps them away. There is lore, as well, that states that tokoloshe will often leave people alone if they can answer their riddles.

I suspect that a tokoloshe is a being not unlike an imp in its nature and behavior. If my suspicions are correct, one might be able to entice a tokoloshe into servitude or at least a partnership much like an imp devil. If this idea holds fast, these beings may be another resource for those who wish to use the Invisible World to their advantage.

Strains:

African Tokoloshe – These are the traditional breed of tokoloshe spirits. They appear to be shrunken, white-haired African men who have a large, smoking hole in their head which burns with an unnatural fire. They have an uncanny knack of being able



to hover just a few inches off the ground, leaving no trace of where they have been.

These beings appear in abundance wherever trade with Africa is prolific. According to myth, African tokoloshe prefer to target non-Africans in the New World. This is not so. Rather, the African peoples in those regions know how to ward off these dangerous beings, while the non-African populations do not.

Gremlins – Scholars speculate that this breed of tokoloshe came into Europe during the Moorish invasion of Spain in the 7th century. From there, it is believed they migrated to the New World, boarding ships bound to the Americas.

Gremlins are a bit more misshapen and ugly than their African cousins. They tend to be chalk-white in color, with wide mouths filled with needle-like teeth,

and pointed ears. Some gremlin breeds have only one arm and one leg, hopping about impossibly as only a spirit-being can.

Organizations:

Tokoloshe do not organize themselves in any known groups. They are solitary by nature.

Suggested Locales:

African tokoloshe are quite abundant. They have plagued the African peoples for thousands of years. They are appearing with some frequency now in Brasil, where the African slave-trade is ripe. They also appear in large numbers in Nouvelle-Orleans, where they often associate with the voodoo priests and the bokor witch-doctors. Some are even allied with bokors in those regions, proving to be powerful servants.

Gremlins appear everywhere there are Europeans, making no exception. They prefer to manifest in villages since it is more difficult for villagers to get aid from a local church. Since there are so many isolated villages in the New World, gremlins abound in here.

Creating a Tokoloshe:

Initial Cost: 55

Fundamental Powers:

All tokoloshe begin with **Invisibility 3** as a power.

All tokoloshe begin with the **Spiritual Nature (Villainous)** and the **Small Body (Basic)** Talent.

Fundamental Prices:

Focus Bound – To receive gifts

Additional Powers & Prices:

Corpus Powers

Intangibility
Mimicry Mask
Regeneration

Corpus Prices

Corpus Limitation – True Name*
Damage – Music**

Movement Powers

Apparition
Elusive
Shadow Passage

Movement Prices

Impaired Travel
Restriction

Offensive Powers

Sap Ability
Mystic Bolt
Withering Touch

Offensive Prices

Avoidance
Prey Exclusion
Repulsion

Mystical Powers

Animal Control
Frightening Call
Invulnerability
Telekinesis

Mystical Prices

Atmospheric Disturbance
Blocked from the World
Riddle Bound
True Name

*A tokoloshe with this Price appears and cannot use any of its Corpus powers for an entire scene should its True Name be uttered aloud.

**A tokoloshe with this Price takes damage if music is played nearby.

Quick Stats:

Lesser Tokoloshe (Lieutenant)

Quick Character (610 points)

Fear Rating	3
Initiative pool	Base: 7d
Melee pool	Base: 6d – Touch: 8d (DM +3)
Ranged pool	Base: 5d – Thrown Object: 3d (DM +1)
Extras pool	8d
Defense pool	Base: 4d – 6d (Incredible Reflexes)
Movement	C 3/W 9/R 15
Basic Talents 15 pts.	Basic Witchcraft, Cheat, Small Body, Lucky
Greater Talents 50 pts.	Agile Runner, Grab and Run, Night Vision, Sweep, Tumbling Escape
Heroic Talents 20 pts.	Spiritual Nature, Incredible Reflexes
Powers (Prices)	Invisibility 3 (Focus Bound – To provoke others to give it gifts) Shadow Passage 2 (Restriction – places adorned by holy symbols or fetishes) Telekinesis 2 (True Name) Withering Touch 3 (Avoidance – Salt)

Lesser Tokoloshe (Lieutenant)

Quick Character (610 points)

Rites 10 pts.	Basic Witchcraft: Hex, Scry
True Faith: 0	Damnation: 7 (70 points)
Health Track	(Toughness 3) 6/4/4/3/2
Equipment	-
Special	-

Old Scratch (Villain)

Standard Character (1,080 points)

Fear Rating	6
Initiative pool	Base: 11d
Melee pool	Base: 4d – Claws 3d (DM +2)
Ranged pool	Base: 10d – Mystic Bolt 10d (DM +6)
Defense Pool	N+4d
Movement	C3/W 12/R 20
Basic Talents 30 pts.	Basic Necromancy, Basic Witchcraft, Claws, Expertise (Myth and Lore), Expertise (Occult), Lucky, Small Body
Greater Talents 70 pts.	Agile Runner, Born Thief, Break Fall, Grab and Run, Greater Necromancy, Night Vision, Swift, Tumbling Escape
Heroic Talents 20 pts.	Master Manipulator, Spiritual Nature
Powers (Prices)	Invisibility 4 (Focus Bound – to provoke others to give it gifts) Invulnerability 3 (True Name) Shadow Passage 4 (Restriction – Running Water) Mimicry Mask 3 (Damage – Music) Mystic Bolt 3 (Avoidance – Bone Rattles) Telekinesis 4 (Riddle Bound)
Rites 40 pts.	Basic Necromancy: Reanimate the Dead, Basic Witchcraft: Charm, Hex, Scry Greater Necromancy: Slumbering Death, Trap Ghost
Ability Line-Up 280 pts.	Strength 2 Education 6 Courage 2 Agility 6 Reason 3 Intuition 5 Toughness 2 Will 2 Personality 3
Background Skills 135 pts.	Charm 3(7), Deceive 3(7), Empathy 5(11), Stealth 4(10), Myth and Lore 6(13), Occult 6(13)
Elective Skills 270 pts.	Acrobatics 3(9), Gossip 3(6), Hand-to-Hand 2(4), Notice 5(10), Parry 2(8), Reflexes 5(11), Subterfuge 3(9), Thrown 4(10)
True Faith: 0	Damnation: 18 (180 pts.)
Health Track:	?
Equipment:	?

Feature Villain: Old Scratch

Background – Old Scratch is an ancient tokoloshe spirit who lives at the bottom of a dried up well, just outside of the small hamlet of New Haarlem, which lies north of New Amsterdam. Old Scratch was once called “Scratch-Face” in his former area of residence in West Africa. The creature boarded a ship sailed by John Stone, a slaver and pirate, who sparked one of the local Indian wars. Of course, Stone never realized who had boarded the ship with him.

Scratch-Face lurked about the New World for some time and finally took up residence in an old, dried out well. From there, it began to work its normal mischief as it has done for over a thousand years. Much to its surprise, the locals in New Haarlem were not familiar with West-African folklore. They did not know the old ways. They did not know how to chase him out of homes or churches.

As the spirit appeared with more frequency in the area, Scratch-Face earned itself the name “Old Scratch”, nicknamed after a manifestation of the Devil himself. Eventually, Old Scratch accumulated quite a horde of trinkets and valuables, earning it the attention of some local Witch Hunters. After the tokoloshe’s encounter with them, Old Scratch went into hiding and became more careful about how it accumulated its horde.

Eventually, Old Scratch’s dried up well was discovered by local towns folk. In hopes that they would not reveal the location, Old Scratch offered them advice on some problems they folk were having of the supernatural kind. The spirit’s ploy backfired. Soon numerous people from all over the region began seeking Old Scratch out for its advice on the supernatural. The tokoloshe moved its horde to a new, safer location. He continued to use the old well, using it as a neutral meeting ground where he collected more items for its horde. To protect itself, it wove mysterious rites over the well site, making it difficult but not impossible to find.

Today, people from all over make it their quest to find Old Scratch’s well and seek the spirit’s advice on all manner of topics. And usually, the spirit is right. Being a creature that can travel about invisibly, and appear in any shadow that it wishes, it knows just about everything that goes on in the New Amsterdam area. Those seeking advice must be able to find the well first, which is difficult at best. It is said that the well can only be found if Old Scratch wants it to be found.

Those who do manage to locate the well must then discover what sort of gift they need to bring to the spirit in exchange for its advice. The value of the gift asked for is always proportional to the sensitivity of the information.

Advice on how to plant a garden might only require a few trinkets. Knowledge of how to defeat a daemon might require something invaluable...like the piece of a one’s soul.

Most people may visit Old Scratch only once or twice in their lifetime, satisfied with giving away a few things. There are a few poor souls who visit Old Scratch on a regular basis, and are as enslaved to it as they might be if the spirit were living in their own home. These pathetic individuals seek its advice so much that they rely in on it. Indeed, Old Scratch very much rules their lives. These folk remain perpetually poor and indebted to the spirit. And those who do not pay Old Scratch back for its knowledge find themselves stalked by the spirit, who plays increasingly dangerous pranks upon them until they relent or die in some terrible incident.

There are a few people who have tried to hunt down Old Scratch, trying to get the massive horde of treasure it has collected. Everyone who has ever tried has died in a horrible fashion. Most in the area see such a quest as a fool’s errand, doomed to death and damnation.

Roleplaying - Meeting Old Scratch is a memorable experience. His dry, ancient voice echoes up from the empty well and fills the air around it. The magics that he has woven around his lair make it unsettling and disturbing for even the most stalwart. The trees seem watch those near the well, and the gaping hole from which Old Scratch speaks resembles a gaping maw.

Old Scratch likes to tease his guest, though he will never gravely insult them. He plays the chiding, mocking villain to the hilt, often giving the smallest tidbits of information away, trying to entice his guest to give him more treasure.

Tactics - Seeking out Old Scratch for advice is not an easy endeavor. First of all, Old Scratch must want its well to be found. The tokoloshe prefers to meet with people who can be enticed to render additional gifts from once the spirit has aided them. Therefore, it will usually choose the desperate. On a number of occasions, the spirit has allowed Witch Hunters to find its well because it knew that they would make sizeable sacrifices.

In the rare instances the tokoloshe is brought into conflict, Old Scratch flees instead of fighting. The spirit sees no reason to fight anyone, not when it can vanish into the shadows and reappear somewhere else. If its horde is found and threatened, then Old Scratch will fight viciously. It feels confident in its Invulnerability power and has no problem facing temporary banishment if it can protect its precious horde.

Walking Tallow (Awakened)

Background:

Long ago, the Ancient Egyptians discovered the secret to placing a person's life essence into a specific type of statue, termed a *Ka* statue. Whenever a person's soul would be placed into this stone likeness, the statue would animate, allowing the deceased to interact with the living. Since that time, magicians the world over have sought to duplicate this process, hoping it would lead to a way of achieving immortality.

The only thing that any magi has been able to discover are pale mockeries of what the Egyptians were able to achieve. The results have been nightmare creations, like the walking tallow. I include this dire being in this catalogue of creatures so that you might be well warned. After all, I have seen how far some sorcerers will go in pursuit of knowledge and power.

You will know one of these beings on sight, for each is a dripping, oozing figure made of tallow wax. The deceased's spirit is housed in a burning lantern which is placed in the belly or heart of the waxen figure. The burning lantern, of course, places the creature in a continual state of melting.

These wretched creatures lead an existence of torture and pain. They can feel the very pain of their forms melting and they are driven by a thirst for more tallow or fat to add to their bodies.

Creating a walking tallow is a gruesome process which will only be undertaken by the desperate, mad, or callous. First, tallow, or hard fat, must be boiled in a large vat or cauldron. The tallow used must be human fat. Because it is more pliable, the particularly wicked will use the fat of the young. After the tallow has been boiled, it must be poured into a mold built to resemble

the person who will one day inhabit the waxen form. Finally, a mystical lantern must be placed into the figure. The lantern itself must incorporate pieces of the body of the person who will inhabit the walking tallow. Most who create these creatures will actually sacrifice one of their own hands and incorporate the bones of their fingers into the making of the lantern.

Thereafter, should the person whom the walking tallow was created for perish, their spirit will travel to the lantern and become trapped there. In that moment, the lantern shines forth with the unholy blaze of the disembodied soul, immediately making the waxen figure begin to drip and slump. One cannot create a walking tallow for someone who has already passed away.

Many walking tallows go insane due to the continual pain they suffer. These creatures end up destroying themselves, unable to bear their wretched existence. The few that do not end their own lives are incredibly dangerous beings, due to the fact that they constantly crave human tallow to add to their substance. They become desperate creatures who are in a constant battle with their driving need.

Strains:

Walking tallows do vary in appearance, size and behavior, but none of these follows any great trends.

Organizations:

Surprisingly, a few Forbidden Societies have walking tallows as their members.

For example, the **Tongue of Imandaru** houses a number of walking tallows in some of their inner sanctums. These beings have the disembodied souls of some of the Tongue's eldest members trapped in the lanterns. Indeed, it is said that one of the members of the Inner Circle, Iskara, is a walking tallow. According to lore, Iskara takes the form of a massive head that floats over a boiling cauldron. If the tales are to be believed, he is attended at all times by lackeys who scoop up his drippings from the cauldron below and pour it over his massive head.

The Inked Palm is said to keep a few walking tallows locked away in secreted locales. When they need large scale destruction, they unleash one of these beings who are invariably insane, not only from their damned existence but their treatment at the hands of the Inked Palm.

Suggested Locales:

The resources needed to make a walking tallow require proximity to large populations of people, a private area to work, possibly the aid of craftsmen. For that reason, most walking tallows are created in large, metropolitan areas. However, once created, these beings usually try to escape to lower population areas where there are less authorities and chances to be seen. Still, no walking tallow can live too far from where people live because of its unnatural need for human fat.



Creating a Walking Tallow

Initial Cost: 60

Fundamental Powers:

All walking tallow begin with **Fluid Body 2** as a power.

All walking tallow begin with the **Awakened (Basic)** and **Hulking Body (Villainous)** and Talents.

Fundamental Prices:

Tortured Existence

Additional Powers & Prices:

Corpus Powers

Fluid Body
Regeneration

Offensive Powers

Burning Touch
Engulf

Mystical Powers

Burning Aura
Immortality

Corpus Prices

Tortured Existence
Obvious Appearance

Offensive Prices

Offensive Limitation – can only affect people while in moderate or hot temperatures
Weakness – Cold Temperature

Mystical Prices

Feeder – human fat
Focus Bound – to find more victims
Soul Outside*

*Walking tallow with this Price must keep their souls in the special lantern that exists inside the body of one of these beings.

Quick Stats:

Lesser Walking Tallow (Lieutenant)	
Quick Character (600 points)	
Fear Rating	2
Initiative pool	Base: 6d
Melee pool	Base: 8d – Fist: 9d+1 (DM +5)
Ranged pool	Base: 6d – Thrown Object: 5d (DM +3)
Extras pool	6d
Defense pool	Base: 3d
Movement	C 3/W 9/R 15
Basic Talents 20 pts.	Attack Focus (Fist), Attack Focus (Thrown Object), Pugilist, Lucky
Greater Talents 50 pts.	Attack Specialist (Fist), Great Fist, Heave, Iron Fisted, Sweep, Slam, Tough
Heroic Talents 20 pts.	Awakened, Brutal Charge, Hulking Body

Lesser Walking Tallow (Lieutenant)	
Quick Character (600 points)	
Powers (Prices)	Fluid Body 2 (Feeder – Human Fat) Regeneration 3 (Damage – Water) Burning Touch 3 (Weakness – Cold)
Rites	-
True Faith: 0	Damnation: 6 (60 points)
Health Track	(Toughness 5) 11/9/9/6/4
Equipment	-
Special	-

Greater Walking Tallow (Villain)	
Standard Character (665 points)	
Fear Rating	4
Initiative pool	Base: 1d
Melee pool	Base: 9d – Fist: 9d+1 (DM +4) Touch: 11d (DM +4+fire)
Ranged pool	Base: 6d – Thrown Object: 4d (DM +1)
Defense Pool	N+4d
Movement	C3/W 9/R 15
Basic Talents 15 pts.	Attack Focus (Fist), Basic Necromancy, Pugilist
Greater Talents 60 pts.	Attack Specialist (Fist), Great Fist, Greater Necromancy, Slam, Sweep, Tough
Heroic Talents 20 pts.	Awakened, Brutal Charge, Hulking Body
Powers (Prices)	Burning Aura 4 (Feeder – Human Fat) Burning Touch 4 (Weakness – Cold) Fluid Body 2 (Obvious Appearance) Regeneration 3 (Damage – Water)
Rites 25 pts.	Basic Necromancy: Séance, Projection, Reanimated the Dead Greater Necromancy: Slumbering Death
Ability Line-Up 210 pts.	Strength 6 Education 3 Courage 3 Agility 1 Reason 3 Intuition 2 Toughness 6 Will 2 Personality 2
Background Skills 85 pts.	Concentrate 2(4), Construct 3(6), Grapple 3(9), Hand-to-Hand 3(9), Necromancy 3(6), Occult 3(6)
Elective Skills 80 pts.	Command 2(4), Intimidate 2(4), Notice 2(4), Resolve 2(5)
True Faith: 0	Damnation: 11 (110 pts.)
Health Track:	13/10/10/7/4
Equipment:	-

Watchdolls (Awakened)

Background:

The watchdoll is an insidious tool used by those courageous enough to do what is necessary to create one. Difficult to make and even more challenging to control, I commend those brave enough to attempt the crafting of one of these tiny guardians. Most watchdolls require a great deal of care in their crafting, for the spirits that inhabit them tend to be malevolent and chaotic in nature. Strong is the will of the sorcerer who can command such creations without fear of their breaking free from control.

A watchdoll usually appears as a child's plaything, animated by a troubled and evil spirit inhabiting it. Usually these warped servants are crafted to look whimsical or festive, in direct mockery of all that is good or wholesome in the world. Most people who create such unholy beings take a sinister delight in the irony that one of their most trusted servants is a warped symbol of a child's innocence.

Watchdolls are usually crafted by necromancers or witches as servants. These beings possess a bright intellect, and are capable of helping its corrupted creator in the performing of rites, or cleaning up a room. Some creators will have their watchdoll act as spies. While no watchdoll can talk, they can pantomime quite well. Additionally, many creators use watchdolls as bodyguards. After all, they can be easily hidden on one's person, and leap out to attack would be assailants. The most dreaded use for a watchdoll is that of an assassin. Many tales are told around the fire of watchdolls creeping into children's rooms at night, and stitching their mouth and nostrils closed.

Strains:

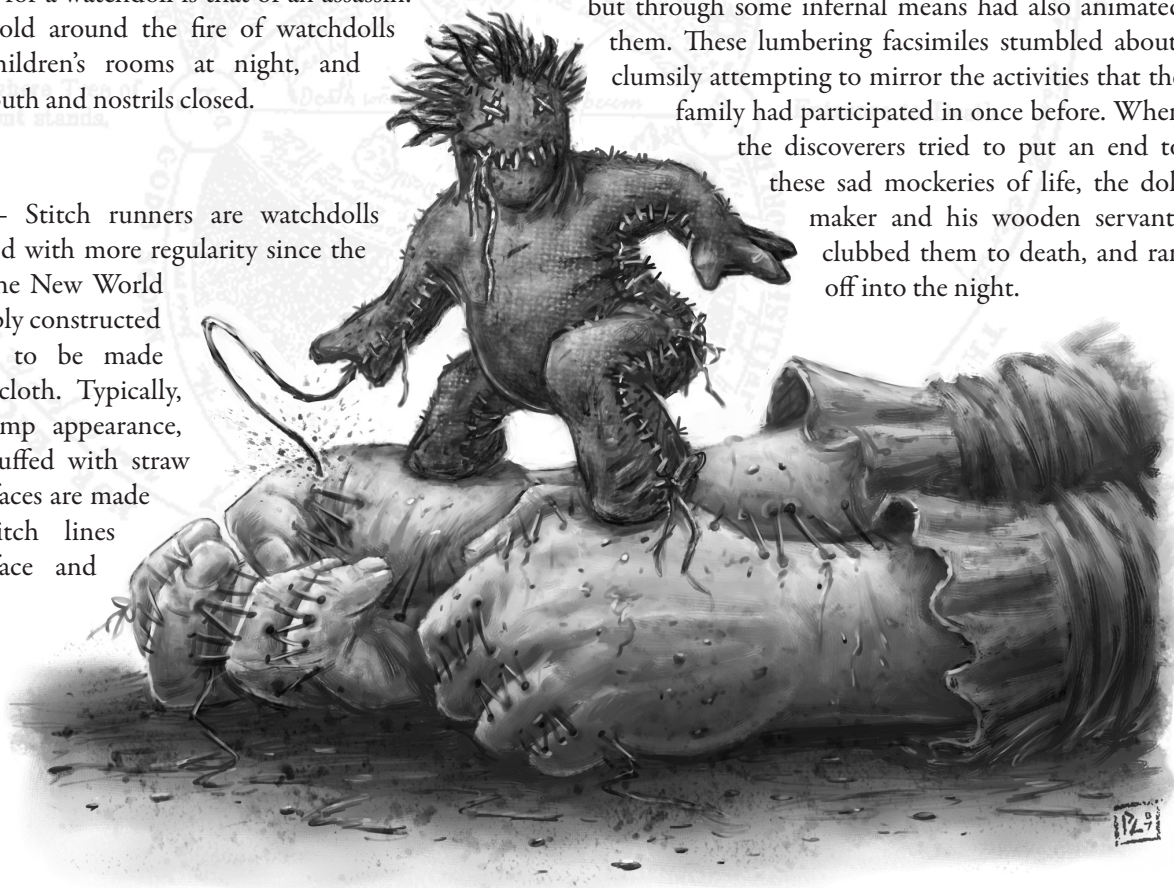
Stitch Runner – Stitch runners are watchdolls that have appeared with more regularity since the colonization of the New World began. These simply constructed familiars appear to be made from cheap sackcloth. Typically, they have a plump appearance, since they are stuffed with straw or cotton. Their faces are made with simple stitch lines forming their face and mouth.

Despite their common appearance, stitch runners are devilish opponents. Most can move quickly, scuttling across the floor or up a wall. Their soft bodies make it easy for them to fold themselves into small spaces and hide. Finally, the most dreaded thing about a stitch runner is its terrible weaving power. When one of these creatures strikes a living being, it creates animated stitching that sprouts from the place where the target was touched. Within moments, its victims can see and feel stitching weaving its way through their skin, bobbing through the flesh until the target's fingers or limbs have been sewn together.

Stitch runners have appeared with great frequency because of the ease of making them. The rituals involved are not complicated, and have quickly spread across the colonies by those who share this infernal knowledge with their peers.

Perhaps some of the most infamous stitch runners are those constructed by Papa Grinn of the Shango Lodge. His stitch runners are always crafted in the fashion of voodoo dolls, and eerily resemble the people that they are assigned to assassinate. It is said that Papa Grinn's stitch runners even take on some of their target's personality traits, albeit in a twisted and corrupt fashion.

Walking Jenny – Walking Jennys were first discovered in Grodnertal, Germany, in possession of an insane doll maker who had lost his wife and three daughters to the same illness. According to reports, the doll maker had made wooden likenesses of his wife and daughters, but through some infernal means had also animated them. These lumbering facsimiles stumbled about, clumsily attempting to mirror the activities that the family had participated in once before. When the discoverers tried to put an end to these sad mockeries of life, the doll maker and his wooden servants clubbed them to death, and ran off into the night.



Since this one morbid incident, walking jennys have appeared all over the world. The truly perverse and twisted use expert craftsmanship in an attempt to make their walking jennys as life-like as possible. Some succeed, using animation magics to make their dolls look human at first glance. Close inspection almost always reveals the reality of the situation. Many others are pale imitations at life. Their sad attempts result in life-sized alabaster figures who coldly look out at the world with unblinking glass eyes.

Most walking jennys are kind and even playful with their owners. However, to everyone else, they are an acute danger. Because they are animated with the essences of evil spirits, most walking jennys are jealous of their owner's attention. These walking monstrosities will also liberally use lethal force to "protect" them. In the end, walking jennys will want to keep their owners to themselves, not wanting anyone else to come close.

Spectators – These creatures are the original model upon which all watchdolls are created. Spectators were originally designed by the Babylonians to watch over the children of nobles. According to scholars and sages, as the secret of spectators was passed down through the ages, they began to be used for more nefarious purposes.

Spectators are designed specifically to look like children's toys. They vary in appearance from a simple clothespin doll to a more complex wax or porcelain figure. These creatures do not move fast, and are quite fragile. However, their most dreaded power does not require them to move at all. Spectators are renowned for their ability to control the will of others. In ancient times, these child-guardians would manipulate would-be assassins to leap onto their own swords or fight one another. However, most spectators are now used as tools for murder and chaos.

Typically, a spectator is given to a child as a gift by a witch. On occasion, a witch will approach a child and enchant a doll that the little one already has. Then, the doll is taken home, where it uses its mind-controlling powers to wreak havoc in the house. It might cause a husband to be unfaithful to his wife or a brother to beat his sister. These problems escalate until the doll causes outright murder.

There are a number of spectators that have been passed down from family member to family member, wrecking sorrow and destruction on successive generations. In these terrible cases, no one suspects that the family heirloom and toy is the source of all of their worries. In the case of the Renaud family of France, a single spectator doll was actually running the family, compelling everyone to do its bidding and carrying out the will of the Adversary.

Organizations:

While there are virtually no organizations for watchdolls, many different organizations use them on a regular basis. **The Inked Palm** makes use of watchdolls quite frequently as scouts and messengers because they hide so well.

The Tongue of Imandaru use watchdolls frequently as agents of fear or servants for its chief operatives. A number of Magi of the Tongue keep watchdolls as personal body guards and apothecary assistants.

In rare cases, some independent watch dolls will join forces. For example, a pair of spectator dolls, known as **Katya and Lupin**, are said to still roam the courts of the Ottoman Empire, whispering secrets to children, and causing the downfall of noble houses.

The largest organization of watchdolls is the **Smiling Club**. The Smiling Club is a confederation of watchdolls that have learned to become independent. It was founded by the infamous walking jenny doll known as Alabaster Alice. Alabaster Alice is a tall, porcelain mannequin who lacks the ability to speak. A mad doctor, who used infernal magic, first gave her life, constructing her to look like the woman he married in life. But the watchdoll fled the doctor's residence and began hunting down other watchdoll owners. Alabaster Alice "liberated" the dolls and killing the owners.

Today, the Smiling Club still exists, constantly on the move to avoid the wrath of past owners who managed to survive, or the greedy hands of witches or necromancers who would use them as slaves or experiments. Because each of these sinister dolls is animated with an evil spirit, they are malicious to the extreme. Whenever a mortal is captured by this group of animated dolls, the poor victim is made to "play" for a while, before being stuffed and added to the Smiling Club's collection of preserved humans.

The Smiling Club maintains a cordial alliance with both the *Invisible Palm* and the *Shango Lodge*, working for these criminal organizations as assassins or spies. They take the profits gained from either group and use them to help facilitate their travel around the world and the large hideouts they need to house all of their members.

Suggested Locales:

By and large, these terrible machines of destruction are used by those of European descent. There are a few tales of watchdolls being crafted in the Middle East, but these stories often appear in places like Jerusalem or Constantinople, where the cultures of the West and the Middle East have clashed.

Creating a Watch Doll:

Initial Cost: 30

Fundamental Powers:

All watch dolls begin with **Immortality 1** as a power.

All watch dolls begin with the **Awakened (Basic)** Talent.

Fundamental Prices:

Ward – Owners and Creators*

*A watch doll may never affect its owner or creator with its powers, abilities, or rites. The watch doll's owner is determined when it is first created. The owner does not necessarily have to be the creature's creator. The doll's owner can be changed, but only through the will of the current owner. The owner must give the watch doll to another of his or her own free will and declare the doll's new owner aloud. A watch doll can only have one owner at any given time.

Additional Powers & Prices

Corpus Powers

Gesalt Body

Immunity

Regeneration

Movement Powers

Elusive

Jumping

Wall Crawling

Offensive Powers

Paralyzing Touch

Withering Touch

Mystical Powers

Suggestive

Corpus Prices

Vulnerability - Fire

Immobility

Reveal Nature*

Movement Prices

Impaired Travel

Restriction

Paralyzation

Offensive Prices

Prey Exclusion

Frailty

Mystical Prices

Fragmented Soul

*Most watch dolls' true nature can be revealed upon close inspection. After all, they are animated children's toys. Those without the Reveal Nature price closely resemble human beings and can pass for a human without detailed inspection.

Typical Watch Doll (Minion)

Threat Level	3
Skills	Jump +2, Climb +2, Stealth +3
Talents	None
Movement	C 3/W 9/R 15
Weapons's DM	Touch +3
Special	Withering Touch 3 (Frailty – Nursery Rhymes)

Spectator Doll (Lieutenant) Quick Character (515 points)

Fear Rating	3
Initiative pool	Base: 6d
Melee pool	Base: 5d – Hand-to-Hand: 5d (DM +0)
Ranged pool	Base: 5d
Extras pool	8d – 9d in all Interaction skills
Defense pool	Base: 3d
Movement	C 3 – Cannot walk or run
Basic Talents 20 pts.	Basic Witchcraft, Expertise (Deceive) Incredible Actor, Unreadable
Greater Talents 20 pts.	Tiny Body, Unstoppable
Heroic Talents 40 pts.	Awakened, Master Manipulator
Powers (Prices)	Immortality 2 (Ward – Owner and Creators) Regeneration 2 (Vulnerability - Fire) Suggestive 5 (Fragmented Soul)
Rites 10 pts.	Basic Witchcraft: Hex, Scry
True Faith: 0	Damnation: 8 (80 points)
Health Track	(Toughness 1)* 2/2/2/1/1
Equipment	None
Special	*Cannot have above Toughness 2 due to Tiny Body Talent.



Stitch Runner (Villain)	
Quick Character (700 points)	
Fear Rating	5
Initiative pool	Base: 9d – 13d Reflexes
Melee pool	Base: 7d – Touch: 9d (DM +2, and paralyzation)
Ranged pool	Base: 5d
Extras pool	7d – 9d Acrobatics, 9d Climb, 9d Contortionist, 8d Notice. 10d Stealth
Defense pool	Base: 5d – N+7d (Incredible Reflexes) or N/3+3
Movement	C 3/W 12/R 20
Basic Talents 20 pts.	Awakened, Cheat, Expertise (Stealth), Lucky
Greater Talents 70 pts.	Consistent Defense, Danger Sense, Deft Disarm, Grab and Run, Sneaky, Swift, Tiny Body*
Heroic Talents 40 pts.	Escape Artist, Incredible Reflexes
Powers (Prices)	Immortality 1 (Wards – Owners and Creators) Regeneration 3 (Vulnerability – Fire) Jumping 2 (Paralyzation – Circle of Binding) Wall Crawling 2 (Restriction – Warded Areas) Paralyzing Touch 4* (Frailty – Nursery Rhymes)** Withering Touch 2 (Prey Exclusion – Elderly)
Rites	None
True Faith: 0	Damnation: 13 (130 points)
Health Track	(Toughness 2)*** 5/4/4/3/2
Equipment	-
Special	*A stitch runner manifests its Paralyzing Touch by causing mystical stitches to run through its victims' skin. **While special nursery rhymes are being chanted, stitch runners cannot use any of their powers. Which rhyme varies from doll to doll. ***Cannot have above Toughness 2 due to Tiny Body Talent.

Alabaster Alice (Villain)	
Standard Character (755 points)	
Fear Rating	-
Initiative pool	Base: 9d
Melee pool	Base: 10d – Dagger: 12d (DM +3) Fists: 10d (DM +0)
Ranged pool	Base: 5d – Dagger: 5d (DM +3)
Defense Pool	N+7d+3 or N/3 + 6
Movement	C3/W 9/R 15
Basic Talents 20 pts.	Adaptable, Attack Focus (Knife), Expertise (Acrobatics), Pugilist, Unreadable
Greater Talents 60 pts.	Attack Specialist (Knife), Canny Fighter, Consistent Defense, Fearless, Slam, Tumbling Escape, Unstoppable
Heroic Talents 60 pts.	Awakened, Grace and Speed, Incredible Reflexes
Powers (Prices)	Immortality 3 (Ward – Owners and Creators) Gestalt Body 3 (Vulnerability – Fire) Elusive 3 (Paralyzation – Circle of Binding) Withering Touch 4 (Frailty – Fire) Suggestive 2 (Fragmented Soul)
Rites	None
Ability Line-Up 220 pts.	Strength 5 Education 3 Courage 3 Agility 6 Reason 3 Intuition 3 Toughness 4 Will 3 Personality 1
Background Skills 110 pts.	Acrobatics 4(12), Grapple 5(10), Hand-to-Hand 6(12)*, Stealth 4(11), Subterfuge 3(9)
Elective Skills 130 pts.	Deceive 1(2), Notice 3(6), Pantomime 1(2), Track 2(5), Parry 3(9), Reflexes 3(9)
True Faith: 0	Damnation: 14 (140 pts.)
Health Track:	8/6/6/4/2
Equipment:	Knives
*Alabaster Alice uses her Agility for Hand-to-Hand while using knives. However, when using normal Hand-to-Hand weapons, she must use her Strength, for a dice pool of 10d.	

Feature Villain: Alabaster Alice

Background – The good doctor Etienne Abelard was a country gentlemen who practiced upon lesser nobles and the bourgeois in his home town. Most knew Doctor Abelard as a pleasant man, who was intensely private. He was always very courteous, but very distant. His courtesy was always extended greatly towards young women of surpassing beauty, but this very fact did not alarm anyone. Indeed, many found his liking of young women charming and harmless.

However, there was one woman in the village named Alice to whom Doctor Abelard took an intense liking. So great was his attraction for her that he followed her around town. Whenever the situation grew too uncomfortable, he immediately excused himself, so the situation never grew more serious than that. One day, though, Alice grew ill with a grave fever. Since Abelard was the only doctor in the town, he was called to attend to her.

To Abelard's alarm, her condition worsened. He worked day and night to try to save her, using every means at his disposal. Finally, her condition grew quite grave. Miraculously, however, the young doctor was able to revive Alice from the brink of death.

The family was grateful, as was young Alice. Abelard went to check on her every day after her illness, and eventually asked for her hand in marriage. Alice, feeling obligated to the man that saved her life, agreed to the proposal. Soon, the couple was married.

After the marriage, things started to take a turn for the strange. Alice began to grow ill all the time. She spent more and more time indoors, falling ill with some strange sickness or another. She saw less and less of her family and friends, until they would not see her for months at a time. Finally, after a span of ten months, her distraught family demanded to see her. Doctor Abelard explained that it would be impossible, because Alice was in so delicate a condition. Six more months went by, and then, Alice's father marched into Abelard's home with an axe, demanding to see his daughter. Abelard tried to stop him, but was shoved out of the way.

What Alice's father found was horrifying beyond all belief. Alice had long since died, and occupied a bed in the house. Instead of burying the body, Abelard had slowly replaced skin with cloth, bones with wood, and her face was replaced with a cold, alabaster mask. And upon the lips of that gleaming mask was painted an obedient, servile smile. The bride's body continued to lie in the bed with the good doctor, who no doubt continued to avail himself of his husbandly desires.

The most shocking of all...was that Doctor Abelard had used foul magics to animate the body. It could move and shuffle about, but could not speak. It even had some of the

mannerisms and body language of Alice herself. To prevent his re-animated bride from running off, Abelard had chained it to his bed. Within minutes, a mob formed outside of the doctor's house. The enraged villagers set fire to the abode and hung Abelard from the rafters of his own home. The Alabaster Alice, however, was not to be found. It vanished in the confusion and melee.

Since that time, Alabaster Alice has appeared in many different places, all around the world. Its goal has been to liberate other watch dolls from their owners or creators. It has collected a large entourage of other watch dolls, of all makes and sizes. Those few that have stumbled upon Alabaster Alice's lair have found a nightmare abode, a veritable nursery full of living dolls all cavorting together in a strange mock-society.

But keeping its new family safe is only one of this being's goal. This determined watch doll also seeks to destroy mortal life all around it, for it is intensely jealous of the humanity that it has been denied.

It currently serves the Inked Palm as one that organization's chief assassins, but also will take jobs from its rival, the Shango Lodge. Alabaster Alice is most concerned with protecting itself and its kind and sees either of these organizations as its best protectors. It also delights in the pure joy of murder, relishing the chance to strike out at the one thing that it can never have – life.

Roleplaying – In life, Alice was a kind, gentle woman who was meek and tender to those who knew her. In a strange twist of magic and fate, Alabaster Alice continues to possess some of these traits. When it plays with other watch dolls, its movements are soft and motherly. It is gentle with all those in its entourage, treating them like its own children.

Those who have witnessed this walking jenny report that its movements are graceful and sad. It seems to walk with a gentle stroll, as if participating in a secret dance. Those that have faced it in combat report that while fighting, its motions are full of sorrow and pain. As it battles, each movement is like that of a dancer, slowly turning its daggers to slice its opponents apart.

Tactics – Alabaster Alice never wastes time with trying to communicate with humans. Filled with an intense jealousy of anything that lives, it usually wanders up sorrowfully to its opponents, and catches them unawares with a blinding strike from its daggers.

If it has its entourage nearby, it will allow them to do most of the fighting. If her entourage begins to become gravely wounded, however, Alabaster Alice will actually grow agitated and upset, targeting the one opponent who is doing the most damage to her "children".

Wrathvapor (Ghost)

Background:

Throughout the world there are accounts of ghosts who have returned from the grave because of revenge. Indeed, if one examines my own tale, I can only imagine that this is the purpose that I have assumed this unliving mantle.

Most of these restless spirits return in the form of phantoms. However, there are those few souls who are so consumed by hate that they return in a different form entirely. Warped by the pure anger that permeates every part of their essence, wrathvapors are wrought in fog and shaped into the form of leering faces with gaping maws. Usually these massive beings can also manifest long, sword-length claws which can slice through the greatest of armor.

Wrathvapors are normally rare, since they only manifest from when a mortal filled with boundless rage dies unfulfilled. For a wrathvapor to occur the circumstance must be far more than a simple wrongful execution. There has to be an incident where a mortal is locked into a moment where he or she feels hate beyond all reason and then is killed on the spot. For this reason, wrathvapors usually appear on the site of massacres. There, these creatures can form, built from the rage of the executioners or one of the many persecuted.

Once a wrathvapor forms, it begins to wander the land, searching for its killers or the victims that it was intent on killing in life. Because wrathvapors are so enraged at their plight, these beings attack all mortals indiscriminately. Some wrathvapors are particularly attracted to their prey and will do just about anything to get at the object of their hate.

Some wrathvapors tend to be rooted to the spot where they died. They may haunt a specific site for years or even centuries, causing the death of others who wander too close to their territory. The numerous deaths caused by a wrathvapor can accumulate, often creating more hauntings. For this reason, many wrathvapors end up lingering in places that are rife with supernatural activity, and these dangerous beings are more often than not the cause of it all. Places where a wrathvapor dwells will often change to fit its unliving host. The plants in the area will continue to grow and thrive, but turn grey and moist to the touch. The breeze will turn cold and even the darkness seems to come a bit sooner than normal in the haunts of a wrathvapor.

Wrathvapors are not very intelligent. Their raw hate makes them blind to clear thinking. However, they do possess a dim, animal-like awareness of themselves and their environment. They can recognize things that are clear threats to them, distinguish one mortal from another, and are known to stalk their prey on occasion.

Strains:

Wrathvapors may vary in appearance widely, but their forms follow no great trends.

Organizations:

Wrathvapors are creatures of solitary habits. They do not form groups or unions. However, a number of organizations have been able to harness their raw, destructive power to their own ends. Most notably, **Santos Novos** has discovered a way to corral wrathvapors so that they can unleash them on unwitting enemies. No one is certain of how they do this. The prevailing belief is that the Novos have a method of discovering who killed a wrathvapor and will offer these spirits this information in exchange for their services.

Suggested Locales:

As stated before, most wrathvapors appear in places of massacres. This reason is commonly cited as to why so many wrathvapors appear in Eastern Europe, where wholesale slaughter of peoples took place just two hundred years ago. Wrathvapors are also unusually common in the Grave New World, where massacres of both colonists and Natives have happened in abundance.

Creating a Wrathvapor:

Initial Cost: 80

Fundamental Powers:

All wrathvapors begin with **Intangibility 2** as a power.

All wrathvapors begin with the **Restless (Villainous)**, **Spiritual Nature (Villainous)** and **Undead (Villainous)** Talents.

Fundamental Prices:

Damage – Sunlight*



*Because sunlight damages a wrathvapor, most of these beings stay in the Invisible World at this time, though some will see the shelter of a dark place such as a cave or crypt.

Additional Powers & Prices

Corpus Powers

Iron Body
Regeneration

Movement Powers

Flight

Offensive Powers

Crippling Strike
Fury
Mystic Blast
Withering Touch

Mystical Powers

Death Aura
Frightening Call
Invulnerability
Telekinesis

Corpus Prices

Obvious Appearance
Tortured Existence
Damage

Movement Prices

Lair

Offensive Prices

Frailty
Repulsion
Weakness

Mystical Prices

Atmospheric Disturbance
Feeder
Focus Bound
Fragmented Soul

Quick Stats

Lesser Wrathvapor (Villain)

Quick Character (690 points)

Fear Rating	3
Initiative pool	Base: 8d
Melee pool	Base: 8d – Claws: 8d (DM +6) Fangs: 7d (DM +4)
Ranged pool	Base: 6d – Thrown Object: 4d (DM +3)
Extras pool	7d
Defense pool	Base: 4d – N+6d (Incredible Reflexes)
Movement	C 3/W 9/R 15
Basic Talents 15 pts.	Attack Focus (Claws), Claws, Lucky
Greater Talents 50 pts.	Attack Specialist (Claws), Heave, Fangs, Night Vision, Sneaky
Heroic Talents 20 pts.	Incredible Reflexes, Restless, Spiritual Nature, Undead
Powers (Prices)	Intangibility 2 (Damage – Sunlight) Regeneration 3 (Vulnerability – Holy Water) Flight 3 (Lair) Fury 3 (Weakness – Holy Symbols)

Lesser Wrathvapor (Villain)

Quick Character (690 points)

Rites	-
True Faith: 0	Damnation: 9 (90 points)
Health Track	(Toughness 4) 8/6/6/3/2
Equipment	-
Special	-

Greater Wrathvapor (Villain)

Standard Character (760 points)

Fear Rating	6
Initiative pool	Base: 6d
Melee pool	Base: 9d – Claws: 9d (DM +6) Fangs: 8d (DM +4)
Ranged pool	Base: 8d – Thrown Object: 7d (DM +3)
Defense Pool	N+7d (Incredible Reflexes)
Movement	C3/W 9/R 15
Basic Talents 25 pts.	Attack Focus (Claws), Attack Focus (Thrown), Claws, Lucky, Talented (Hand-to-Hand)
Greater Talents 60 pts.	Attack Specialist (Claws), Heave, Fangs, Night Vision, Sneaky, Sweep
Heroic Talents 60 pts.	Brutal Charge, Hulking Body, Incredible Reflexes, Restless, Shattering Attack, Spiritual Nature, Undead
Powers (Prices)	Intangibility 3 (Damage – Sunlight) Iron Body 3 (Obvious Appearance) Regeneration 3 (Vulnerability – Holy Water) Flight 2 (Lair) Crippling Strike 4 (Repulsion – The Innocent) Death Aura 3 (Focus Bound – find its killer)
Rites	-
Ability Line-Up 190 pts.	Strength 5 Education 3 Courage 4 Agility 4 Reason 1 Intuition 3 Toughness 5 Will 3 Personality 1
Background Skills 95 pts.	Endurance 3(8), Hand-to-Hand 4(9), Parry 4(8), Notice 3(6), Reflexes 2(6), Resolve 3(7)
Elective Skills 90 pts.	Grapple 3(8), Throw 3(8), Track 3(6)
True Faith: 0	Damnation: 16 (160 pts.)
Health Track:	(Toughness 5) 10/8/8/5/3
Equipment:	-

Wyrms (Beast)

Background:

And now we come to the end of our text. I have saved the very greatest of these weird and peculiar beasts for the last. The time now has come to speak of the great wyrms and their effect upon the annals of our history.

As you well know, wyrms are creatures of legend, whose appearance can be recorded all the way back to ancient times. They are beings of primordial power, who possess abilities that not even the great scholars of old can understand.

Most of the denizens of this world recognize wyrms as reptilian creatures who possess the qualities and traits of many beasts all at once. A wyrm might have a head that resembles a cross between a ram and a dog, but have the neck of a snake, and the body of a lion. These chimerical creatures are always dynamically different in appearance from one another. However, all have appearances that hearken back to the visages of daemons and devils. Wyrms vary in size as much as they do in appearance. Some are mighty in size, filling up the horizon with their titanic forms. Others are smaller, the size of a large horse.

No one is quite sure from where wyrms originate. The Church's official stance is that they are minions of the Adversary, wrought from the Fiery Pit from the myriad sins of man. After all, a wyrm is featured as the herald of the Anti-Christ in the Book of Revelation. Yet, the more knowing and knowledgeable forbidden scholars maintain that these creatures predate the Adversary himself, and were waiting to pick at his ripped skin when he plummeted from Heaven. These forbidden scholars claim that wyrms are God's first attempt at the creation of life, before angels and before man. Such heretical claims are usually dismissed by most of the learned in the world.



However, these wild claims are the reason that many forbidden scholars travel to mysterious parts of the world, specifically seeking wyrms out, hoping to get a glimpse of God's earliest designs, hoping to unlock the secrets of creation itself.

Now do you see why I have kept this precious treasure for you until the end? Beyond the ancient wisdom of the Nephilim, past the secrets of the Dark Canticle lie these mighty beings, who await your observations and experiments. If you were able to capture one of these beasts or at least study it, what secrets might you unlock? What mysteries might unfold before you? And what would the Witch Hunter have you do? He would have you destroy these precious beings, so glorious in form and power.

Of course, each one of these creatures is perilous to behold. Of all the beasts I have encountered, only the Behemoth holds more respect and fear for me. Wyrms are beings whose depths cannot be understood, nor does there seem to be a limit to their power. They do not bend the laws of nature as other creatures do, but bypass Nature's laws entirely, doing things that I have never dreamed possible.

And how are such beings passed by in the daily lives of mortals? These creatures sow so much destruction in their wake, that often their passing is mistaken for a tornado or even a hurricane. Not every terrible storm is what you think it is, often it is the passing of a wyrm.

Strains:

Zmey – The zmey are creatures who hail from the steppes of Siberia and Russia. These beings are known to have three heads, wings, and powerful legs. The most distinctive thing about their appearance is their multiple tails which sprout from their back like scourge.

Zmey are infamous for being able to breed rapidly, filling up an area with their offspring so fast that an area can easily become quickly overrun. In addition, they are said to have living blood, which roils and engulfs other beings of its own accord. It has long been suspected that these wyrms have a rudimentary intelligence, because they can communicate with others telepathically. However, this form of communication is usually through flashing images and sensations.

One of the most famous zmey of them all was a wyrm known as Gorynych, who destroyed the city of Kiev before being defeated by the crafty warrior Dobrynya. This ancient creature created many nests, and its offspring were unleashed into the world after its death. These creatures live on bitterly in the shadowy places of the world, waiting for the day when they will be able to take their vengeance.

Leviathan – One of the wyrms mentioned in the Bible is the infamous Leviathan, which reports to be a sea-creature of monstrous size and power. Those few who have ever survived an encounter with the Leviathan have reported this being to

be able to adjust its great size to its desire, becoming larger at will, always looming greater than any ship it encounters. The massive teeth of the Leviathan have been said to be able to sever a cannon in two, and it is said that this being breathes burning sulfur, fire, ash, and embers.

The most terrible thing about this creature is that it has never been defeated in known history. It is said that the Native hero Hiawatha may have bested it at one time, but the legends and folklore about the deed conflict greatly. Aside from this one hopeful tale, there is no recording of the Leviathan being bested by anyone, not even the disciples of King Solomon himself. Most who have escaped one of these beasts claim that neither sword, nor shot, nor cannon was able to pierce its hide. Even the Bible backs this claim, for as it states in the Book of Job, Chapter 41:

Though the sword reaches him, it cannot avail; nor does spear, dart, or javelin. He regards iron as straw, and bronze as rotten wood. The arrow cannot make him flee; slingstones become like stubble to him. Darts are regarded as straw; he laughs at the threat of javelins.

Only time will tell if the secret to piercing the Leviathan's sealed scales can be discovered, though any who do so would probably be hailed forever as legendary heroes.

Dragons – These are the most prolific and wide spread of wyrm-kind. It is said that St. George defeated a wyrm much like the kind that I now describe, forever immortalizing its form on banners, shields, and coat of arms. These creatures walk on four legs, much like a wolf, but have taloned feet. Their heads are bizarre, a blend of dog and reptile. Most dragons are about the size of a large horse, though some of these beings are said to be as large as entire castles.

Dragons are walking blights of nature. Everywhere they stroll, they warp the land. Simply by existing these tainted beings spread disease, famine, madness, and turmoil. Where they tread, they turn the soil foul. Where they pass, fires catch without provocation. Families will bicker. Wars will ignite.

While you might be able to glean some hidden wisdom from the design or physiology of other wyrms, I would well warn you about these beasts. I have known scholars to attempt to approach dragons only to go mad, or warriors who have ridden out to face these creatures only to have their own bodies rot from the inside out.

Since these beasts are such an affliction upon nature, I can only image that they are an amalgamation of all of nature's flaws. Herein is where you might grasp the nettle of power and discover secrets untold. What could possibly compose these beings' strange forms? What power might one gain if they could only peer into the errors of God's Creation?

Organizations:

None



Suggested Locales:

Wyrms appear wherever they please, whenever they please.

Creating a wyrm:

Initial Cost: 70

Fundamental Powers:

All wyrms begin with **Swath of Destruction 3** as a power.
All wyrms begin with the **Hulking Body (Villainous)** and **Limitless Rage (Villainous)** Talents.

Fundamental Prices:

Weakness

Additional Powers & Prices

Corpus Powers

Armor
Durability
Immunity
Iron Body
Shape Mask
Regeneration
Chimerical Form
Living Blood

Corpus Prices

Allergen
Corpus Limitation
Damage
Obvious Appearance
Vulnerability
Weak Spot

Movement Powers

Burrow
Flight
Swimming

Movement Prices

Lair
Restriction
Paralyzation

Offensive Powers

Burning Touch
Create Monstrous Spawn
Engulf
Fearful Presence
Fury
Hellfire
Rampage
Supernatural Poison

Offensive Prices

Avoidance
Offensive Limitation
Repulsion
Weakness

Mystical Powers

Animal Control
Burning Aura
Death Aura
Debilitating Aura
Frightening Call
Invulnerability
Maddening Aura
Nature Control
Weather Control

Mystical Prices

Atmospheric Disturbance
Blocked from the World
Feeder
Focus Bound
Harbinger of Doom
Mystical Limitation
True Name
Ward

Quick Stats:

Lesser Dragon (Villain)

Standard Character (1,000 points)

Fear Rating	5
Initiative pool	Base: 8d – 8d
Melee pool	Base: 13d – Fangs: 13d+1 (DM +8) Claws: 13d+1 (DM +8) Tail: 12d+1 (DM +6)
Ranged pool	Base: 8d – Hellfire
Defense Pool	N+6d
Movement	C6/W 18/R 30
Basic Talents 25 pts.	Attack Focus (Claws), Attack Focus (Fangs), Cheat, Claws, Lucky
Greater Talents 80 pts.	Agile Runner, Attack Specialist (Claws), Attack Specialist (Fangs), Bleeding Strike, Canny Fighter, Fangs, Taking the Strike, Tumbling Escape
Heroic Talents 40 pts.	Brutal Charge, Hulking Body, Limitless Rage, Tail
Powers (Prices)	Death Aura 3 (Atmospheric Disturbance) Hellfire 3 (Repulsion – Clergy members) Durability 3 (Weak Spot – Under Belly) Maddening Aura 4 (True Name) Swath of Destruction 3 (Prey Exclusion – Maidens)
Rites	-
Ability Line-Up 440 pts.	Strength 8 Education 1 Courage 4 Agility 6 Reason 2 Intuition 3 Toughness 6 Will 3 Personality 1
Background Skills 95 pts.	Endurance 2(8), Hand-to-Hand 5(13), Grapple 2(10), Parry 4(10), Resolve 3(7), Reflexes 3(8)
Elective Skills 120 pts.	Acrobatics 2(7), Climb 2(9), Notice 3(6), Swim 2(9), Track 3(6)
True Faith: 0	Damnation: 13 (130 pts.)
Health Track:	18/12/9/9/6/3
Equipment:	-

Greater Dragon (Villain)**Standard Character (1,805 points)**

Fear Rating	7
Initiative pool	Base: 17d – 19d (Danger Sense)
Melee pool	Base: 14d – Fangs: 14d+2 (DM +8) Claws: 14d+2 (DM +8) Tail: 13d+2 (DM +6)
Ranged pool	Base: 8d
Defense Pool	N+9d
Movement	C6/W 18/R 30
Basic Talents 25 pts.	Attack Focus (Claws), Attack Focus (Fangs), Cheat, Claws, Lucky
Greater Talents 100 pts.	Agile Runner, Attack Specialist (Claws), Attack Specialist (Fangs), Bleeding Strike, Canny Fighter, Danger Sense, Deft Disarm, Fangs, Slam, Taking the Strike
Heroic Talents 100 pts.	Brutal Charge, Hulking Body, Giant Body, Limitless Rage, Rite Breaker, Shattering Attack, Spiteful Strike, Tail
Powers (Prices)	Death Aura 3 (Atmospheric Disturbance) Debilitating Aura 5 (Harbinger of Doom) Hellfire 4 (Repulsion – Clergy members) Durability 4 (Weak Spot – Under Belly) Maddening Aura 4 (True Name) Swath of Destruction 3 (Prey Exclusion – Maidens)
Rites	-
Ability Line-Up 1020 pts.	Strength 8 Education 1 Courage 6 Agility 10 Reason 1 Intuition 4 Toughness 9 Will 5 Personality 2
Background Skills 170 pts.	Endurance 3(12), Hand-to-Hand 6(14), Grapple 3(11), Parry 8(18), Resolve 5(11), Reflexes 9(17)
Elective Skills 120 pts.	Climb 2(8), Notice 4(8), Swim 2(8), Track 4(8)
True Faith: 0	Damnation: 20 (200 pts.)
Health Track:	36/18/14/14/9/5
Equipment:	-

Zmey (Villain)**Standard Character (1,360 points)**

Fear Rating	7
Initiative pool	Base: 8d – 8d
Melee pool	Base: 10d – Fangs: 10d+3 (DM +8) Tail: 10d+3 (DM +8) Claws: 10d+3 (DM +6)
Ranged pool	Base: 6d
Defense Pool	N+8d
Movement	C3/W 9/R 15
Basic Talents 30 pts.	Attack Focus (Fangs), Attack Focus (Tail), Basic Witchcraft, Cheat, Claws, Lucky
Greater Talents 90 pts.	Attack Specialist (Claws), Attack Specialist (Fangs), Canny Fighter, Fangs, Far-Reaching Attack, Slam, Spiteful Comeback, Spiteful Vengeance, Sweep
Heroic Talents 140 pts.	Hulking Body, Giant Body, Limitless Rage, Quick Spawn, Reel-In Attack, Sacrificial Defense, Tail, Titan Body
Powers (Prices)	Create Monstrous Spawn 2 (Repulsion – Clergy) Durability 2 (Allergen – Mountain Laurel) Flight 3 (Lair) Fury 4 (Weakness – Sound of Church Bells) Living Blood 8 (Obvious Appearance) Swath of Destruction 3 (Prey Exclusion – Maidens)
Rites 10 pts.	Basic Witchcraft: Hex, Scry
Ability Line-Up 520 pts.	Strength 6 Education 1 Courage 3 Agility 8 Reason 3 Intuition 4 Toughness 7 Will 3 Personality 3
Background Skills 170 pts.	Empathy 4(8), Deceive 2(4), Hand-to-Hand 4(10), Grapple 6(12), Parry 6(14), Resolve 3(6)
Elective Skills 150 pts.	Endurance 3(10), Notice 4(8), Swim 2(8), Track 4(8), Witchcraft 4(8)
True Faith: 0	Damnation: 19 (190 pts.)
Health Track:	14/14/11/11/7/4
Equipment:	-

In Conclusion

And now we come to the end of our text. As I compel my human vessel to write, his hands grow weary, as does his feeble heart. I fear that by the end of this night, he will not survive the writing of these pages. Truly, I will mourn his loss and ensure that his sacrifice is not in vain.

So now you have seen it – our dread catalogue of societies, villains, dangers, threats, and beasts. Know then, that this is the world you live in, and these are the denizens that they would have you shun. The great scholars and leaders of the church would have you hide away in your Bible or your Torah. They would have you kneeling upon the ground in prayer, or bent over a field to work.

And why would they wish such things? Because those so-called leaders who rule over the earth know the Truth. They fully realize that they are weak, and that you are strong. That is precisely why they fear you. It is precisely why they fear all the things listed within this Incabulum. For is it not natural for the deer to fear the lion? It is not natural for the hart to freeze before the hunter?

Therefore, I charge you, o scholar, o adventurer, o free-thinker – I charge you with our united mission to bring justice and knowledge back into this world. Before you are the tools to power. The names of people you might contact. The societies with whom you might ally yourself. The powers and rites which you must use to vanquish your enemies.

But be warned, there are those who would label you diabolist, necromancer, and witch. You must be careful, for they, like yourself, are one of the Strong. They have been lured in by the lies of the weak, and made to think their own cause righteous. The lie of religion or enlightenment has been offered to them, yoking them to the corrupt.

From this day forward, you must beware the Witch Hunter, for these will be your greatest enemies. But behold, you have seen the instruments I have given unto you. Use them well. Use them wisely. And above all, continue to champion the Truth.



Book the Third: Grand Master Information

This section is dedicated to Grand Masters in particular. For now, we'll say goodbye to the Grey Pilgrim, and look at some neat tricks that this book has to offer. Here, we'll take a look behind the scenes and see why we made some of our design decisions. Plus, we'll discuss tactics, new rules, new Talents, new powers, and new rites. Finally, at the back of this section, you'll discover a number of helpful charts for your Witch Hunter game.

Making Your Threats Scary

One of the most challenging things to bring to a roleplaying game is a sense of horror. It's quite easy to alert the players to a threat, describe a terrible monster, and let them go to town on the beast. It's quite a different thing to try to get them to be scared of the raging creature. Yet, horror is a vital element to Witch Hunter. How you do make the threats we've presented here scary?

What is Horror?

Horror is a sense of dread realization. It's when you are able to put two and two together...and the conclusion you come up with is awful. For example, let's say you return from a long day at work to your wife. You open the door, call out her name and get no response. No big deal, you figure she's on the phone or watching TV. Then, you begin to notice that some chairs in the dining room have been tipped over. That's when you notice papers and books strewn upon the floor. Suddenly, you hear it, the water running in the bathroom. You go up the stairs and open the door. The shower is running, but leading to the shower is a thin, red trail of blood.

That terrible moment in which you realize something bad has happened – that's horror. It's the very moment that you come to your inexorable conclusion and discover that something is dreadfully wrong.

Now, let's talk about how to achieve that brilliant moment of horror in your game.

Lay a Foundation

The first thing you will want to do is to make sure everyone is prepared for a horror game. If even just one or two players are cracking jokes or constantly talking off topic, it will be difficult for you to strike up the appropriate mood. So how do you convince your players to sit down, get serious, and get into the mood for some scares?

The most obvious way would be to level with your players and let them know your expectations. Simply explain the kind of game that you would like to run and explain the kind of experience you hope to achieve. At the same time, the

players will need a good reason to invest in the kind of game you have to offer. For this reason, horror works best when it's a communal experience. When everyone is taking part in the horror and everyone is scaring everyone else, then your game will take on a life of its own.

Get player input before your game. Ask your players what kinds of things *they* would like to see in a horror game. In this way, you are getting them to invest in the game as well. When they have a personal stake in the matter, they will help build the kind of environment you are hoping to achieve. For example, in one of my own games, after getting input, a number of players offered to turn down the lights and bring out candles. In this case, the players were getting excited about the prospect of horror and participating in the experience.

Also, make sure that you give your Witch Hunter cadre a good hook for their adventure. If a mysterious man shows up with a mission for the Witch Hunters, they may or may not follow his directives. However, what if a dear friend of one of the Witch Hunters has gone missing? Or what if a number of crimes has been committed by people who look exactly like the Witch Hunters? Suddenly, the cadre now has a *vested* interest participating in the adventure. Once the PCs have a strong reason to pursue a goal, this will help to make the players concentrate more intensely on your game, and allow you the space to craft your mood. It cannot be stressed enough that the adventure hook needs to be strong in a horror game. The reason for this is because characters in horror games are asked to do increasingly unreasonable things. It's one thing to go out and fight an enemy at first dawn, but it takes real guts to follow a fiend into a haunted cave full of strange cries and awful gibbering.

Build Suspense

If your monster crashes through the door early in the adventure, it's probably not going to scare anyone. That's because there's no build up to the climatic scene. Horror is first created by that terrible creeping sensation so many people are familiar with.

There are several ways to start building tension. One way is to establish a mystery. Then, make sure the mystery has some element of the unexplainable in it. If people around town are being stabbed to death, that's not going to evoke much atmosphere. Even finding people with punctures on the neck fails to instill mystery, since players will leap to the conclusion of vampires. However, what if all of the murder victims carved strange symbols into their own flesh until they bled to death? Now *that* raises numerous questions.

Another method for building tension is to allow the PCs to get little glimpses of your threat. For example, maybe the cadre sees something dart back into the cornfield,

something that was clearly watching them. Or maybe one of the Witch Hunters wakes up at night and hears something beside her bed, breathing. When she looks to see what it is, it crashes through the window and runs off into the night. Make sure to gradually reveal more and more about the threat each time the PCs encounter it, otherwise they will begin to grow frustrated.

As the adventure continues, there should be a sense of escalation. The frequency of murders might increase. Or the magnitude of fell deeds might intensify. Let's look at the example of the deaths where people carve symbols into their own bodies. How will the PCs react when those very same bodies begin to animate and walk around? Or perhaps the blood from all of the victims animates into tiny, shimmering versions of the victims? Worst of all, these wretched, animated blood clots desperately want to return to their families...so they can join them.

Using Fear Checks

Fear checks are definitely part of the threat experience in Witch Hunter. Every creature has a Fear Rating, which requires a roll when Witch Hunters first encounter it. Fear checks work best when they are used to get players complicit in the horror experience.

If a PC fails a Fear check and the GM tells them what they are experiencing, this dampens the horror mood. It takes away from the horror because suddenly, the player is being told how to roleplay, rather than deciding what is scary for him or herself.

Instead, use Fear checks to get players in on the fun of the game. For example, when a player fails a Fear check, instead of telling them what they feel, you might explain the results of the Fear check and allow them to decide how their character would react. If they decide that their character turns into a savage berserker, let them do it. While that specific player might not be scared, she might scare *everyone else* by having her character act erratically.

Another tactic is to take your players aside once they've failed a Fear check and explain what you are trying to achieve. For example, you might quietly tell a player that the Fear his character has experienced is so deep that he is beginning to sense something lurking behind him. You might even tell the player that there is nothing really there, but that you would like him to freak the other players out.

At this point, the player has become your accomplice in horror. They get to join the fun of scaring the heck out of everyone at the table. This creates a truly organic occurrence where everyone at the table is not just a passive audience waiting to be scared, but part of the horror experience itself.

The Big Reveal

In movies, books, and video games, the narrative has the luxury of not having to show you what is scaring the main characters. If there is something scraping at the bedroom door, then the main character may be "too frightened" to go see what it is. Or maybe they will explore what's behind the door with a tiny candle, so that the audience can't really see the big scary thing.

Roleplaying games don't have that luxury. Because the PCs are in control of their own destiny, they can throw the bedroom door wide open, sword in hand. If you set up something creepy, don't doubt for a moment that the PCs will try to charge out and get a peek at it. Of course, the GM can always make the threat unseen or vague in appearance, but that sort of trick only lasts for so long. Ultimately, you will have to reveal your threat, otherwise your players will only be frustrated, instead of horrified.

So when you finally reveal your threat at the end, make sure that there is some sort of *twist* involved. Something unexpected should be revealed. If, by the time the threat makes itself known, the players already know everything about it, then there's no mystery. And that means there's no horror.

For example, if the PCs know that the threat likes to drink blood, can turn into a bat, and lives in a coffin, then it won't be very frightening when it's revealed that the threat is a vampire. Without that sense of mystery, there's no scare. However, if something terrible is revealed the moment the threat shows itself – then you have a genuine event of horror. What happens if the creature the PCs are hunting isn't just a vampire, but in the end, turns about to be the daughter of one of the characters?

That terrible moment in which the cadre discovers the true identity of the creature produces the horror. Revealing a monster, no matter how terrible, isn't scary. It's the *realization* that accompanies the monster that makes it scary. For instance, hellbringer is a big, scary, and vicious opponent. But by itself, it's not very horrifying. However, what happens when the Witch Hunters discover that the kidnappings they've been tracking down are really the work of the local pastor...and that he's promised his victims' souls to hell, because *he* is the hellbringer?

But What About Swashbuckling?

It's sometimes hard to reconcile the idea of fast-paced action with creepy horror, because often creepy horror relies on the slow build up of tension, whereas bare-fisted action requires a quick pace.

Remember how we said that your threat should be slowly introduced as the adventure moves along? How can you do that and still maintain a sense of mystery? You can use minions and lieutenants as obstacles for the party to overcome during their investigations. You can also use them as stepping stones for further investigation. Perhaps after defeating a band

of minions, the Witch Hunters might interview a number of the survivors, or find clues left on their bodies.

Here's an example of how you can have a mystery with an encroaching threat combined with hard-fisted action. Imagine the Witch Hunters coming across a town where everyone is filled with fear and no one wants to meet their eyes. With some investigation, the Witch Hunters discover that a vile cult is behind the town's oppression and battle it out with a number of the cult members. After the cult members are defeated, the Witch Hunters discover that the cult was receiving their orders from something that was lurking in the woods nearby the village. Within those woods, they find an ancient cave with strange writing. Worse, they discover the remains of those villagers that disobeyed the cult. While there, a number of lieutenants spring upon the Witch Hunters – hell hounds. After a hard-fought battle, the Witch Hunters use the clues they found in the cave to track the threat to its source, a Hellpoint high atop a distant hill. There, they find the remaining members of the cult watched over by their master, a Lasher devil of great power. He's opening a portal to Hell, and it turns out that the villagers are now going to be the sacrifice. While the PCs were in the cave, the villagers have been rounded up. They are all being prepared for a gruesome slaughter...unless our heroes can arrive to save the day.

As you can see in this example, each piece of the adventure is punctuated by an action scene. In each scene, the big threat is not given away. Only at the end does the cadre realize what is truly going on. At the same time, tension is built by systematically darkening the revelations that the cadre discovers over time.

Expanded Threats Rules

In the Core book, we touched on how to make all sorts of threats, from lowly minions to tougher lieutenants, to terrible Villains. Now let's take a look at some guidelines we've devised for you to make your threats more challenging as well as some new rules that will shake up your World of Witch Hunter.

Minions

Minions are like all of the minor characters in a movie. Usually, they're the fodder that gets beaten up and thrown over the railing as the heroes blaze a trail of glory to the big villain.

On the other hand, minions make up the vast majority of the population in the World of Witch Hunter. When a Witch Hunter cadre wanders into a New Netherlands village, most of the humble townsfolk will be minions. That means when it comes to battle or conflict, most villagers and common folk don't stand a chance. When a daemon appears and starts attacking with 8d Hand-to-Hand, the villagers get no Defense, and are defeated with just 1 or 2 successes. If a farmhouse is on fire and the farmer's family is trapped inside

of the burning building, that farmer only gets to roll a couple of dice to try to get them out.

That means that Witch Hunters are truly exceptional individuals. They are something far beyond mortal ken. It also means that against the forces of darkness, the common mortal doesn't have much to offer. Witch Hunters are the only thing that can stand between the Adversary's servants and God's innocent flock.

Minions need not be nameless NPCs. The cobbler who was a witness to a dark ritual in the woods might be a minion stat-wise, but there's nothing wrong with giving him a name, background, and knowledge of the surrounding territory.

Tactics with Minions

Minions can be a potent force all their own if used correctly. Minions with a low Threat Level (TL) (1 or 2) can be used to lower a Witch Hunter's Defense, softening him or her up for the big bad guy. Also, they can be literally used as fodder. The new Talent *Sacrificial Defense* helps Villains utilize their minions more when it comes to defense.

Also, low TL minions can be used to trigger events, such as sending a flaming wagon careening down a hill towards the cadre, or throwing obstacles in the Witch Hunter's path when they are in pursuit of a Villain. Be careful not to use this tactic too much because minions should ultimately be easy to take out. If minions are constantly setting off traps and creating deadly situations, then they really aren't minions any more.

Adjudicating higher TL minions can be difficult when no one can hit them. For example, let's say a TL 4 minion and a Witch Hunter are locked in a room, battling it out. The TL 4 minion simply can't hit the Witch Hunter because of the Witch Hunter's Defense. At the same time, the Witch Hunter just can't seem to roll four successes on his attack roll. In cases where it's clear that the Witch Hunters have won, but there are just a few minions that won't go down, use Talents like *Sacrificial Attack* – this talent causes the minion to damage a Witch Hunter, but also kills the minion instantly. That way, if there are just one or two minions left who are making the end of combat tedious, you can knock them off and keep the action flowing.

Making Minions

Creating minions should be quick and easy. Determine their Threat Level and maybe a few skill levels and you're done. However, what about minions with *a lot* of skill levels? Can minions have powers? Armor? Weapons?

When creating minions, we didn't make any hard and fast rules because making minions should be something you can jot down without having to look at a book. We have created minions for our own products (here in this book and other sources) and have tried to stay within certain boundaries.

- Minions can wear armor, but it does nothing for them. They gain no benefit from it.
- Minions shouldn't have more than 3 skills total.
- If minions have skills, they shouldn't go above +2. If a minion does have a skill level of +3, it should probably be the only skill a minion has.
- Minions can have Talents, but generally just one or two. Very rarely they might have three.
- Minions can have powers, but some powers do not lend themselves to minions at all. For example, no minion should have Monstrous Form or Hellfire. Some powers simply won't work because of how the power functions. For example, Durability won't function for minions.
- Minions do not have to have the fundamental powers for a particular threat. So, no, minion vampires don't *have* to have Immortality as a power. If a minion has powers, it should simply be what makes sense for that minion.

These guidelines are just that, *guidelines*. They should not be seen as *rules* for making minions. By following these limitations will allow you to make sure that minions don't become tougher than they are supposed to be.

Lieutenants

Lieutenants are Villain's henchmen in the movie. They usually have skills and abilities which rival the heroes' own. Because lieutenants can match or exceed Witch Hunters, usually these individuals will have some infamy or renown for their abilities. There are always people who hide what they are truly capable of, such as Witch Hunters themselves.

Tactics with Lieutenants

Lieutenants can be quite powerful, especially if there is more than one and they work together. If a Witch Hunter has a high Defense it can be easily whittled down if more than one lieutenant attacks the same target. Even if the first attack does not deplete a Witch Hunter's Defense pool, the next gets ever closer to knocking the hero's Defense to 0. This softens up the character for an attack from the Villain in the scenario. The gang-up approach also means that if a great number of lieutenants all attack a single target, the results can be devastating. As the Grand Master, you will probably want to limit the number of times you do this, because after a while your bad guys will become predictable and stale. It is also unfair to always single out a player character time after time.

Also, we've created a shortcut for you. The *Consistent Defense* Talent enables a lieutenant or Villain to always have the same Defense pool in each round and scene. It's their normal Defense dice roll divided by 3, rounded up. Defense from armor is added at the end. So, if the GM is running five lieutenants against the Witch Hunter cadre he can just

Fighting Minions – Rules Clarification

When a Witch Hunter attacks minions, they don't use Damage Modifiers or factor in Weapon Complexity. Instead Witch Hunters roll Hand-to-Hand, Archery, Firearms, Grappling...whatever skill they are using to fight and total up the number of successes. A minion is defeated out when a Witch Hunter rolls a number of successes equal to the minions Threat Level.

For example, let's say we have a stalwart nun. Her Hand-to-Hand (Strength) is 6, she fights with a sword, and she is facing a Threat Level 2 minion. She would roll her Hand-to-Hand (Strength) and total up the number of successes, ignoring the -2 Weapon Complexity of the sword. If she rolls 1 success on her attack roll, she doesn't take out the minion. However, if she rolls 2 or more successes, she takes out the minion she is facing. If she were using a small weapon or rapier, the nun could roll her Hand-to-Hand (Agility) as normal without penalty.

If in a group, each multiple of the Threat Level in successes removes another minion. So if the nun is fighting four Threat Level 2 minions and rolls four successes, she would incapacitate 2 minions. If the minions had been Threat Level 1, then she would have been able to take out 4 minions in one shot. Effects which enhance DM for a weapon do not aid in combating minions.

Why doesn't the attacker factor in their weapon complexity? This is because when a character is fighting minions, they are using not just their weapon but every resource and object available to them. For example, let's say that three minions get wiped out by a brave, Puritan swashbuckler. When he does this, the Puritan swashbuckler may not be using his weapon to do all of his dirty work. Perhaps the swordsman head-butts one, stabs another with his sword, and body checks the last one so that he goes over the side of a railing. As you can see, the Puritan swordsman's maneuvers were too broad to be described as just an attack with his weapon. And yes, you can take out more than one minion with a ranged attack. Perhaps you fire through one minion and hit another one behind the first. Or maybe you shoot a tree branch, which falls and crashes down upon a group of minions. The player or the Grand Master should get creative when describing Witch Hunter attacks, because this their chance to shine.

When making area of effect attacks, such as with a blunderbuss or an Eldritch Blast, minions take the damage individually. That means if a character fires at a group of minions with his blunderbuss and scores 3 successes on his attack, each minion is treated as if they are facing 3 successes. In this case, minions in the area who were Threat Level 3 or lower would all be wiped out. Area of effect attacks are particularly heinous to minions. But, hey, they're only minions, right?

write down what their Defense will be every round instead of bothering with five different dice rolls.

Some GMs run into a dice problem when running too many lieutenants at once. Each time a lieutenant engages in combat, they have to roll their Defense every round. So having just five lieutenants would require the GM to make five separate rolls at the beginning of each round, and then write down each of those lieutenants' Defense points.

One tactic that we've learned is to roll dice for each NPC when they are rolling their Defense and leave any dice that come up successes on the table beside a marker or card that represents each NPC. So, for example, if you are rolling for five lieutenants, roll for each one, and whenever they get a success leave a die on a card that represents them. As they use their Defense, just take a die off of their card, so you know what they have left.

Also, we've created a shortcut for you. The *Consistent Defense* Talent enables a lieutenant or Villain to always have the same Defense pool in each round and scene. It's their normal Defense dice roll divided by 3, rounded up. Defense from armor is added at the end. So, if the GM is running five lieutenants against the Witch Hunter cadre he can just write down what their Defense will be every round instead of bothering with five different dice rolls.

Making Quick-Quick Lieutenants

Making quick-characters should be short and easy process. However, there is an even faster way to make quick-characters. For one, don't use our point system. Simply jot down how many dice your lieutenant should have in each of the four quick-character dice pools. For example:

Vicious Undead Pirate	
Quick-Quick Character	
Fear Rating	2
Initiative pool	Base: 6d
Melee pool	Base: 9d – Cutlass (DM +3)
Ranged pool	Base: 7d – Pistol (DM +3)
Extras pool	6d
Defense pool	Base: 3d
Movement	C 3/W 9/R 15
Health Levels	(Toughness 5) 10/8/8/5/3
Powers (Prices)	Regeneration 3 (Vulnerability – Fire) Mystic Bolt 3 (Frailty – a piece of the original ship that he went down with)
Damnation	6

Here, we've created an undead pirate who can regenerate and throw fiery blasts of damnation! And it only took us about five minutes to jot down these stats.

You'll note that this character doesn't have Talents. Defense is factored the same way; half of the quick-quick character's Initiative pool. The Toughness is half of the quick-quick character's Melee pool. Their Fear Rating is 1/3rd of their Damnation score. For their weapons, we put down DM +3, because that's the Damage Modifier for the cutlass and a pistol carried by this character.

We wanted our bad-guy to have some cool powers, so we gave them to him. We *also gave him Prices*. Remember for each power you must assign a Price. The reason it's vital that each creature has Prices is to reflect the universal truth that all power comes with a Price. Also, it means that if you have smart player characters they will always be able to get an edge over their opponents. When your creatures don't have Prices you are really cheating the players and breaking from the spirit of the game.

You'll also note that this character has no point value. You'll have to gauge the toughness of each quick-quick character for yourself. Generally, once you throw a few of these types of characters against your Witch Hunter cadre, you'll get a good idea of what presents a challenge for them and what doesn't. Our suggestion is to start with weaker quick-quick characters first and then slowly adjust their stats to reflect a true challenge for the cadre.

Of course, if you want to make standard quick characters with Talents and a full array of powers, look in the Appendix for fast-play threats that you can use in your game.

Villains

Whether these individuals are the Adversary's chosen, or something else entirely, they pose one of the greatest threats to humanity. Armed with super-natural abilities, skills, and powers, these individuals are truly forces to be reckoned with. They are the ones behind many of the plots, and the source of many of the problems. A face-to-face showdown with a Villain usually spells the end of an Act in your story, if not an entire story arc.

Tactics with Villains

Villains get a larger Defense pool than most characters. However, even with this improved Defense pool, most Villains will run out of Defense very quickly when facing an entire cadre of Witch Hunters. Therefore, most Villains should have minions and lieutenants around them at all times. It makes sense game-wise as well, since most people of any importance will have an entourage and/or bodyguards.

A canny Villain allows their minions and lieutenants to whittle down the defenses of heroes before unleashing their attack. If your Villain is canny but not physically powerful, then let him knock down the Defense of an opposing Witch Hunter before having his brute lieutenant do the real damage.

Villains who are more mystical in nature and rely on sorcery rather than strength of arms simply aren't going to be very threatening in combat. Rites require a long time to prepare and cast. Even though there are a number of rites that are quick to cast, a vast majority of them take *some* time. So how do you make a Villain with a lot of magic and rites threatening; give them *preparation time*. A Villain with the Scry rite can spy on the cadre and know their every move, sending assassins after them when their guard is down. A Villain who has Circle of Summoning can beckon devils from Hell to his aid, and send them out after a Witch Hunter's friends or family. Mystical Villains are far deadlier off-screen, when they can work their mojo. In the long run, this makes them more terrifying opponents since they don't need to put themselves in danger in order to threaten the PCs.

When using sorcerous Villains, think about how they can threaten the PCs *indirectly* rather than directly. For example, what would happen were a witch to use her Charm rite on the mayor? What if a necromancer creates five revenants and a number of walking dead and sends them out against the Native tribe after the Witch Hunters have left? Will the Native tribe be so quick to talk to the Witch Hunters again, knowing the wrath that was visited upon them? These challenges are much more difficult to deal with because they cannot be solved with the point of a sword.

Making Villains

You may have noticed that some villains don't seem quite as powerful as others, even when they cost the same amount of points. For example, a Villain with the power Monstrous Form 5 seems a lot more powerful than a Villain with Apparition 5. In a straight up fight, the creature with Monstrous Form 5 should be more dangerous. After all, Monstrous Form is designed to give that particular Villain a nice boost to his ability scores.

But what about the Villain with the Apparition power? Apparition allows a creature to appear near a designated target, wherever they might be. The poor victim can never hide from the Villain, and the Villain can always find his victim, no matter where he or she goes. More insidiously, this same Villain can use Apparition 5 to follow his victim around, spy on him relentlessly, discover all of his secrets, and lay ambushes for him in all of his usual haunts. As you can see, a Villain with Apparition 5 can still be every bit as dangerous as a Villain with Monstrous Form 5.

The point of this is when you look over a Villain's abilities, skills, and powers, think about how that Villain might use those capabilities outside of combat as well as during battle. A Villain with Deceive (Personality) 9d can be every bit as deadly as a hero with Hand-to-Hand (Strength) 9d.

Villains and Damnation Points – Rules Clarification

Villains may have a Damnation score, but they cannot use Damnation points like Witch Hunters can. Simply put, a Villain cannot use their Damnation to add to dice rolls. That ability is only possessed by player characters. But there is a reason for this.

The Adversary tempts the uncorrupted with the lure of Damnation, making it enticing to drawn upon its unholy power. Once the Adversary has ensnared someone, there is no need to entice them further, they are already on their way to the Fiery Pit. Besides, the Adversary gives them plenty of dominance as a Villain spends its Damnation score to buy corrupted powers.

Masterminds

While Villains might be the source of many of a story's problems, Masterminds are the sinister force behind an entire Witch Hunter *campaign*. Masterminds are characters whose influence and capabilities are far-reaching, beyond the scope of a Villain. For this reason, Masterminds are exceedingly rare. Only a handful exist in the World of Witch Hunter.

What places a Mastermind so far above a Villain? Masterminds are beings capable of influencing whole countries, societies and/or cultures. Their actions have ramifications on a global scale. Much like a King or Queen, the decisions that a Mastermind makes affect history, impacting world events years down the road.

A great example of a Mastermind is Cardinal Richelieu from the book, *The Three Musketeers*. As a Cardinal, Richelieu commands tremendous power. However, because of his cunning and charisma, he has far more power than a Cardinal should command. He has his own personal guard and army who act like police throughout the city. This army may also be used to wage war on other states. His power and influence allow him to arrange the assassination of heads of state. In fact, his greatest rival in power is the King of France himself, who shares a not-so-friendly rivalry with the Cardinal.

Mastermind Capabilities

Masterminds, like Villains, operate with different rules than most characters.

Better Defense:

Instead of adding dice to their Defense pool like Villains, they add extra *Defense points*. For every PC they face in combat, they receive an extra Defense point. For example, if four PCs were facing Malikedra of the Coven of the Dark Canticle, she would roll her normal Defense dice. Afterwards, she would add +4 Defense points to any successes she achieved. This is in addition to any armor, powers or other Defense enhancements she might have.

Masterminds get a higher Defense because these individuals are incredibly canny and resourceful. They can analyze their opponents instantly and can often predict what their enemies will do far ahead of time.

Enhanced Dice:

Masterminds use people like chess pieces. They see connections between groups and people and are adept at exploiting those connections to their own ends. A Mastermind is the type of character that would be able to discern that the Duke has a mistress merely by how the Duke interacts with his Duchess or women in general. A Mastermind would be able to exploit the Duke's affair by knowing whether threatening the mistress would be the right maneuver or whether threatening to expose the affair would be the most devastating political move.

Because of this, when the player characters face a Mastermind, that Mastermind receives bonus dice equal to the number of PCs he faces +3. These bonus dice are to represent a Mastermind's ability to read people, predict dangers and anticipate attacks.

These bonus dice may be used to enhance any roll as the GM sees fit. Once they are spent to enhance a roll, they are gone. If a Mastermind were facing five PCs, he would get 8 dice to add to any sort of roll he wished, be it a combat or skill roll. The Mastermind character gets these bonus dice every scene in which he appears with the PCs and can portion out the bonus dice as he or she sees fit. For example, a Mastermind with 8 bonus dice might spend 3 on one roll, 2 on another, and then 3 on a third roll. Thereafter, he would be unable to spend any more bonus dice that scene.

Making and Using Masterminds

While Masterminds get many bonuses when it comes to confrontation, a Mastermind should hardly ever get into a conflict with the Witch Hunter cadre. If a Mastermind has to deal directly with the PCs in a particular scene, this is almost always a signal that the campaign is coming to a close. Why? If a Mastermind has to actually confront the PCs then she has already lost an important battle.

A Mastermind who involves herself in direct conflict endangers her entire operation. If she is defeated in combat, then the whole of her organization suffers a terrible power vacuum that will invariably cause chaos. If she is defeated in a social situation, she loses tremendous face and endangers her own position within her society. If she has to bring herself to use a magical rite, then she risks further Damnation. In short, a Mastermind is far too valuable a figure to deign to be involved in direct conflict. It is far better to let the pawns and rooks pursue the goal.

Other reasons why Masterminds are so rare are the fact that they have been able to avoid combat, social challenges, and the need to access their own skills for years. Someone does not

achieve that sort of acumen unless they are truly exceptional individuals.

Finally, Masterminds need not always be evil. A Mastermind might very well be the cadre's benefactor. Think about a high-ranking member of the Crusaders Inviolable, who maneuvers and positions various Witch Hunters around the world to strike at some of the Adversary's powerful societies. What about a Native American chief who sits alone in her long house, quietly sending messengers to other tribes throughout the region, carefully manipulating the Native political situation to her own ends?

Beyond the Scope of Damnation

Up until now, we've been talking about threats that are unequivocally evil. However, can there be threats in Witch Hunter that are not evil? For example, the infamous Black Friars in the World of Witch Hunter are a special arm of the Catholic Church who root out witches and devils and turn them to working for the righteous vengeance of the Church. But, are all of the Black Friars *evil*? What about the mysterious Sidhe, who appear to have their own agenda? They don't seem to be corrupting the souls of mortals, nor are they aiding them. Are the Sidhe evil?

Powers from Faith

Normally, when determining what powers a creature in Witch Hunter may or may not have, the GM can assign threats with 1 power factor per point of Damnation. A creature with 5 Damnation can assign 5 points to different powers. Beings that are not resolutely evil follow a slightly different set of rules. Instead of drawing their power from Damnation, they draw their power from their True Faith score. Thus, a non-evil creature with 7 True Faith would be able to assign 7 points towards various powers.

Certain beings (like faeries or spirits) can have True Faith scores above 10, all the way to 20. It should be noted that no *normal* mortal can have a True Faith score above 10. There are exceptional mortals who are able to push their True Faith score above 10, called the Blessed, but these individuals are remarkably rare.

Most beings that draw power from their True Faith still have Prices for their powers. After all, their powers bend the very laws of nature and must still be balanced, even if by supernatural means. Beings such as angels or manifested saints have a variety of powers but have no Prices.

It should be noted that no Witch Hunter can gain powers through their Faith like creatures of the Invisible World. Nor can a Witch Hunter gain an Awe Rating. Such things are meant for NPCs and creatures only.

Awe Rating

Beings who draw power from their True Faith score rather than their Damnation score inspire *awe* rather than fear. When first encountering such beings, characters must make a Resolve (Courage) check, just as if they were trying to pass a fear check. The Difficulty of the check is equal to the creature's Awe Rating. Those who succeed suffer no ill effects. Those who fail an awe check suffer penalties, similar to how one might suffer from fear.

Daunted (failed by 1 success)

Daunted characters are surprised and certainly impressed by the being before them. Take a -1 die penalty to all combat rolls should they take combative action against the being who is projecting awe. They also suffer a -1 penalty to all interaction rolls against the being projecting awe, whether they attack the creature or not.

Cowed (failed by 2 successes)

Characters who are cowed by this beings awe perceive the creature to be too imposing and impressive to confront. Should they decide to take hostile action against the creature, they forfeit 1 action to steel themselves before they can engage in combat. They take a -1 penalty to all rolls for the rest of the scene, regardless of what is it for or who it is against.

Recoiled (failed by 3 successes)

Recoiled characters are so overwhelmed by the creatures awe and majesty that they cannot approach nor attack the creature for the duration of the scene. In addition, they suffer a -2 penalty to all rolls.

Terrified (failed by 4 successes)

Terrified characters are so beset by the creature's awe that they flee on their next available action. If there is no exit or means of escape, they turn away from the sight and cower. All attacks against cowering characters gain a +1 die bonus. In addition, terrified characters receive a -2 penalty to all Resolve roll for the rest of the scene.

Stricken (failed by 5-6 successes)

Characters that are stricken by the awesome creature can do nothing but gibber and whine for the rest of the scene. Such characters can take no actions. In addition, such characters suffer a -3 dice penalty to all Resolve checks.

Life-Altering Experience (failed by 7-9 successes)

On occasion, people in the World of Witch Hunter will experience something so grand, so profound that it changes his or her life forever. Many are the stories of men who beheld a faerie princess and became so awed and enamored by her that they could not stop thinking about her until the end of their

days. There are other stories of people who gained a profound insight into the world, finding either inner peace or terrible madness. The list below contains some of the possible effects of failing an awe roll to this degree. The exact effects should be worked out between the player and the grand master, but ultimately, the character should walk away from the experience forever altered in some fashion.

- *Obsession* – The character cannot stop thinking about the awesome being that he has beheld.
- *Change of Heart* – The character has been convinced to change their ways, either for good or for ill. Some find inner peace while others take up arms and become more militant.
- *Skewed Perception* – The character views everything in the world as if she sees it anew. The entire world is completely fascinating to her, from a small teacup to a mountainside.
- *Spiritual Awakening* – The sight of the being was so powerful that the character has changed their life goal. Perhaps a soldier puts aside his sword or perhaps a midwife leaves her profession to become a nun. The exact change varies.

Stark Raving Mad (failed by 10+ successes)

The sight that the character beheld was unlike anything ever seen in the history of the world. The magnitude of the sight itself was so earth shattering that the poor character's mind has been stretched far beyond its limits. The character becomes catatonic for the rest of the scene. Thereafter, he suffers from a deep mental illness (see p. 118-119 of the WH Core Rulebook). The character takes a -2 penalty to his Will and Reason scores for the duration of the mental illness. To do anything that requires mental awareness, like combat, performing a rite, or using a skill, the character must make a D3 Will check. Failure means that the character cannot perform the action, becoming lost in their thoughts instead. This affliction does not go away until the character can spend a total of 10 hero points to recover from the incident.

Inspiration

While fighting along side a creature with an awe rating, characters must still make Resolve (Courage) checks or fall prey to the effects of the creature's awe. Just because an awesome being is on your side doesn't make it any less impressive. At the GM's option, he may give allied Witch Hunters bonuses to their awe checks. One possible suggestion is to allow Witch Hunters to add their True Faith scores to their Resolve checks while on the same side as an awe inspiring creature.

If a character is fighting alongside a creature with an awe rating and passes their check, they are *inspired* by the presence of the creature. They receive a +1 bonus to all action rolls while the creature is in sight.

Complete Talents List

The Talents included herein are not meant for player characters in *Witch Hunter: The Invisible World*. Why not? Because the threats of *Witch Hunter* do not abide by the same rules as the player characters do. The Witch Hunters are truly powerful in their own right. After all, most people in the world are only minions. But the threats of the World of *Witch Hunter* can be even greater in power. The fearsome behemoth or terrible dragons are beings who have powers and abilities far greater than any mortal. These Talents fall under that purview. Finally, understand that the threats of *Witch Hunter* are often meant to take on many opponents at once. As such, many of the Talents are designed to help balance out a single threat against a cadre of Witch Hunters.

In this section, you will see that we have compiled a complete list of Talents hailing from the Core Book as well as new ones. This is to keep all of the GM pertinent information in one book.

Allied Attack (Greater)

Requirements: Agility 3, Agile Runner

This Talent allows a creature to work in concert with its companions. It attacks its victim, not doing any real damage, but leaving a gaping hole in its target's defense. Once the

opponent's defenses are down, the creature's companions may take advantage of the momentary weakness.

When this creature inflicts damage on a target, it may elect to not do hits on its victim, but instead take away from its opponent's Defense Points for next round. It may trade in 2 damage to remove 2 Defense dice from its opponent next round.

Awakened (Basic)

Requirements: None

This creature is one of the Awakened. It is a normally unliving thing animated in some way. Awakened creatures need not eat, sleep, or breathe. They are immune to the effects of poison and environmental damage. They suffer 1 less on all die penalties for damage, and need not make Endurance (Toughness) checks to remain conscious.

Basic Diabolism (Basic)

Requirement: 3 Damnation points.

Description: You have betrayed all that is good and noble to dabble in the forbidden black arts of Diabolism. You are trained in the First Circle of the Diabolist tradition, and may perform basic Diabolist rites learned via the Basic Rite talent.

Basic Necromancy (Basic)

Requirement: 2 Damnation points.

Description: You have taken a bold step into the blasphemous arts of necromancy by completing the training in the First Circle of the Necromantic tradition. You may perform basic Necromantic rites learned via the Basic Rite talent.

Basic Rite (Rite)

Requirement: Any basic Sorcerous tradition

Description: From ancient scrolls, dusty tomes, or archaic manuscripts associated with your particular tradition, you learn and may cast a single basic rite. This rite must be associated with a tradition for which you have the basic talent.

Basic Witchcraft (Basic)

Requirement: 1 Damnation point.

Description: Dabbling with demons, spirits, and worse horrors, you have acquired the filthy knowledge and training necessary to explore the macabre tradition of Witchcraft. You may now perform basic Witchcraft rites learned via the Basic Rite talent.



Bleeding Strike (Greater)**Requirements:** Hand-to-Hand 2

When this creature damages its victims, they continue to lose hits. Victims lose 1 hit per round. The damage continues until the victim runs out of hits or someone spends an action to perform a D2 Heal (Intuition) check on the bleeding target. This Heal check does not return any lost hits unless preformed by a Physician. Victims of this attack may attempt Heal on themselves.

This Talent does not function if its victims were attacked with a blunt object, fist, or grapple.

Claws**Requirements:** None

This creature's claws are a natural weapon with a complexity of -1 a DM of +2. If this creature already has a natural weapon which grants it a DM (such as fangs), then increase its general DM of all attacks by +2. DMs of this nature are cumulative, so a creature with claws and fangs would have a DM +4, and a creature with claws, fangs, and a tail would have a DM +6. A creature with multiple natural weapons does not necessarily get multiple attacks.

Consistent Defense (Greater)**Requirements:** None

Instead of rolling its Defense Pool round to round, this creature may elect to have a steady and constant amount of Defense Points. Its Defense Points each round are equal to one-third of its total Defense Dice Pool, round up. For example, if a creature has Defense 7d, then its Defense Points each round would be 3 points.

If the creature has armor or other abilities that raise its Defense Points, then these are factored at the end. Therefore a creature with 7d+2 Defense would have 5 Defense Points each round.

Dual Shot (Greater)**Requirements:** Agility 3

Description: Dual Shot allows the creature to make ranged attacks against 1 additional opponent with the same attack roll. It may an attack roll as normal, but applies its successes against 2 targets instead of just one. For example, a phantom highwayman might raise two pistols and fire them at a two different targets. The phantom makes a Firearms (Agility) roll, scoring 3 successes. It applies these successes to both of the combatants it is fighting, not just one. If there were a third opponent in range, the phantom could not use its successes to attack the third opponent. Obviously, the creature must have 2 missiles to fire or throw in order for this talent to work. For example, Dual Shot would be impossible with a single, single-barreled pistol.

Fangs (Greater)**Requirements:** None

This creature's fangs are a natural weapon with a complexity of -1 a DM of +2. If this creature already has a natural weapon which grants it a DM (such as claws), then increase its general DM of all attacks by +2. DMs of this nature are cumulative, so a creature with claws and fangs would have a DM +4, and a creature with claws, fangs, and a tail would have a DM +6. A creature with multiple natural weapons does not necessarily get multiple attacks.

Far Reaching Attack (Greater)**Requirements:** None

This creature can make melee attacks from a 10 yard distance. The manner of this attack may vary wildly, depending upon the creature. It may be that the creature has long tentacles that reach out and grab its opponents. It may be that the creature is lightning fast and can leap upon creatures savagely before leaping back to its position. The creature need not move to make its attack on anyone within 10 yards, so long as the creature can see its opponent. This becomes particularly significant if the creature can attack multiple creatures.

Fast Power (Greater)**Requirements:** Reflexes 3

Description: Normally, using a power takes an action for a creature. This talent allows a creature to use one pre-specified power a round as a free action. It need not concentrate to use its power. This Talent may be taken multiple times. Each time, it applies to a specific power.

Giant Body (Villainous)**Requirements:** Hulking Body, Strength 4, Toughness 4

This creature is very large in size, standing over 8 to 16 feet in height or length. It also weighs in excess of 400 to 1000 lbs. It suffers a -2 penalty to all Movement skills, and a -2 penalty to the Reflexes skill. However, when making melee attacks against any creature smaller than it, it gets 2 free successes on all attack rolls. This talent replaces any benefits or penalties derived from the Hulking Body talent.

Any creature who is very large in size(standing over 8 to 16 feet in height and/or weighing in excess of 400 to 1000 lbs.) must take this talent as part of their character creation.

Great Fist (Greater)**Requirements:** Strength 3, Pugilist

This creature's fists are powerful and can act as a weapon. They become melee weapons with DM +2. This damage is *not* cumulative with other natural weapons like fangs or claws. These natural weapons do *not* increase the DM of this creature's fists. Other Talents such as Iron Fisted are cumulative with Great Fist.

Greater Diabolist (Greater)

Requirement: Basic Diabolist, 6 Damnation points.

Description: You are trained in the Second Circle of the Diabolic tradition, and may perform greater Diabolic rites learned via the Greater Rite talent.

Greater Necromancy (Greater)

Requirement: Basic Necromancy, 4 Damnation points.

Description: You are trained in the Second Circle of the Necromantic tradition, and may perform greater Necromantic rites learned via the Greater Rite talent.

Greater Rite (Rite)

Requirement: Any greater ritual tradition

Description: You may learn a single greater rite in a tradition for which you have the greater talent.

Greater Witchcraft (Greater)

Requirement: Basic Witchcraft, 2 Damnation point.

Description: You are trained in the Second Circle of the Witchcraft tradition, and may perform greater Witchcraft rites learned via the Greater Rite talent.

Heave (Greater)

Requirements: Strength 3

This creature can throw objects of large size, doing more damage. When throwing an improvised object, the thrown object has DM +3, instead of DM +1. This occurs only if the object is large in size (such as a chair or larger).

Hell's Shepard (Villainous)

Requirements: Personality 3

This creature has the power to make a mortal into one of the Accursed. To do so, the mortal must have 5 or more Damnation points. Then, the mortal must sign a contract, exchanging his soul for power or at least a piece of his soul. In rare cases, devils will accept someone else's soul in exchange for power. Thereafter, the mortal becomes Accursed and may use his or her Damnation points to buy up powers, like any other creature or minion of evil. The mortal must immediately take one power and the price Contracted Soul.

Needless to say, such a character cannot be a player character. Any player character who signs such a bargain becomes an NPC in control of the Grand Master.

Hulking Body (Villainous)

Requirements: Strength 3, Toughness 3

This creature is large in size, standing over 6 to 8 feet in height or length. It also weighs in excess of 300 lbs. The being suffers a -1 penalty to all Movement skills, and a -1 penalty to the Reflexes skill. However, when making melee attacks against any creature smaller than it, it gets 1 free success on all attack rolls.

Any creature who is large in size (6 to 8 feet in height and/or weighing in excess of 300 lbs) must take this talent as part of their character creation.

Intangible Missile (Villainous)

Requirements: None

Description: This creature's missile or bolts (whichever it uses) are intangible and may pass through unliving barriers. Whenever they strike living flesh, however, they stick and do damage. Armor does not provide any defense against intangible missiles. Attacking at an unseen target (like one that is on the other side of a wall) gives the target +3 to their Defense.

Limitless Rage (Villainous)

Requirements: None

This creature becomes stronger the angrier it gets. Each time it loses a level of health, instead of incurring a -1 penalty to all die rolls; it *gains* a +1 die bonus to all die rolls. Thus at the light wound level, the creature gains a +1 to all die rolls. At moderate wound level, the creature gains a +2 to all die rolls, etc. These die bonuses go away as the creature is healed.

Mark of the Beast (Villainous)

Requirements: None

This creature may leave the mark of Hell itself on anything that it attacks. Once it does damage to a target, the victim cannot heal its wounds normally. This applies only to the damage done by the creature. Damage from other sources heals normally. Not even the Heal skill will allow creatures to recover hits. A priest, shaman, witch doctor, or other spiritual leader must first bless the victim of this kind of attack. Thereafter, the victim must receive a blessing everyday in order to be healed. Once all damage from the Mark of the Beast has been healed, the victim may heal normally on its own.

Mob Attack (Minion)

Requirements: Minion only

This group of minions knows how to mob an opponent, dragging them down with their superior numbers. When a group of these minions engages a character, that character must reduce their Defense Points by the Threat Level of the minions. For example, a Threat Level 2 group of minions would cause their opponent to lose 2 Defense Points before they even rolled to attack her.

This Talent can only function if two or more minions are attacking the same opponent. A single minion with this Talent cannot use it against an opponent.

Overwhelming (Minion)

Requirements: Minion only

The minions with this Talent are good at swarming over their opponents. When making a Grapple check against these

minions, an opponent cannot use his Defense to defend. For example, if a group of four Threat Level 2 minions attempted to grapple a Witch Hunter, they would get to roll 5 dice (2 for their TL + 1 for each extra minion in the attack) against the Witch Hunter's Grapple (Strength). However, the Witch Hunter would not be able to use her Defense points to negate any of the minion's successes on their Grapple check (see p. 63 of the Core Rulebook).

Poison, Natural (Greater)

Requirements: Fangs or other method of injecting the poison to the victim

This creature can inject its victims with a toxin. This toxin is natural and not supernatural in any way. (For Supernatural Poison, see the 'Complete Powers List' section). The creature must first cause at least one hit to the target with the attack that can inject the poison. Once this is done, then the victim has been poisoned and must immediately make an Endurance (Toughness) check with the Difficulty equal to the potency of the poison. The target must then make a check every round for a number of rounds equal to the potency of the poison.

If the victim succeeds in making the check, then no damage is taken for that round. Should the victim fail, he takes a number of hits equal to the number of successes the check was failed by plus the poison's DM.

See Table 4-10, on p. 116 of the Witch Hunter Core Book for sample poisons.

Quick Spawn (Villainous)

Requirements: *Create Monstrous Spawn* power or *Create Undead Spawn* power

Description: This creature creates spawn instantly. Instead of the infection taking place in 1 night, it happens the moment the victim fails its roll against infection. Victims who succeed in their roll against infection are unaffected as normal.

Reel-In Attack (Villainous)

Requirements: Far Reaching Attack, Sweep

This creature may reach out with its Far Reaching Attack and haul a victim in close to it. If the creature's far reaching attack is achieved by rapid movement and speed, then this brutal assault is accomplished by battering its victim around like a rag-doll.

Whenever this creature performs a successful Sweep attack against an opponent not adjacent to it and knocks its opponent down, it may immediately draw the victim in, bringing the target into melee with the creature. This creature may make an instantaneous melee attack as a free action upon the prone victim, even if it has already attacked. The creature may only make one reel-in attack per round.

Restless (Villainous)

Requirements: None

This creature cannot be so easily be destroyed. Whenever this creature is killed, it returns, coming back into the world. Creatures of this nature usually are ones that have unfinished business in the world. For example, a wight might be cursed to forever roam a particular graveyard, forever watching over it for eternity.

Creatures with this talent return one week after they have been destroyed. A Restless creature may be put to final rest, without chance of returning if a special ceremony is conducted. For example, a phantom might need a formal burial ceremony to be conducted. A vampire child might need to be baptized before it can be laid to rest. The exact ceremony varies from creature to creature, *requiring research*. The ceremony never takes more than an hour to complete.

Rite Breaker (Villainous)

Requirements: Villain only, Courage 3

This creature may attempt to call upon its own hellish willpower and determination to cancel out any active rites in the immediate area. The area is defined as a contained, namable space – such as “this room”, “this field”, “or this lake”. But it should never be larger than 100 yards in diameter. The creature may only enact this Talent upon Rites that it is aware of.

The creature spends an action to dispel the effects of all Basic or Greater rites in the area. So, for example, if a Witch Hunter with a blessed weapon stood before a foul beast, the creature could spend an action to nullify the blessing of the weapon. If the person who created the rite or rites is in the area in question, then this cancellation may be resisted. The sorcerer who enacted the rite must spend an action (similar to enacting a parry) to make a Sorcerous Tradition check against the creature's Damnation score in an opposed roll. Other characters in the area may aid the resisting mortal by sacrificing their action and adding ½ of their True Faith score to the roll. However, the creature with this Talent *cannot* receive aid from any minions or allies. Those who trust in their Faith may stand together. Those who trust in Damnation stand alone.

This Talent only dispels rites that are in the area at the time the Talent is activated. For example, the cancellation of a Circle of Binding would have no effect on a Holy Weapon that was later brought into the area. Also this Talent cannot disrupt someone who is in the process of casting a rite. Instantaneous effects, such as those from an Eldritch Blast, are not affected by this rite. A creature with this Talent may attempt to negate active rites in the immediate area repeatedly, but anyone who enacted those rites may repeatedly resist as well.

Sacrificial Attack (Minion)**Requirements:** Minion only

This minion may sacrifice itself to inflict automatic damage on its opponent. When a minion uses this Talent, its opponent takes hits equal to the minion's Threat Level, bypassing any Defense, armor, parrying or any other enhancements. Thereafter, the minion dies. A minion must be next to a Witch Hunter to use this Talent.

This Talent may manifest in a number of different ways. A minion may perhaps be holding a bomb with a lit fuse and leaps on top of the Witch Hunter. Or perhaps the minion runs himself onto the Witch Hunter's sword and impales himself, but stabs the Witch Hunter with his dying breath. Or perhaps the minion uses a supernatural power bestowed upon him by the Adversary which damages his opponent, but kills him as well.

This Talent can only be used on any one Witch Hunter once per round. For example, if a Witch Hunter was the victim of a Sacrificial Attack, then no other minions may use that Talent on him that round. Minions with this Talent may target other Witch Hunters in the scene.

Sacrificial Defense (Villainous)**Requirements:** Command 2, Villain or Mastermind only, minions must be nearby

Whenever this Villain is attacked, instead of using his or her Defense, she may opt to have her minions take the blow. Instead of calculating damage, total up the number of successes from the attack and apply it to any nearby minions in the area.

For example, if a Witch Hunter attacked a Villain with 4 successes on their dice roll, those 4 successes would be applied to any nearby minions. In this example, if all of the nearby minions were Threat Level 2, then 2 minions would be killed. In mixed groups of minions, the weaker minions always take the results of the attack first. Only the successes of each attack roll on the Villain are counted up. Damage Modifiers and enhanced damage from other sources (such as from Holy Weapon) are not factored in. When Witch Hunters attack a Villain with this Talent, they need not use the complexity of their weapons, just as if they were attacking a minion (see the updated Minion Rules). Any excess successes left over after all minions nearby are vanquished are taken as hits by the Villain. To activate this Talent, there must be some minions on the field to begin with.

This talent manifests in a number of ways. Perhaps a minion or group of minions springs out in front of the Villain, taking the blows. Or perhaps the Talent takes on a supernatural quality – as the Witch Hunter stabs the Villain, his blade might appear bursting through the chest of a nearby minion. Or, as the Villain takes the blow, she draws the life essences from her nearby cronies. The exact description is up to the GM.

Slam (Greater)**Requirements:** None

Description: Slam allows the creature to make melee attacks against 1 additional opponent with the same attack roll. It may an attack roll as normal, but applies its successes against 2 targets instead of just one. It may attack any creature that it can reach. For example, a werewolf might make a Hand-to-Hand (Strength) roll, scoring 3 successes. It applies these successes to both of the combatants it is fighting, not just one. If there were a third opponent next to the werewolf, it could not use its successes to attack the third opponent. This talent is cumulative with powers like Fury, which allow the creature to attack multiple opponents in a single round.

This talent cannot be used in conjunction with Rapid Attack.

Small Body (Basic)**Requirements:** Strength and Toughness cannot be greater than 3

This creature is small in size, standing anywhere from 2 to 3 feet in height. The being gains a +1 to Acrobatics, Climb, Contortionist, Stealth, and Reflexes skills.

Any creature who is small in size (2 to 3 feet in height) must take this talent as part of their character creation.

Spiritual Nature (Villainous)**Requirements:** None

Taking this talent means that the creature in question primarily dwells in the Invisible World. While the creature is in the Invisible World, it may not interact with anything in the physical world in any fashion. Physical weapons cannot harm it. However, certain magical effects may affect the creature. For example, beings that have stepped into the Invisible World can be trapped by a Hermetic Circle (First Circle of Binding). Such creatures may be affected by any rite that might affect a spirit, such as *Summoning the Unseen* or other such magics.

The creature with this Talent may manifest in the physical world if it wishes, but once it does it may not return to the Invisible World until the next sundown. While the creature is in the physical world, it is a physical creature, subject to all of the laws of nature, harm, and magic, unless it has other abilities that protect it.

Finally, a being that has stepped into the Invisible World can be seen by Witch Hunters who make a Faith (Intuition) check against a Difficulty equal to the creature's Will score.

Tail (Villainous)**Requirements:** None

This creature has a tail, which is a *natural weapon* with a complexity of -1 with a DM of +2. If this creature already has a natural weapon which grants it a DM (such as claws), then

increase its general DM of all attacks by +2. DMs of this nature are cumulative, so a creature with claws and fangs would have a DM +4, and a creature with claws, fangs, and a tail would have a DM +6. A creature with multiple natural weapons does not necessarily get multiple attacks.

A creature with a tail also has better balance, giving it +1 dice to all Movement skills.

Taking the Strike (Greater)

Requirements: Agility 3, Acrobatics 2

While in combat, this creature may block attacks for its allies, deflecting an incoming blow. At the same time, its fighting companions can look out for the creature. So long as this creature is next to its allies and they have the same Talent, all such creatures may freely share their Defense points amongst each other. No more than three creatures can benefit from this Talent in any particular group.

For example, two hell hounds face a group of Witch Hunters. Both have the Taking the Strike Talent and are next to one another. Both creatures may freely share their Defense Points giving each other Defense points as they see fit. If a third hell hound arrived, it would need to have the Taking the Strike Talent in order to gain this benefit. In addition, it would need to be next to the first two hell hounds. A fourth hell hound could not benefit from this Talent in any event, because only three creatures in any one grouping can benefit from this Talent.

Defense points may be shared at any time during a round, even after a creature's Defense points have been reduced. For example, if a hell hound's Defense of 4 was reduced to 2 by a feint maneuver, it could get its ally to donate more Defense points to it, possibly bringing its Defense pool back up to 4 or even higher, depending upon how many Defense points its ally had to donate.

Whenever a creature shares its Defense points with its ally, it is immediately apparent to all involved in combat. Thus, a creature who has given away most or all of its Defense is noticeably defenseless, and is fair game for attackers.

Tiny Body (Greater)

Requirements: Strength and Toughness cannot be greater than 2

This creature is tiny in size, standing less than 2 feet in height. The being gains a +2 to Acrobatics, Climb, Contortionist, Stealth, and Reflexes skills.

Any creature who is small in size (less than 2 feet in height) must take this talent as part of their character creation.

Titan Body (Villainous)

Requirements: Giant Body talent, Strength 5, Toughness 5

This creature is extremely large in size, standing over 17 to 32 feet in height or length. It weighs in excess of 1000 to 5000 lbs.

It suffers a -3 penalty to all Movement skills, and a -3 penalty to the Reflexes skill. However, when making melee attacks against any creature smaller than it, it gets 3 free successes on all attack rolls. This talent replaces any benefits or penalties derived from the Hulking Body talent or the Giant Body talent.

Any creature who is extremely large in size (standing over 17 to 32 feet in height and/or weighing in excess of 1000 to 10,000 lbs.) must take this talent as part of their character creation.

Undead (Villainous)

Requirements: None

Description: This creature is now undead. That is, it has died and returned to the world as an animated corpse. In the World of Witch Hunter, undead creatures return with a fragment of their original soul. For example, ghul-revenants return with that part of their soul that remembers hunger and hate. The rest of the creature's soul languishes in spiritual torment. In almost every case, the piece of the soul that comes back with the corpse is full of some sort of dark emotion.

Undead creatures do not need to eat, sleep, or breathe. They are immune to the effects of poison and environmental damage. They may or may not appear to be rotting. Because undead only have pieces of their soul, they always have a -2 dice penalty to Empathy rolls.

Unstoppable (Greater)

Requirements: Toughness 2

This creature does not slow down, even when it is damaged severely, or hacked to pieces. It takes no penalty from losing health track levels. Light, moderate, or worse wounds do not take away dice from this creature's die rolls.

Villainous Caveat (Villainous)

Requirements: Only Master Villains may take this talent.

This being is never defeated normally; it always faces defeat in some dramatic fashion, which allows for him or her to return in some mysterious manner. For example, as a hero does enough damage to kill a vicious cult leader, he might fall off a cliff to disappear in the river below. A master criminal might fall down dead at the cadre's feet, but when the body is examined, it is discovered to be a body double, not the real master at all.

This talent can be defeated if the Villainous Caveat is not convenient. For example, if the party confronts the villain in an open field, is sure that it is she that they are fighting, and finally kill her...the Villainous Caveat would not help her escape her fate. The Villainous Caveat may also be defeated if, when the villain is defeated, the entire cadre each spends 1 Hero Point. For example, if the cadre has just defeated a necromancer, before drawing his hood back to check his identity, all of the players might elect to spend a Hero Point to ensure that it is indeed the necromancer they have been chasing for months.

Villainous Diabolist (Villainous)

Requirement: Greater Diabolist, 6 Damnation points.

Description: You are trained in the Third Circle of the Diabolist tradition, and may perform villainous Diabolist rites learned via the Villainous Rite talent.

Villainous Necromancy (Villainous)

Requirement: Greater Necromancy, 4 Damnation points.

Description: You are trained in the Third Circle of the Necromantic tradition, and may perform villainous Necromantic rites learned via the Villainous Rite talent.

Villainous Rite (Rite)

Requirement: Any villainous ritual tradition

Description: You may learn a single villainous rite in a tradition for which you have the villainous talent.

Villainous Witchcraft (Villainous)

Requirement: Greater Witchcraft, 2 Damnation point.

Description: You are trained in the Third Circle of the Witchcraft tradition, and may perform villainous Witchcraft rites learned via the Villainous Rite talent.

Voice Mimicry (Greater)

Requirements: None

This creature can copy the voices of others that it hears. It is not necessarily able to copy the personality of those that it copies, nor is it able to know anything about their backgrounds. However, the copied voice is nearly perfect. Only an Empathy (Intuition) check with a Difficulty of the creature's Personality score can pierce the disguise.

Spiteful Talents

A Spiteful Talent is one in which a Villain or Mastermind can tap into a Witch Hunter's past sins. When a Witch Hunter commits a sin, one great enough to gain a point of Damnation, that moment of impurity can come back to haunt him. Because of his iniquitous actions, a bad turn of events might happen to him later. For example, a Witch Hunter who gives in to his gluttony might later find that his horse is lame. Or that he didn't quite have as much money as he thought and now has no money to pay for his visit to the local tavern.

A Villain or Mastermind is sometimes given special Talents from the Adversary to tap into a Witch Hunter's past failings. Villains or Masterminds with Spiteful Talents can use them by consuming a Damnation point possessed by a player character. When they spend this Damnation point, it is permanently gone. In other words, the Damnation point came back to haunt the Witch Hunter in the form of the Villain's or Mastermind's sudden ability.

Spiteful Talents still fall in the categories of Basic, Greater, or Villainous Talents. However, they tend to be a little

more powerful than a regular Talent. That's because if none of the Witch Hunters at the table have any Damnation, then a Spiteful Talent cannot be used. Thus, virtuous Witch Hunters need not fear these extraordinary abilities.

At the option of the Grand Master, when a Villain or Mastermind consumes a point of a player character's Damnation, the GM can stage a flashback to the moment in which the Witch Hunter gave in to their sin or vice, reminding them of the moment they brought ruin upon themselves.

Spiteful Comeback (Greater)

Requirements: Toughness 3, only Villains or Masterminds may take this Talent

This particular Villain isn't quite done when she is taken down. When this Villain suffers enough hits to reduce her to 0 on her own health track, this insidious being can use a Damnation point from any one of the PCs to restore their last 2 health levels. Activating this Talent is a free reaction. Thus, a Villain with a Health Track of 6/5/5/3/2 who was knocked down to 0 hits would restore herself back to 0/0/0/3/2. Villains may do this even if they are technically "dead".

This Talent can only be used once per scene.

Spiteful Rite (Villainous)

Requirements: Sorcerous Tradition 2, Villains or Masterminds only

With this potent Talent, a Villain or Mastermind may draw upon a Witch Hunter's past misdeeds and sins to make one of their sorcerous rites more powerful. With this Talent, the Villain may at any time, use a Damnation point from a character to automatically succeed in the casting of a sorcerous rite. Doing so is a free action. On top of this, the Villain or Mastermind may roll their Sorcerous Tradition skill, to add additional successes onto their rite check. This Talent can only be used in the conducting of a rite that affects the targeted Witch Hunter in some way – for good or for ill. The Witch Hunter need not be present for this Talent to work. Those who use this Talent need only know their target. In order for this Talent to work, the user must possess an article of the victim's clothing or a piece of the victim's flesh (such as hair, fingernails, skin, or blood).

For example, a diabolist might consume one point of a Witch Hunter's Damnation to automatically succeed in casting the Unseen Hand upon that specific Witch Hunter. Using this Talent would only work if the rite was directed at the Witch Hunter whose Damnation point was consumed. If the diabolist wished, she could roll her Diabolism (Personality) as normal to add onto the effects of her rite. These successes would be added onto the 4 automatic successes she received from using this Talent. (She received 4 automatic successes, because 4 successes are the minimum needed to succeed in the casting of the Unseen Hand). The diabolist need not use the point of Damnation for harmful rites only. Also, the Witch

Hunter need not be present during the casting of the rite, so long as he was the target. For example, the diabolist would be able to use the Charm rite and automatically succeed without needing the Witch Hunter to be present.

Spiteful Strike (Villainous)

Requirements: Courage 3, only Villains or Masterminds may take this Talent

This particular Villain can turn a hero's inner darkness against them. When this Villain chooses, he can use a Damnation point from a player character facing him to bypass an opponent's Defense. This includes Defense from armor, parrying, rites, or any other enhancements.

The Villain can only bypass the Defense of a character from whom he has taken the Damnation point. For example, if a Villain was facing a brave swashbuckler with 2 Damnation points, he could consume 1 of his opponents Damnation points to bypass that swashbuckler's Defense. Bypassing means that the victim cannot use their Defense to protect themselves from the Villain's attack and only the Villain's attack. Their Defense still applies to other opponents in the scene. This Talent can be used twice per scene, but no one may be the target of Spiteful Strike more than once per scene.

A member of the Stalwarts of St. Christopher may opt to take the Spiteful Strike for a companion, but any Defense offered to his ally is likewise bypassed. In this case, the Stalwart would receive the attack instead of his or her companion.

Spiteful Vengeance (Basic)

Requirements: Personality 3, only Villains or Masterminds may take this Talent

This particular Villain can turn the tables on a hero, by tapping into the sins of their past. When this Villain chooses, she can activate this talent as a free reaction, consume a player character's Damnation point and give herself a free re-roll. This Talent may be used in combination with other abilities that would allow her a re-roll, such as the Lucky Talent.

New Rites

Chains of Agony (Villainous)

Tradition: Diabolism, Witchcraft

Difficulty: 3

Time: 1 round / 1 round

Duration: 2 rounds + 1 round per additional success

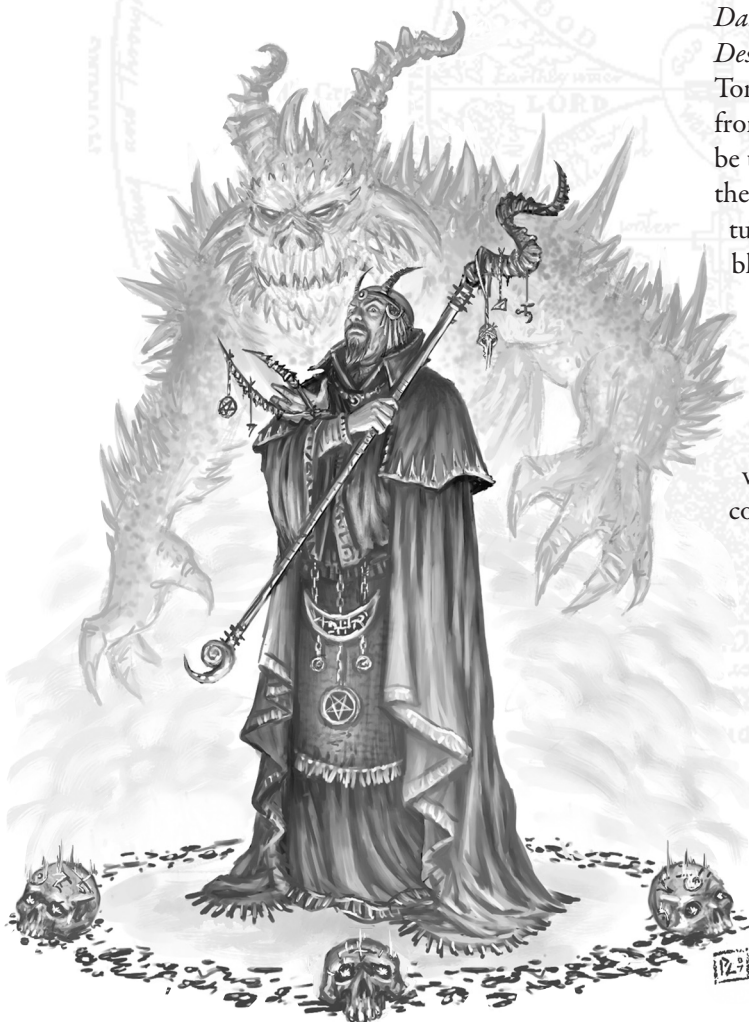
Strain: 2

Damnation: 3/6

Description: This terrible rite was long ago perfected by the Tongue of Imandaru. It began as an off-shoot from rites stolen from the Coven of the Dark Canticle, which were meant to be used while in congress with devils and daemons. However, the Magi of the Tongue warped these pleasure-rites and turned them into a something used primarily for warfare and bloodshed. When invoked, a sanguine chain bursts forth from the sorcerer's spine, and flails around in the air. For each additional success, another chain explodes from the sorcerer's back. Each round, on the sorcerer's turn, the crimson chains may attack as a free action.

The bloody links that attempt to wrap around their victims cannot be broken by strength, but instead must be combated by the sufferer's will. Those resisting must make a Resolve (Will) or a Contortionist (Will) check with a Difficulty equal to the caster's Sorcerous Tradition check. Resisting this infernal attack is a free reaction. Those who succeed break free from the chain unleashed upon them. Those who fail become receptacles for pain. They take any and all hits inflicted upon the sorcerer. For example, if a diabolist was able to lash herself to a Catholic inquisitor, and the diabolist later took 5 hits of damage, the 5 hits would transfer to the inquisitor. This applies to *all* forms of damage from melee and ranged, to magical and environmental.

If more than one victim is lashed by the Chains of Agony, then damage is distributed evenly among them. For example, if a diabolist had both an inquisitor and



a pilgrim both lashed with the Chains of Agony, and took 6 hits, 3 hits would go to each of his victims. When damage cannot be assigned evenly, roll randomly to see which victim gets more damage. If one or more victims die first, the damage is then distributed to the remaining victims. If minions are lashed by the Chains of Agony, they take damage in sequence; with the attacker counting only successes on the attack roll as normal (see the rule clarification on minions). For example, if a sorcerer was hit with 4 successes on an attack roll, it would kill one Threat Level 3 minions chained to her (or two Threat Level Two minions).

Those who are bound by the Chains of Agony may attempt to break free each round with a Resolve (Will) or Contortionist (Will) check as above. Doing so is always a free reaction. Once a chain is broken, then the sorcerer is free to use that chain to attack someone else or the same target, whichever is preferred. The chains can never be longer than 30 yards long, and prevent those lashed by them from moving away further than this distance.

Drinking of the Mind (Greater)

Tradition: Diabolism, Necromancy

Difficulty: 3

Time: 3 hours/10 minutes

Duration: permanent

Strain: 0

Damnation: 3/6

Description: This gruesome process is only partaken by the callous, wicked, or insane. In order to enact this rite, the sorcerer must find a victim and extract their brain or heart. This is usually done in a ritualistic fashion with numerous chants spoken over the victim, who must remain alive until the moment of extraction. Then, at the height of the ritual, the victim is slain and their organ removed.

Thereafter, the brain or heart is boiled in a cauldron with a number of mystical fetishes. Once the concoction is cooled, a willing recipient partakes of this horrid repast. If the brain has been boiled, then the recipient of the rite must drink of the gray soup. If the heart has been boiled, then the recipient feasts upon the organ, which still beats through the power of the rite.

The recipient of the rite may access many of the victim's memories. This frightening rite is usually conducted by the Aztec skinwalkers when they are attempting to infiltrate a community. Through this rite, skinwalkers are able to recall many of the memories of their victims, allowing them to better emulate them from day to day. It is important to note that while this rite reveals many of the memories of a victim, it does not bestow upon the recipient the *personality* of the victim nor does it bestow any supernatural abilities. Occasionally, loved ones will begin to suspect something is wrong, simply because the recipient of the rite no longer acts the same.

The recipient of the rite does not detect as a Witch Hunter nor does it allow the caster to detect other Witch Hunters in the normal manner.

Goblin Effigy (Greater)

Tradition: Necromancy, Witchcraft

Difficulty: 3

Time: 1 hour/1 round

Duration: 1 hour + 1 hour per additional success

Strain: 4

Damnation: 1/3

Description: This strange and arcane rite allows sorcerers to make duplicates of himself. The sorcerer must first create wicker figures of himself, clothed in garments that he himself might wear (if any). The sorcerer must place a bit of hair, fingernails, and blood within each wicker figure as well. Upon the faces of each wicker figure, the sorcerer must place a likeness of his or her face.

When the rite is conducted, a simple success indicates a single duplicate is created. Additional duplicates may be created for each additional success on the Sorcerous Tradition roll. Because most sorcerers do not know how many duplicates will be possible with any given rite, most sorcerers create numerous wicker figures just in case.

Once the rite is completed the wicker figures arise slowly and begin to walk around. Three rounds after the spell completes they shed their straw, revealing a being which looks just like the sorcerer who conducted the rite. Each duplicate walks, talks, and acts just like the genuine article. These effigies do not last long, only for the rite's duration. When the rite's duration is over, the effigies turn back into straw, often to the shock of those present.

Each of these goblin effigies is quite fragile. They are only TL 1 minions with 3 levels of skills. They have no access to Talents or powers. The sorcerer creating them may increase their Threat Level by spending extra successes. Each extra success on the Sorcerous Tradition roll increases the effigies' TL by 1.

Lash of Agony (Basic)

Tradition: Diabolism, Hermeticism, Witchcraft

Difficulty: 2

Time: 1 round / 1 round

Duration: 1 round + 1 round per additional success

Strain: 2

Damnation: 2/4

Description: This rite was developed long ago by the Coven of the Dark Canticle as a way to share pleasure and sensations amongst its members. According to lore, the sisters of the Dark Canticle often used the Lash of Agony on each other when it came time to congregate.

Whenever a sorcerer uses this rite, she must cut her skin, and unwind a long lash of blood and arteries from her wrist. This gruesome lash then can attach itself to a willing or unwilling recipient. If a target is unwilling to be struck by the lash, they must spend an action and make a Grapple (Strength) or a Contortionist (Agility) check, with a Difficulty of the number of successes rolled in the Sorcerous Tradition roll made to cast the rite. This is similar to spending an action for a Parry.

Success means the victim breaks free from the lash. Failure means that whenever the sorcerer becomes damaged for any reason, half of all hits go to the victim. For example, if witch was able to secure a lash around an unlucky sailor and later took 6 hits, she would only suffer 3 damage, while the sailor suffered 3 damage. This applies to *all* damage from melee and ranged, to environmental and magical. There are no exceptions. If a minion is lashed, they die instantly the moment they take any damage.

Once lashed, a victim may continue to attempt to break the lash with a Grapple (Strength) or Contortionist (Agility) check, just as it is described above. Should the lash break, the sorcerer can spend an action to try to attach the lash again, to the same target or someone else. The lash can reach out up to 10 yards.

Mark of Demesne (Villainous)

Tradition: Diabolism, Necromancy, Witchcraft

Difficulty: 4

Time: 15 minutes / 1 round

Duration: permanent until dismantled

Strain: 2

Damnation: 0/0

Description: This protective rite sets up a mystical barrier that dispels all rites which cross its path. To enact this rite, the sorcerer must create six prominent symbols all around a demarcated area. These symbols cannot be hidden from view. They must be displayed outwardly and for all to see. For example, a witch might place cat's skulls all around a particular grove, or a diabolist might place large symbols around a house. A D2 Occult check allows a viewer to understand what the symbols mean. Once the area has been demarcated, the sorcerer utters an incantation and it creates a barrier which dispels any active rite or effect derived from a rite which passes the border.

For example, if a shaman who had the Embodying the Totem rite placed upon himself crossed over the Mark of Demesne barrier, his rite would be immediately canceled. Rites are canceled without any roll or check. The same would happen for someone who was carrying a blessed weapon. However, once someone has crossed the border made by the Mark of Demesne, they may re-enact any rite they wish, abiding by all of the same rules and limitations. In the case of the shaman, he

might cross over the border, find his rite canceled, and then simply place the rite back upon himself. However, it would still take him time to do so.

Once the barrier created by the Mark of Demesne has been erected, it can only be destroyed with the destruction or defacement of all six of the prominent symbols that were used in the rite. If even one symbol remains after the rite is activated, the barrier holds firm. The area demarcated by a Mark of Demesne must be no larger than 100 yards in diameter and is not mobile.

Mark of the Nephilim (Villainous)

Tradition: Diabolism

Difficulty: 2

Time: 1 hour/10 minutes

Duration: 1 day + 1 day per additional success

Strain: 2

Damnation: 3/6

Description: In the days of old, the Nephilim were a great and mighty race. But God saw their iniquities and sent down his angel Gabriel to cause them to fight amongst themselves. Then, he sent his great flood and wiped out their civilizations from the face of the world. Yet a few Nephilim lingered, hiding themselves in the dark corners of the world. In those desperate times, these wretched survivors hid from the sight of God with rites very similar to this one.

With this rite, the sorcerer may temporarily lower the Damnation score of its recipient. The recipient's Damnation score lessens, but they also lose any powers and Prices that might have been associated with it. For example, if a vampire had a Damnation score of 9, it might be lowered to 3. Whenever he lowered his Damnation score, he would have to subsequently lower the power factor of his powers or even lose his powers entirely. He might, for instance, lose his powers of Regeneration 3 and Suggestive 3 to lower his Damnation score by 6. When he lost those powers, he would also lose the Prices associated with them, perhaps allowing the vampire to walk in the sun or walk into a home uninvited.

No matter what, a sorcerer may never lower a creature's Damnation score to 0. Furthermore, no creature may ever lose their Fundamental Powers. A creature's Fundamental power must be kept at the minimum required for that creature. For example, a vampire would always need to keep Immortality 2 as a power because that is the Fundamental Power indicated by their threat entry. It is the very power that defines that creature for what it is.

Each time this rite is performed upon a creature, the Difficulty for the rite goes up by 1. This stipulation exists for the creature's entire existence. So if a being has this rite placed upon it 1,000 years ago and then has the rite placed upon it today, the Difficulty still goes up by 1. Eventually, no being is able to avoid the wages of sin forever. A creature may dispel

the effects of the rite upon themselves at any time. When this happens, all of their powers and Prices return.

To enact this rite, the sorcerer must conduct a painful ceremony upon the recipient. The target creature is pierced through with hooks, barbs, and irons – all to shape and mold the essence of the creature so that its powers and Damnation might be hidden deep within the recesses of the creature's spirit.

Web of Agony (Greater)

Tradition: Diabolism, Witchcraft

Difficulty: 2 + 1 per victim

Time: 10 minutes per victim/1 round

Duration: 10 minutes + 10 minutes per extra success

Strain: 2

Damnation: 2/4

Description: This rite was developed long ago by the Coven of the Dark Canticle as a way to share pleasures and sensations between large groups. Typically, a single leader would share a dark experience with congregation members, who would dance, cavort, and writhe around the leader of this iniquitous rite.

Web of Agony functions similarly to Lash of Agony, except that a sorcerer can channel *any and all damage* normally done to them to a number of victims instead. The sorcerer must drive a nail into a part of the victim's body and into a corresponding part of her own body. Thereafter, the sorcerer must meet the pre-assigned Difficulty of the rite set by the number of victims prepared. If the sorcerer is successful, the rite remains latent and unobvious so long as the nails remain in place. At any time, however, the sorcerer can spend an action to activate the rite, so long as the victims are within range.

Once activated, this rite causes the nails to writhe, wriggling in the air like burrowing maggots. Then, long, crimson cords of blood to flow between the victims and the sorcerer. Then, should the sorcerer should take any hits, these are channeled directly to her victims. If there is more than one victim, all damage is divided up equally among them. When damage cannot be assigned evenly, roll randomly to see which victim gets more damage. Once all of the victims are dead, the rite ends. If minions are bound by the Web of Agony, they take damage in sequence; with the attacker counting only successes on the attack roll as normal (see the rule clarification on minions). For example, if a sorcerer was hit with 4 successes on an attack roll, it would kill one Threat Level 3 minion chained to her (or two Threat Level Two minions).

The cords created by a Web of Agony may be severed when someone grasps them and succeeds in a Resolve (Courage) check with a Difficulty equal to the number of successes rolled to conduct this rite. Grabbing a bloody cord requires an action. Anyone who grasps a nail driven into a victim automatically causes the nail to crawl into their body

and changes the course of the link. For example, if a Witch Hunter ran over to a victim on this rite and grabbed the nail in the victim's body, then the Witch Hunter would then begin to take a portion of the sorcerer's damage. The initial target of this rite would stop taking damage.

Webs of Agony can never be more than 100 yards in length. If stretched beyond this limit, they break.

Complete Powers List

In this section, you'll see that we have compiled all of the creature powers into one, solid chapter. You won't need to flip back and forth from your Core Book to the Grand Tome of Adversaries to find out information on any power you want. All of that information is right here.

Animal Control (Mystical)

Factor Limit: 7

Range: 1000 yards and line of sight

Area: 1 target

Renounce? Creature or Target

Opposed: Resolve (Courage)

This power allows a creature to attempt to control animal at a distance. It need not speak to use this power. The creature must spend an action to activate this power. The creature resists with its Resolve (Courage) with a difficulty of the creature's power factor. Those that fail the roll may come under the thrall of the creature.

- Those who succeed by +2 turn hostile against the creature, and are able to pinpoint where the creature is.
- Those who succeed by +1 turn hostile against the creature.
- Those who succeed are not affected by the power, but do not necessarily turn hostile against the creature.
- Those who fail by -1 fall under the thrall of the creature, but will not do anything that would threaten their life (jump off of a cliff, put their neck in the jaws of a predator, etc).
- Those who fail by -2 or more will do anything the creature directs them to do.

Apparition (Movement)

Factor Limit: None

Range: Self

Area: N/A

Renounce? Creature

Opposed: No

One of the more feared powers of the Adversary, this power allows a creature to pursue its victim until the ends of the earth. The creature must designate a target that it can perceive. Once it has designated that target, it can appear near the target, no matter how fast or far the target moves. The creature always appears out of sight from the target but can move towards its

victim at will once it does appear. For example, a horse rider might be trying to escape a creature with the apparition power. As the horse and rider look behind them, they see nothing. But when they look up ahead, the creature appears before them. The creature can never appear closer than 10 yards from its target, but may continue to reappear near its target until it chooses another.

For each power factor of this power, the creature can reappear before a target 1 time. For example, a zombie-revenant with Apparition 3 can reappear near its victim 3 times. Thereafter, the creature must wait until sundown to activate this power again.

Armor (Corpus)

Factor Limit: 5

Range: Self

Area: N/A

Renounce? No

Opposed: No

This power gives the creature armor. The armor may appear in many forms from tough skin, to a scaly hide, to chitinous plates, to regular, mortal skin. Each power rank grants a rank of armor. For example, a creature with Armor 2 would have 2 ranks of armor. This armor does not affect the creature's agility.

A creature's armor is not cumulative with other types of armor. When a creature decides to wear outside armor, always use the armor of the highest value.

Burning Aura (Mystical)

Factor Limit: 5

Range: Self

Area: 10 yards

Renounce? Creature

Oppose: See below

This may, at will, project a lambent flame around its body, filled with the smoking ruin of Hell. This aura of devouring fire does damage equivalent to its power factor. Those who step within the area of the broiling flames take the damage, but may avoid damage as a free reaction. They roll Reflexes (Agility), which each success negating a hit done by the creature. Defense may be spent to reduce the amount of hits taken from a Burning Aura.

Unfortunately, if the target achieves no successes or cannot reduce the hits taken, they have caught fire and suffer 1 to 5 hits (1 die divide by 2). Just like catching fire, this continues until the target is dead or negates all of the hits. +3 dice are given to the roll if the victim rolls on the ground. See



the Fire rules on p. 116 Witch Hunter Core Rule Book for more details.

Burning Touch (Offensive)

Factor Limit: 3

Range: Self

Area: N/A

Renounce? Creature

Oppose: No

This being's touch burns objects, at will. It causes wood to darken, and then smolder. Parchment or straw alights, and even stone will blacken if held for too long. If it wishes, this creature may ignite any flammable object it touches. The creature may control this power, so that it does not necessarily ignite everything that it brushes against.

The creature's touch is a weapon with a DM equal the power factor. To merely touch a victim, a monster makes a regular attack with a +2 die bonus. Success on the attack means the victim has been touched. A touch attack that misses does no damage.

Those touched by this creature's attack may avoid damage as a free reaction. They roll Reflexes (Agility), which

each success negating a hit done by the creature. Unfortunately, if the target achieves no successes, they have caught fire and suffers 1 to 5 hits (1 die divide by 2) on the following round. Just like catching fire, this continues until the target is dead or negates all of the hits. +3 dice are given to the roll if the victim rolls on the ground. See the Fire rules on p. 116 Witch Hunter Core Rule Book for more details.

Unfortunately, those grappled by a creature with this power cannot avoid catching fire. A victim who cannot escape grappling this creature takes 1d10 hits, each round until he or she can break free of the grapple, at which time target may take their normal Reflexes (Agility) roll to put out the flames.

Burrow (Movement)

Factor Limit: None

Range: Self

Area: N/A

Renounce? Creature

Opposed: No

This creature may travel through the ground, displacing earth as it moves. The creature may physically dig up the ground as it moves, or the soil around it may simply explode away from it as a supernatural effect. Precisely how the power works varies from creature to creature. If the creature encounters something hard, like a wood floor or stone, then it must be able to break through that object before moving on.

- At factor 1, the creature may burrow at half of its base land speed.
- At factor 2, the creature may burrow at its base land speed.
- At factor 3, the creature may burrow at double its base land speed.

Camouflage (Corpus)

Factor Limit: 5

Range: Self

Area: 1 creature

Renounce? Creature

Opposed: Intuition

This creature can hide itself quite well, making its body look like part of the surroundings. Some creatures, which have a lower camouflage power factor, can change the coloring of their skin or exterior to resemble its environment. Other creatures, with a higher camouflage value, can most likely cause their own bodies to take on traits of the environment. For example, a creature with Camouflage 4 might be able to grow long, thin grass on its back while it lurks about a bog.

For each power factor, this creature adds +1 success to all Stealth checks. This power will not work in conjunction with Invisibility.

Carnivate (Corpus)

Factor Limit: 5

Range: Touch

Area: 1 creature

Renounce? Creature

Opposed: No

One of the most horrid powers the Adversary can offer, this being has the ability to gain strength by consuming the flesh of the living. The Carnivate power manifests visually in different ways. Some creatures grow more and more robust and muscular with their perverse repast. Others begin to glow with dark power.

Once this being has eaten the body of a living mortal, it gets one 1 free success on all Hand-to-Hand attack rolls. It may consume more living beings, each one giving it an additional free success up to the limit of its power factor. For example, a creature with Carnivate 3 might consume three mortals for 3 free successes on all of its attack rolls. However, consuming even more living beings would give the horrid creature no more benefit.

This creature loses -1 bonus success for each hour that passes after it consumes living flesh. It loses these bonus successes until they return to what is normal for the creature.

Chilling Wind (Mystical)

Factor Limit: 5

Range: Line of Sight

Area: 100 yards

Renounce? Target (see below)

Opposed: No

Through the powers of the Adversary, this creature can create a stiff wind which causes a dice penalty to all ranged attacks. The supernatural cold of the wind also causes damage each round to creatures within it.

The creature must spend an action to summon the wind. Thereafter, all ranged attacks in the chilling wind suffer a dice penalty equal to the power factor. The cold also causes 1 hit per power factor, each round. All creatures in the area are affected, except for the being that summoned the wind. A character may cancel out the damage by spending a point of Defense per hit caused by the power. Minions suffer damage as if they were facing the same number of successes as the power factor on an attack.

If this power is renounced by a Witch Hunter, the weather conditions that have been created fade within 1 round. Once Chilling Wind has been summoned, creature who created the weather pattern cannot do so again until the following night.

Chimerical Form (Corpus)*Factor Limit: 3**Range: Self**Area: N/A**Renounce? Creature**Opposed: No*

This blasphemous power defies the very laws of nature and the designs of God. At will, as a free action, creature's body can become volatile and fluid. The creature may grow extra limbs if it wishes, up to the power factor in number. Each extra limb allows the creature to attack another creature within reach. It makes a single attack roll, but may target multiple creatures. This is in addition to any other attack-enhancing abilities such as the Fury Power or the Slam Talent. Furthermore, this creature may extend its limbs, stretching them 10 yards per power factor, and increasing its attack range.

Growing extra limbs takes an action on the behalf of the creature.

Create Monstrous Spawn (Offensive)*Factor Limit: 3**Range: Touch**Area: 1 creature**Renounce? Target**Oppose: Toughness*

This creature can create more of its kind through an attack or touch. As the transformation takes hold, a victim of this power begins a painful, horrific transformation into a servant of the Adversary.

- At factor 1, the creature must actually bite a victim to spread its infection. It must have the Fangs talent and must have done damage with that form attack.
- At factor 2, the creature has only to touch the victim to spread its infection. To merely touch a victim, a monster makes a regular attack with a +2 die bonus. Success on the attack means the victim has been touched. A touch attack that misses does no damage.
- At factor 3, the creature need only to taste the victim's blood to spread its infection, even if miles separate the creature from its target.

Potential victims must make a Faith (Toughness) check. Those who fail slowly begin to turn into the same type of monster as the creature who bit them. It takes until the next sundown for the infection to take hold. Until that time, the victim may have the power renounced from them.

If the victim successfully fights off the infection, it is immune to the Create Monstrous Spawn power from that particular creature forever.

Create Undead Spawn (Offensive)*Factor Limit: 3**Range: Touch**Area: 1 creature**Renounce? No**Oppose: Toughness*

This creature can create more of its own kind through a hideous process. This power only allows the creature to create undead spawn. It cannot create living spawn, such as a wendigo or a werewolf, with this power.

- At factor 1, the creature must kill a human. After it has done so, the human will rise in one night as a creature of the same type as the one that killed it. This presumes that the victim's body has not been destroyed, of course.
- At factor 2, the creature has only to touch, not kill the victim to spread its infection. To merely touch a victim, a monster makes a regular attack with a +2 die bonus. Success on the attack means the victim has been touched. A touch attack that misses does no damage.
- At factor 3, the creature need only to consume some piece of the victim's flesh or blood, such as hair, skin, bone, or blood. It may infect creatures at a distance, even if miles separate them.

Potential victims must make a Faith (Toughness) check. Those who fail slowly begin to turn into the same type of monster as the creature who infected them. It takes until the next sundown for the infection to take hold. Until that time, the victim may have the power renounced from them.

If the victim successfully fights off the infection, it is immune to the Create Undead Spawn power from that particular creature forever.

Crippling Strike (Offensive)*Factor Limit: 5**Range: 100 yards and line of sight**Area: 10 yards**Renounce? Target**Oppose: Toughness*

Through its dark will, this creature can cause others far away to become crippled or impaired in some way. This power manifests itself in some way, such as an invisible choke, bleeding of the eyes, or worms squirming beneath the victim's skin.

The creature spends an action to enact this power. Anyone within the area of effect makes a Faith (Toughness) check with the difficulty of the creature's power factor. Those that succeed are immune to Crippling Strike from that creature for the rest of the scene.

Those that fail the roll suffer a penalty to all attacks and skill checks equal to their failure. They also suffer a like amount of damage. The penalties and damage continue each round until the victim makes their check. Once successfully unleashed upon victims, this power requires no more additional

actions to maintain it. However, it does require the creature to concentrate, meaning that it must make Concentrate (Will) checks each round it maintains the power.

For example, a phantom might choke two victims with Crippling Strike 3. The victims roll their Faith (Toughness) check and comes up with just 1 success each. Because the targets failed by -2, they both suffer -2 to all attacks and skill checks. They also suffer 2 points of damage. The victims make their Faith (Toughness) roll each round until they succeed or die.

Death Aura (Mystical)

Factor Limit: 3

Range: Self

Area: 10 yards per power factor

Renounce? Creature

Opposed: Defense

This hideous power causes all life within the area to start dying. Plants wilt, animals curl up and fall dead, and even the soil becomes lifeless and ashen. Anyone stepping into the aura around this creature takes a number of hits equal to the power factor. They take these hits each round they remain within the Death Aura. Witch Hunters may cancel out the hits with their Defense. Unfortunately, Defense Points generated by Armor cannot be used to cancel out hits. Nor can Defense Points generated by Wall of Steel or any other defensive maneuver. Only Defense Points generated by a character's natural Defense score can be used to remove the hits caused by the Death Aura.

Minions, unfortunately, face dire consequences in the Death Aura. This power automatically kills all minions whose Threat Level is equal to the power factor or below. Thus, Death Aura 2 would automatically kill all Threat Level 2 minions in the area. Threat Level 3 minions would be all right, albeit in a great deal of pain and wanting to leave the area as soon as possible.

This creature may turn its power on or off at will.

Debilitating Aura (Mystical)

Factor Limit: 5

Range: Self

Area: 100 yards

Renounce? Creature

Opposed: Courage

This dreaded power allows the creature to project a supernatural presence that debilitates all of its enemies. Anyone stepping within 100 yards of the creature begins to feel a dark energy about them. This sensation might manifest in any number of ways. It might be a burning feeling upon the skin, a great weight upon the chest, or the insane sounds of whispering and laughing all around.

Those within the Debilitating Aura suffer penalties to all attack rolls and skill checks. The penalty depends on how badly the victim's fail their rolls. Victims of this power they may resist with a Faith (Courage) roll with the difficulty being the power factor.

- Those who succeed by +2 are bolstered by their Faith. They gain a +1 bonus to all attack rolls for the rest of the scene, instead of a penalty.
- Those who succeed by +1 are not affected by any Debilitating Aura from any creature for the rest of the scene.
- Those who succeed are not affected by Debilitating Aura from this particular creature for the rest of the scene.
- Those who fail by -1 suffer half of the power factor as a penalty to all attack rolls and skill checks.
- Those who fail by -2 or more suffer the power factor as a penalty to all attack rolls and skill checks.

Durability (Corpus)

Factor Limit: 9

Range: Self

Area: N/A

Renounce? No

Opposed: No

Unlike most beings, which have 5 health levels, this creature has 6 health levels. This extra health level is equal to the creature's Toughness x the power factor. When this creature takes hits, it is marked off of the extra health level first, before damage is applied to its regular health track.

For example, normally a creature with Toughness 3 would have a health track of 6/5/3/3/2. However, if that creature had Durability 3, its health track would look like this: 9/6/5/3/3/2. The new health level is equal to the creature's Toughness (3) multiplied by the power factor (3).

Elusive

Factor Limit: 3

Range: Self

Area: N/A

Renounce? Creature

Opposed: No

This creature is deceptively fast, capable of shifting and slinking about in the blink of an eye. It gets +1 free success on its Defense roll equal to its power factor each round. Thus, a creature with a Defense pool of 3 and Elusive 2 would roll 3 dice and to see how many successes it would be able to remove per round, and add 2 to that number.

A creature cannot use this power while it is wearing outside armor of any kind. This power can be used with the Armor power, however. When used with the armor power, the Defense benefits are cumulative.

Engulf (Offensive)*Factor Limit: 5**Range: Touch**Area: 1 creature**Renounce? No**Oppose: Strength*

This creature can engulf others. An engulf might mean different things, depending upon the creature. For example, a wyrm might try to chew something up in its mouth, while an amorphous blob might wrap its body around its victim. When making an engulfing attack, the creature makes an attack at -2 dice. Should the attack succeed, the target takes damage and is engulfed *but not swallowed* by the creature. Engulfed victims are damaged by the creature each round. They take damage from the creature as if the creature was making an attack against the target, without the target's Defense. Victims who are engulfed cannot attack the creature. They may only attempt to escape. Escaping is a Faith (Strength) check against the creature's power factor.

The varying levels of power factor allows the creature to swallow larger and larger objects or creatures. A creature cannot swallow an object that is bigger than itself.

- At factor 1, the creature can swallow an adult human-sized being whole.
- At factor 2, the creature can swallow a hulking or horse-sized being whole.
- At factor 3 or higher, the creature can swallow a giant or cottage-sized being or object.

Fireform (Corpus)*Factor Limit: 5**Range: Self**Area: N/A**Renounce? Creature**Opposed: No*

This creature has the ability to make its body into a living fire, one that may move about on its own. The fierce flames may rush along the ground moving as fast as the creature's land speed. It may travel up surfaces or objects that are flammable, setting them on fire in the process, without a climb check. In true cinematic fashion any object that is flammable instantly ignites when this being moves over whilst in fireform.

The creature's touch is a weapon with a DM equal to the power factor. To merely touch a victim, a monster makes a regular attack with a +2 die bonus. Success on the attack means the victim has been touched. A touch attack that misses does no damage.

Those touched by this creature's attack may avoid damage as a free reaction. They roll Reflexes (Agility), which each success negating a hit done by the creature. Unfortunately, if the target achieves no successes, they have caught fire and suffer 1 to 5 hits (1 die divide by 2) on the following round.

Just like catching fire, this continues until the target is dead or negates all of the hits. +3 dice are given to the roll if the victim rolls on the ground. See the Fire rules on p. 116 Witch Hunter Core Rule Book for more details.

The living fire also has a size equivalent to its power factor. Therefore, at power factor 1 it is the size of a candle. At power factor 2, it is the size of a torch. At power factor 3, it is the size of a campfire. At power factor 4, it has a radius of 3 yards. At power factor 5, it has a radius of 10 yards.

Flight (Movement)*Factor Limit: 5**Range: Self**Area: N/A**Renounce? No**Oppose: No*

This power allows a monster to fly. Each power factor put into this power allows the creature to move at faster and faster speeds.

- At factor 1, the creature may float through the air at half of its base land speed.
- At factor 2, the creature may fly at its base land speed.
- At factor 3, the creature may fly at double its base land speed.
- At factor 4, the creature may fly at triple its base land speed.
- At factor 5, the creature may fly at quadruple its base land speed.

Fluid Body (Corpus)*Factor Limit: 3**Range: Self**Area: N/A**Renounce? Creature**Opposed: No*

This creature has the ability to make its body fluid, allowing it to fit into small spaces, and flow around obstacles. Any clothes or equipment that it had are left behind. It can fit into any space no smaller than 1/5th of its original size, like a chimney, box, or hole in the ground. Each factor in this power grants the creature a rank of armor while in fluid form, however, this *replaces* any armor the creature might have previously had, worn or not.

- At factor 1, the creature can make its body soft and malleable, like soft clay. It gains +3 bonus dice on all grapple checks, whether it is to establish a grapple or a break free from a grapple.
- At factor 2, the creature can make its body a colluded liquid, like thick mud. It gains +3 bonus dice on all grapple checks and automatically breaks free from any grapple. Finally, it may pour itself through large cracks at least ½ an inch wide.

- At factor 3, the creature can make its body into a thin liquid, much like water. It gains +3 bonus dice on all grapple checks and automatically breaks free from any grapple. Finally, it may pour itself through any cracks that water could flow through.

Foresight (Mystical)

Factor Limit: 3

Range: Self

Area: N/A

Renounce? Creature

Opposed: No

This power allows a creature to sense danger before it happens. This creature is never surprised or caught unawares. Also, it gets 1 extra Defense success each round equal to its power factor. Thus, a creature with a Defense pool of 3 and Foresight 3 would roll three dice to get the number of successes it could cancel, but also add three to the number of successes rolled.

This power is cumulative with armor and other abilities which enhance Defense.

Freezing Touch (Offensive)

Factor Limit: 5

Range: Self

Area: N/A

Renounce? Creature

Oppose: No

With but a touch, this creature can freeze water, wilt plants, frost windows, and burn flesh.

The creature's touch is a weapon with a DM equal to the power factor. To merely touch a victim, a monster makes a regular attack with a +2 die bonus. Success on the attack means the victim has been touched. A touch attack that misses does no damage.

Those damaged by the creature's touch also suffer a -1 die penalty to all rolls, due to the numbing cold that fills their body. Freezing touch is a special attack that does not stack with other kinds of damage such as that from other powers or modifiers like the claws, fangs, and pugilism talents

Frightening Call

Factor Limit: 7

Range: All those who can hear

Area: 1 victim per power factor

Renounce? Target

Opposed: Courage

This power allows a creature to create a terrifying sound that locks onto the mind of others, filling them with fear. It might be a chant, a speech, a song, a howl...anything the victims can hear. Creating a Frightening Call requires an action. The moment in which a victim can hear the Frightening Call, he or she may make choose to make a Faith (Courage) roll to resist, with the difficulty of the creature's power factor.

- Those who succeed by +2 are immune to any Frightening Call from any creature that they might hear until the next sundown.
- Those who succeed by +1 are immune to that particular creature's Frightening Call until the next sundown.
- Those who succeed are not affected by that particular creature's Frightening Call for the rest of the scene.
- Those who fail by -1 are *rattled* (as the Fear effect) and suffer -2 penalty to all attacks and skill rolls.
- Those who fail by -2 are *terrified* (as the Fear effect), suffering -3 penalty to all attacks and skill rolls. They attempt to flee from the situation as soon as possible.



Frightening Presence (Offensive)*Factor Limit: 3**Range: Self**Area: N/A**Renounce? Creature**Opposed: See below*

This creature has a dramatic ability to boost its ability to frighten others. It adds its power factor to its own Fear Rating. This terrible power has been known to send even the most courageous Witch Hunter spiraling into the throes of madness.

Only Villains who have 900 or more points in their character build may take this power above Power Factor 2.

Fury (Offensive)*Factor Limit: 5**Range: Self**Area: N/A**Renounce? No**Oppose: No*

This fearsome being can attack multiple targets at once, exploding into a storm of savagery and devastation. The creature makes one Hand-to-Hand attack roll, but applies those successes to multiple targets within its reach. It may attack one additional target for each power factor. So a creature with Fury 3 could attack four targets with 1 attack roll. If it rolled 6 successes on its attack roll, then it would apply the 6 successes upon each of the four targets.

Fury does not allow a creature to attack a single target multiple times.

Gestalt Body (Corpus)*Factor Limit: 3**Range: Self**Area: N/A**Renounce? No**Opposed: No*

This creature's body can be chopped apart, but its severed pieces continue to operate independently. When this creature loses one level of its health track, it loses a body part like an arm, leg, or even head. The severed parts of the creature's body still function, however, crawling, quivering, and rolling along the ground.

Each severed part becomes a minion with a Threat Level equal to the creature's power factor. Independent parts move at one-quarter speed of its host. Creatures who lose a leg cannot hop about, but must crawl along the ground, usually at one-quarter their normal land speed. The Wall Crawling power allows the creature to move at its climbing speed.

Gorefest (Offensive)*Factor Limit: 5**Range: See below**Area: 10 yards**Renounce? No**Oppose: Courage*

One of the Adversary's most gruesome gifts, this ability allows the creature in question to destroy common mortals and animals at will. Once per round as a free action, this creature can destroy as many minions as it has power factors. This power only affect minions whose Threat Level is equal to or less than the power factor. The creature can target any minion that it would normally be able to target with an attack. Thus, melee or ranged attacks can be used to activate this power.

Any time any minion is destroyed by this creature's Gorefest attack, the poor victims are destroyed in an extraordinarily violent manner. Some victims might explode in a shower of gore, while others might catch fire and run around screaming. Player Characters who are within 10 yards of one of these poor targets must make a Fear Check equal to the power factor. Those who succeed are immune to the Gorefest power for the rest of the scene.

Hellfire (Offensive)*Factor Limit: 7**Range: 100 yards**Area: 10 yards**Renounce? Creature**Oppose: Agility*

This terrible weapon is one of the most fearsome powers that one of the minions of the Adversary can possess. It summons up the very flames that trickle up from the rivers of blood that flow across the Fiery Pit. Whenever this power is used, its traces are unmistakable. Plants will not grow upon the earth where hellfire has spilled. Animals avoid the burned areas left by this power, knowing it to be outside of God's Kingdom. Yet, despite all of its terrible power, Hellfire cannot burn holy or sanctified ground, nor can it burn any sanctified structure such as a church.

This creature can project hellfire at the range listed (100 yards). Anyone in the area listed (10 yard diameter) must try to avoid the Hellfire with a Faith (Agility) roll or a Faith (Toughness) roll, which ever is better for the victim. The Difficulty of either check is the power factor. For every success that the victims fail by, they lose an entire *Health Level*, to a maximum of 3 health levels. For example, a Witch Hunter who failed by 2 successes would lose two Health Levels going from Healthy to Moderate on their damage track. This happens regardless of the Witch Hunter's Toughness, number of hits, or damage already incurred.

When a target takes Health Levels in damage, they always start at the top of the next damage level, despite past injury. For example, say that Pastor Greene currently has a Health track of 0/2/4/3/2. Next, the poor Pastor gets hit with Hellfire and fails his roll by 3 successes. He takes 3 Health Levels of damage making his Health Track 0/0/0/0/2. Ouch. The Pastor removes all of the hits from his next 3 Health Levels, but stays at the top of the next one. No matter how badly the Pastor failed his roll, he could never lose more than 3 health levels. Characters that go beyond Dying on their Health track will die. It is important to note that Witch Hunters may always spend a Hero Point to prevent themselves from Dying.

This power may only be used twice per scene. A creature with this power cannot target the same victims both times in any one scene.

Only Villains who have 900 or more points in their character build may take this power.

Hyperhearing (Mystical)

Factor Limit: 3

Range: Self

Area: 100 yards

Renounce? Creature

Opposed: No

This power allows a creature to listen to noises and sounds in the local area with great precision. Those creatures with this power might be able to hear a leaf fall from a tree far away, or catch the lightest footfall of a cat.

The creature gets 1 automatic success per power factor on Notice checks to hear other beings within the area. For example, a creature with Hyperhearing 2 would have 2 free successes on Notice rolls having to do with hearing in 100 yards.

Hypersight (Mystical)

Factor Limit: 3

Range: Self

Area: 100 yards and line of sight

Renounce? Creature

Opposed: No

This power allows a creature to see clearly all things within 100 yards. It might be able to spot a mouse scurry beneath brush or a distant moth resting on tree bark.

The creature gets 1 automatic success per power factor on Notice checks to see other beings within the area. For example, a creature with Hypersight 2 would have 2 free successes on Notice rolls having to do with seeing things within 100 yards.

Ice Form (Corpus)

Factor Limit: 5

Range: Self

Area: N/A

Renounce? Creature

Opposed: No

Through its mystical power, this creature can transform its body into living ice. Both spectral and terrible, this form gives off prismatic reflections in the light, often reflecting the fear-filled faces of those its stalks. The creature gains an armor value equal to the power factor.

Furthermore, anyone touching the creature or grappling it takes 1 point of environmental damage per power factor each round. This environmental damage applies whether the ice creature is grappling or being grappled. For example, a creature with Ice Form 3 would cause 3 hits a round to whomever it touches. The Damage Modifier from physical attacks from the creature are raised by +1. For example, a creature with Ice Form 2 would do 2 hits of damage against anyone grappling with it. This same creature would add +1 to all physical DMs.

The temperature of its environment does have an effect on this creature. A warm climate does not affect this creature, but a hot climate (70 degrees or above) causes the being to start taking 1 point of damage per round.

Increase the DM for any heat or flame attack against this creature by +3.

Immortality (Mystical)

Factor Limit: 9

Range: Self

Area: N/A

Renounce? No

Opposed: Courage

This creature is an eternal being, capable of living forever, so long as it does not come to some violent end. Even still, this being may still live when subjected to physical harm.

Anytime this creature is reduced to 0 damage by one of God's servants, the vanquisher must roll their Faith (Courage) against the creature's Immortality power factor. Should the attacker succeed in their roll, the creature is destroyed. However, if they fail their Faith (Courage) test, the creature rises after the next sundown. Even completely destroying the creature's body does no good. The creature in question simply reconstitutes, fading into being by the next sundown.

Villains who have this power are difficult to destroy. Those trying to destroy a Villain with this power must first defeat its Immortality power before making the final Faith (Courage) check to permanently vanquish their foe. Keep in mind that a creature whose Immortality power has not been defeated returns to the world as itself in its same body.

Immunity (Corpus)*Factor Limit: 5**Range: Self**Area: N/A**Renounce? No**Opposed: No*

This creature takes far less damage from a particular source. The common variants are below. Thus, a creature might be resistant to fire or cold, steel or wood. For each power factor the creature has, it removes 3 successes from any incoming attack from that source. For example, a creature with Immunity – Fire 3 would remove 9 successes from any attack involving fire before resolving damage.

*Common Variants:**Fire**Cold**Metal**Wood**Lead***Infectious Persona (Offensive)***Factor Limit: None**Range: gaze of creature (50 yards)**Area: N/A**Renounce? Target**Opposed: Will*

This rare power is spoken about in legend and written in fear by ancient texts. This ability allows a creature to infect a mortal, supplanting that mortal's personality with its own. Thus, a werewolf might infect an innocent woman, who would gain the personality and memories of the original werewolf. Both creatures would share the same personality and memories of the original up until the point of infection. Thereafter, both would lead separate existences. Some creatures of this nature cannot help themselves, and spend their existence fighting off their competing personalities. Others cooperate with their other selves.

In order to accomplish this hideous task, the creature must be able to peer into the eyes of its victim for three full rounds. If the victim is unwilling, the creature must pin its opponent with a grapple. After three full rounds, the victim makes a Faith (Will) check, with the difficulty of the creature's power factor.

- Those who succeed by +2 are forever immune to the use of this power by any creature.
- Those who succeed by +1 are forever immune to this use of this power by this particular creature.
- Those who succeed are able to resist the creature's power and retain their own mind.
- Those who fail by -1 becomes a "split personality". During times of stress, the victim must make a Faith (Will) roll or shift into the creature's persona for the rest of the scene.

This state persists until the victim can have the power renounced.

- Those who fail by -2 lose themselves and their mind. They take on the persona of their assaulter.

Taking on the persona of the original creature does not mean that the victim has any of the powers or abilities of the creature. They retain the skills of the original creature, but none of the talents, powers, or ability scores of the original.

Creatures with the Create Monstrous Spawn or Create Undead Spawn powers can use those powers in conjunction with Infectious Persona. A victim who has been infected with a persona *and* becomes the creature's spawn turns into a duplicate of the original creature, with all of the abilities and memories of the original up until the time of infection. Thereafter, the two beings are separate.

Impose Emotion (Mystical)*Factor Limit: 7**Range: 100 yards and line of sight**Area: 1 target**Renounce? Creature or Target**Opposed: Reason*

This creature can cause another being to feel an intense emotion, such as hate, fear, sorrow, or lust. The victim must make a Faith (Reason) check with the difficulty of the power factor. When this power is taken by a creature, it must choose which emotion it will be able to provoke. It cannot choose multiple emotions to provoke unless this power is taken multiple times. Creatures with this power who wish to use it subtly do not have to inflict the full force of its power on its victims. When this happens, ignore the effects of failing the Faith (Reason) check by -2.

- Those who succeed by +2 are immune to that creature's Impose Emotion power until the next sundown.
- Those who succeed by +1 are immune to that creature's Impose Emotion power for the rest of the scene.
- Those who succeed are not affected by the power for that round only.
- Those who fail by -1 feel the emotion bestowed upon them intensely. Their judgment is impaired and they suffer a -2 on all Interaction rolls. Worse, if someone is trying to convince that person to do something that will satisfy his or her emotion, the convincer get +2 successes on any such interaction rolls. For example, someone trying to convince a target feeling hate to attack someone else gets +2 successes on their Interaction roll. This intense emotion persists for the rest of the scene.
- Those who fail by -2 feel the emotion bestowed upon them until the next sundown. These poor victims suffer the most extreme effects of this power and react according to the directives below until sundown.

The most extreme effects of this power are listed below.

- Hate-filled individuals will immediately attack the closest person to them.
- Fear-filled individuals will distance themselves from the person or object of fear. They will “defend” themselves from that which they fear by attack it if it draws near.
- Sorrow-filled individuals will break down and slump to the ground, overcome with emotion.
- Lust-filled individuals engage their lust upon the closest person; in order of those they find the most attractive.
- Hunger-filled individuals attempt to eat anything near them including dirt, wax, clothing – they will even eat raw meat or flesh if it is placed in front of them.
- Jealousy-filled individuals try to protect those they love or respect. They attack everyone else.
- Greed-filled individuals attempt to steal items of value as soon as they see an opportunity. They start with the most viable and valuable-appearing object first.

Intangibility (Corpus)

Factor Limit: 3

Range: Self

Area: N/A

Renounce? Creature

Opposed: No

This being has a limited ability to become immaterial. While immaterial, this creature is immune to normal damage from physical attacks. However, it may always be damaged by blessed weapons, or if the attacker can renounce the creature's power.

- At factor 1, this creature may become immaterial for only short periods of time. It may become immaterial for the duration of one attack per round. This is a special free reaction that does not count against the number of actions the creature has per round. Thus, if attacker strikes at the intangible creature, it can dissolve itself, making it immune to that attack. However, a second, third, and successive attacker could strike the intangible creature normally.
- At factor 2, this creature is immaterial most of the time. It can pass through objects or barriers – including walls, floors, or ceilings. It may move through solids at full running speed. The being cannot fly, but it may move through any floor or ceiling up to running speed if it can reach it. This creature never leaves any tracks, footprints, or signs of its passing. It may become material and solid at will. Becoming solid is a free action which it must take during its initiative. Once it becomes solid, it must stay that way for one round. While this creature is immaterial, it cannot harm other creatures physically. Therefore, it must become solid in order to harm others, leaving it vulnerable to attack for 1 round.
- At factor 3, this creature is immaterial all of the time, with all of the abilities that state bestows. However, the creature

may attack physical beings normally, even though this creature is untouchable by normal means. It may interact with the natural world, even though the natural world cannot interact with it. For example, while an opponent might swing his sword through an intangible creature, that creature can still physically strike its attacker. The intangible opponent can even fire weapons at its victims. The ranged weapons become tangible and real the moment they are fired by the intangible attacker.

Invisibility (Corpus)

Factor Limit: 9

Range: Self

Area: N/A

Renounce? Creature

Opposed: Intuition

This being has the ability to make itself unseen to the human eye. With but a thought, it can fade from view like a shadow or a winsome mist. Anyone attacking an invisible creature subtracts -3 from any and all attacks rolls. In addition, the invisible creature gets +2 extra dice on all attack rolls against opponents who cannot see it. For example, if someone attacked an invisible creature, that character would have to take away 3 dice from their attack dice pool. The -3 from all incoming attacks is in addition to any Defense the creature might have. Unfortunately, the invisible creature would have +2 extra dice to attack rolls against any of the three opponents facing it in this example.

Those who are faithful, however, may be able to pierce the creature's deception. Those trying to perceive the creature must roll their Faith (Intuition) with the power factor as the difficulty. Anyone trying to pierce the creature's invisibility can only roll once per scene.

- Those who succeed by +2 are so revealed by God, that the creature loses its Invisibility power for 1 round. The Witch Hunter who made the roll can see it completely for the rest of the scene.
- Those who succeed by +1 can see the creature completely for the rest of the scene.
- Those who succeed can see the creature murkily. They subtract just 1 die from their rolls against the creature.
- Those who fail by -1 can still “feel” where the creature is. They can sense the general direction in which the creature lies.
- Those who fail by -2 cannot find the creature or see it in any way.

This creature may be invisible as long as it wishes. However, once it becomes visible, it cannot become invisible again until the next sundown.

Invulnerability (Mystical)*Factor Limit: 5**Range: Self**Area: N/A**Renounce? No**Opposed: No*

This creature lives a normal life span and ages normally. However, it cannot come to an end by any violent means. When the creature is reduced to 0 damage it stops moving and appears to be dead. However, upon sundown, the creature returns, either rising up from where it fell with no wounds on its body, or simply fading into existence.

The only way this creature can be permanently put down is by finding its specific flaw. This fatal flaw must be a substance or item of some kind. It might be something simple as a silver musket ball or as complex as the tears of an honest man. Whatever the substance or item, it instantly destroys the creature when it contacts it. The nature of the substance or item can be discovered through research, talking to experts, or exploration. The GM determines whether a Gossip, Research, Myth and Lore, or Occult rolls are needed to discover the fatal flaw.

Each power factor determines the Difficulty of any rolls needed to discover the flaw. For example, if an explorer stops by a small village and asks about a creature with Invulnerability 2, then the Difficulty for his Gossip rolls are 2. Multiple rolls might be needed as determined by the GM, but the Difficulty will always be the power factor. As a rule of thumb, any Witch Hunter should not have to consult any more sources than the power factor to discover the creature's fatal flaw. Finding those sources, however, is another matter.

Iron Body (Corpus)*Factor Limit: 3**Range: Self**Area: N/A**Renounce? Creature**Opposed: No*

This creature is incredibly resistant to damage, even more so than what armor would normally afford. Each time it takes any hits, the being subtracts 2 times the power factor in damage. For example, a creature with Iron Body 2 who suffered 5 hits of damage would only take 1 hit. If the creature had Iron Body 3, then it would suffer no damage at all.

Jumping (Movement)*Factor Limit: 7**Range: Self**Area: N/A**Renounce? No**Oppose: No*

The creature may leap great distances. Add +10 yards of jumping distance for each power factor. For example, Jumping 3 would +30 yards to a creature's normal jumping distance.

Lend Power (Mystical)*Factor Limit: 5**Range: Touch**Area: N/A**Renounce? Target**Opposed: Courage*

This dreaded ability allows the creature to grant someone one of its supernatural abilities. It may only grant 1 supernatural ability at a time, but it may grant the power to as many people as it has power factors. For example, a creature with Lend Power 3 and Suggestive 4, could grant up to 3 people the Suggestive power. Each person would have Suggestive with 4 as the power factor. The same creature could not give someone else a different power. All of its targets must receive the same power. Later on, however, the creature could hand out one of its other abilities if it so chose.

The lent abilities last until the next sundown, at which time the creature can grant someone the same power or a different power. When the creature grants others one of its powers, it retains its own power and may still use it. It is important to note that when someone inherits a creature's power, they also inherit its Price if it is applicable.

Those who wish to resist this creature's gift (and Price) must make a Faith (Courage) roll with the Difficulty being the power factor. Those that succeed do not receive the power and/or the Price from this creature.

Living Blood (Corpus)

Factor Limit: 9

Range: Self

Area: N/A

Renounce? Creature

Opposed: No

Within this creature lies a strange power. Its very blood is living and squamous. When this creature bleeds, its blood may run along the ground and attack others. For each hit the creature takes, a small rivulet of blood forms. Each rivulet of blood is a Threat Level 1 minion, with a Hand-to-Hand skill of +2. Thus, if a creature takes 3 hits, 3 Threat Level 1 minions arrive and can attack immediately.

Each time the creature is attacked, it may only produce as many blood minions as the power factor. For example, if a creature with Living Blood 3 was struck for 6 hits, it could only produce 3 blood minions. However, these minions do not necessarily go anywhere, and accumulate as the creature sustains damage. So each time the creature is struck for damage, more blood minions arrive.

Longsight (Mystical)

Factor Limit: 5

Range: Unlimited

Area: N/A

Renounce? Target

Opposed: Will

This creature has the uncanny ability to see from afar the intimate details of another's life. By concentrating on a particular target, this creature may look into the victim's past as a series of images. This mediation requires an action. The creature witnesses the victim's strengths and weaknesses, hopes and fears. As a result, this creature gains +1 dice per power factor against its victim in all attacks and skill checks. The creature may use this power on a different target, but loses the bonus dice used on the original victim.

The target may resist this power by making a Faith (Will) roll, with the power factor as the difficulty. Those who succeed on their roll are immune to the creature's Longsight power until the next sundown. Successful resisters are also aware of something attempting to discern them. Usually, it translates into a strange feeling of being watched.

Maddening Aura (Mystical)

Factor Limit: 5

Range: Self

Area: 1000 yards

Renounce? Creature or Target

Opposed: Reason

There are never any physical signs of this aura, other than the erratic behavior of animals who ultimately succumb to the madden whispers of this power. Those who are within the area of this insidious aura must attempt to resist its awful power. The aura might manifest as insane whispering in the ear or the mind being flooded with strange images. The exact effect will vary from creature to creature. Those within the aura must make a Faith (Reason) check with the Difficulty being the power factor.

Those who linger in a creature's maddening aura, must attempt to resist its power every 12 hours (for example sun up and sun down) to resist going mad. Anyone affected by the aura who leaves it returns to normal upon the next sunrise.

- Those who succeed by +2 are immune to any Maddening Aura projected from any creature until the next sundown.
- Those who succeed by +1 are immune to that particular creature's Maddening Aura for the rest of the scene.
- Those who succeed are not affected by that particular creature's Maddening Aura for the round.
- Those who fail by -1 begin to have visual and auditory hallucinations, and find it difficult to tell what is real and what is not. This effect persists until the individual leaves the area. The victim also suffers a -2 to all Notice and Interaction checks.
- Those who fail by -2 or more are completely in the throes of madness until they leave the area. They might be ranting and raving, or believe that they are a toad, or see floating eyes all around them. In any event, the poor victim cannot contribute anything meaningful in the way of combat. All attacks made by them are ineffectual and automatically fail. Furthermore, the victims lose all Defense. Any other skill checks made by them are at a -3 penalty.

Maiming Strike (Offensive)

Factor Limit: 3

Range: 1 attack

Area: N/A

Renounce? Target

Opposed: Toughness

Wrought from pain and suffering, this power allows a creature to impair its opponents. Once per round, the creature chooses a target that has been struck by it. That target must then make a Faith (Toughness) check or suffer a die penalty to all rolls equal to the power factor. This is on top of any penalties the victim is taking from physical damage.

For example, an ogre with Maiming Strike 2 might strike a stalwart warrior with its claws, doing 5 hits of damage. The damage takes the warrior down to Moderate health, meaning that he suffers -2 to all die rolls. Now, the warrior makes a D2 Faith (Toughness) roll (with his die pool reduced, of course). If he succeeds, then the warrior suffers no more ill. However, if he fails the roll, then he suffers -2 to all die rolls, bringing him to an overall -4 penalty to all rolls. Ouch! Note that the ogre can only target 1 person at a time with this power, even if it has multiple attacks.

Victims of this power may recover their dice pools by receiving a Heal (Intuition) check. The Difficulty of this check is equal to the power factor. This check takes only a single action.

Malforming Curse (Offensive)

Factor Limit: 7

Range: 100 yards

Area: 1 target

Renounce? Creature or Target

Opposed: Courage

One of the more dreaded powers of the Adversary, this potent ability allows a creature to transform a mortal into an inanimate object, such as a tree, rock, statue, or pillar of salt. The creature simply spends an action to do this. Those targeted by this power may make a Faith (Courage) check with a Difficulty of the power factor. The results are listed below. Most creatures who have this power only transform their victims into one type of object. For example, a dryad might only be able to turn her enemies into a mass of vines.

- Those who succeed in their roll cannot be affected by this power for the rest of the scene.
- Those who fail by -1 become partially transformed. For example, a victim who is partially turned into a tree might find branches growing from their skin and bones. These victims suffer a -2 die penalty to all rolls.
- Those who fail by -2 are completely transformed.

Once a mortal has been turned into an object, they have no Defense, but retain their health track. Looking at an inanimate object and discerning that it was once human requires a Notice (Intuition) check with a Difficulty of the power factor. No check is required if the transformation is observed.

A creature that has been transformed may be turned back by another's devout prayer. The person performing the prayer must make a Faith (Courage) check against the Difficulty of the power factor. If the check is a success, the victim reverts back to their original form and is set free. Obviously, if enough people attempt this, just about anyone can be set free.

The danger of this power is when people are transformed into objects deep within the wilderness and are never seen again. There are numerous stones, trees, and stumps

out in the wilderness that were once people, but because no one sees them for what they are, they remain trapped forever in this terrible state.

Memory Twist (Mystical)

Factor Limit: 7

Range: Line of sight

Area: 1 target

Renounce? Creature or Target

Opposed: Reason

This insidious power allows a creature to change the memories of another being. Changing another's memories is a free action. To resist this power, the victim must make a Faith (Reason) check with a Difficulty equal to the power factor. Those who succeed in their check become immune to the Memory Twist for the rest of the scene. Those who fail have their memories altered. The power factor determines how much of the target's mind can be altered.

- At factor 1, the creature can alter 1 hour of memory
- At factor 2, the creature can alter 1 day of memory.
- At factor 3, the creature can alter 1 week of memory
- At factor 4, the creature can alter 1 month of memory.
- At factor 5, the creature can alter 1 year of memory.
- At factor 6, the creature can alter 1 decade of memory.
- At factor 7, the creature can alter a lifetime of memory.

Once victims have their memory altered, they will full believe in their false memory. However, if they are presented with evidence that contradicts their false memory, then they can make another Faith (Reason) check. Failure means that they continue to believe their false memory, while success means that their true memories return. If true memories are restored, targets are still aware of the false memories that they were given.

Mimicry Mask (Corpus)

Factor Limit: 9

Range: Self

Area: N/A

Renounce? Creature

Opposed: Intuition

This being can transform itself into mortal shape, but it can assume any human shape that it wishes. It might transform itself into someone young, old, short or tall. It may even copy the appearance of another person. Should this being copy another being, it does not gain any of the memories, personality, or mannerisms of the person it copies.

When this creature assumes this form, it takes an action, during which time the creature's body must expand or contract to fit the new shape. This means that the creature will need clothes of the appropriate size nearby. While this creature undergoes its change, it has no Defense.

Those trying to pierce through the disguise may make a Faith (Intuition) roll. A person must actively try to pierce the creature's supernatural disguise by concentrating and calling upon their True Faith. Simply witnessing the creature reveals nothing.

The number of success they get on their roll determines how well they are able to pierce the disguise.

- Those who succeed by +2 are able to see the creature for what it truly is.
- Those who succeed by +1 are able to determine that the creature is not human.
- Those who succeed regularly are able to determine that the creature is simply in disguise.
- Those who fail by -1 can still sense that something is "not quite right" about the creature.
- Those who fail by -2 can sense something wrong, but cannot figure out who or what is putting them at unease.

Mind Read (Mystical)

Factor Limit: 7

Range: Line of sight

Area: 1 target

Renounce? Creature or Target

Opposed: Will

This creature may attempt to read the active thoughts of another. It can use this power continuously each round as a free action without needing to concentrate. To prevent this from happening, the victim must make a Faith (Will) check with a difficulty equal to the power factor. Those that succeed by +1 can sense the general direction in which the creature lies, and are immune to this power for the rest of the scene. Those that succeed by +2 can pinpoint precisely where the creature who used this power lies, and are immune to this power until the next sundown.

This power can be used to probe another's mind, and read deeper thoughts. Doing so takes concentration and requires an action each round, in which the creature with this power can concentrate solely on probing the victim's mind.

Mist Form

Factor Limit: 9

Range: Self

Area: N/A

Renounce? Creature

Opposed: No

This power allows a creature to collapse upon itself, falling away into a mist, a fine smoke, or wispy shadowstuff. The exact form varies from creature to creature. No matter how the creature's alternate form *looks*, however, a creature with Mist Form becomes transparent and immune to physical attacks. Creatures in mist form likewise cannot make physical attacks on anyone else. Mist-form beings cannot fly but may flow

along the ground and up inclines or stairs. In this form, the creature cannot climb walls or other vertical surfaces. It may also slip through any crack that would normally allow air through. While in this form, the creature may travel as fast as it normally could on land.

Creature in mist form can be struck by blessed weapons or once their power has been renounced by a Witch Hunter. The creature can remain in mist form for as many hours as it has power factors. After it has used the power once, it cannot use it again until the next sundown.

Monstrous Form (Corpus)

Factor Limit: 5

Range: Self

Area: N/A

Renounce? Creature

Opposed: No

This creature can transform itself into a horrid shape, taking on hideous proportions. Some beings rip from their skin, revealing their true nature. Others slowly metamorph into their form, their flesh bubbling and ripping into their mold. Transforming into a monstrous form takes an action.

While this creature is in its monstrous form, it has enhanced physical abilities (Strength, Agility, Toughness). It adds +1 dice per power factor to one of these abilities while in this form. For Quick Characters, add +1 dice to all of its dice pools except for the Extras pool while the creature is in Monstrous Form. The transformation is temporary, however. A creature may remain in its altered state for a whole scene. Thereafter, it *must* revert back to its normal form. Reverting back also requires an action. *Regardless of the power factor, a creature can only transform one time before sunset.*

For example, a werewolf with Monstrous Form 3 might transform and attack opponents, gaining +3 to Strength, Agility, and Toughness. Then, it runs away. The scene changes and it must revert back to its mortal shape, taking an action to do so. Should the Witch Hunters find the werewolf again, it cannot transform back into its monstrous shape, because it can only take on its Monstrous Form once per day. However, after sunset, the creature's cycle would renew and it would be able to transform once again.

Mortal Mask (Corpus)

Factor Limit: 9

Range: Self

Area: N/A

Renounce? Creature

Opposed: Intuition

With a glimmer or a wink, by stepping behind a tree, or simply willing its body into another form, this being may assume the form of a normal human. It looks and appears to be human, and is warm-blooded to the touch. When this creature assumes

this form as a free action, it must choose a single appearance that it always assumes when turning mortal. For example, a creature might always appear to be an old, white-haired man when it assumes mortal form. However, once in mortal form, it may disguise itself like any other human.

Those trying to pierce through the disguise may make a Faith (Intuition) roll. A person must actively try to pierce the creature's supernatural disguise by concentrating and calling upon their True Faith. Simply witnessing the creature reveals nothing.

The number of success they get on their roll determines how well they are able to pierce the disguise.

- Those who succeed by +2 are able to see the creature for what it truly is.
- Those who succeed by +1 are able to determine that the creature is not human.
- Those who succeed regularly are able to determine that the creature is simply in disguise.
- Those who fail by -1 can still sense that something is "not quite right" about the creature.
- Those who fail by -2 can sense something wrong, but cannot figure out who or what is putting them at unease.

Mystic Blast

Factor Limit: 3

Range: 100 yards

Area: 10 yards

Renounce? No

Oppose: No

This creature may call down mystical blasts at a target. The blasts are explosions 10 yards in diameter, which may affect creatures within that area.

This creature must make a ranged attack to direct its blast. It makes one Throw (Agility) check. Each and every creature within the area is targeted when this power is used. For example, if a Baykok might target a pair of swordsmen who are standing within 10 yards of each other. It rolls 4 successes on its Throw attack roll. It then applies these 4 successes to each of the swordsmen, because both are experiencing the blast. The swordsmen could apply their Defense as normal.

The DM of its ranged attacks is equal to the power factor x2. Therefore a creature with Mystic Blast 2 would have a DM +4.

Mystic Bolt

Factor Limit: 3

Range: 100 yards

Area: 1 target

Renounce? No

Oppose: No

This creature may flight mystical bolts at a target. The bolts themselves may manifest in any number of ways. They might be streams of hellfire, invisible arrows, or screaming souls.

This creature gains the ability to make ranged attacks with its mystical bolts. It uses the Throw skill to target opponents with this power. The DM of its ranged attacks is equal to the power factor x2. Therefore a creature with Mystic Bolt 2 would have a DM +4.

Nature Control (Mystical)

Factor Limit: 5

Range: Line of sight

Area: See below

Renounce? Target (see below)

Opposed: No

This creature may control a specific area of the natural world, designated when this power is taken. Within the confines of that selected area, the creature can make all things of the natural world animate. Vines may slither. Rocks may leap off of the ground. Trees may lean over and grab at opponents. The area that may be affected is listed below.

- At factor 1, only a limited aspect of nature may animate, such as a single tree or rock.
- At factor 2, a small area of nature may be animated, such as a grove of trees or pond. The area should be no more than 10 yards in diameter.
- At factor 3, a large area of nature may be animated, like a patch of trees or a large hill. The area should be no more than 100 yards in diameter.
- At factor 4, a whole tract of nature may be animated, such as a mountainside, a lake, or a rocky patch of a beach. The area should be no more than 1000 yards in diameter.
- At factor 5, a vast aspect of nature may be affected, such as an entire mountain, a river, a valley, or a whole forest. There is no true limit in area, but the power must be confined by a single natural aspect. It cannot be defined as a mountain and a forest, or a forest and a river.

Anyone standing in the animated area may be attacked. In order to do this, the creature must concentrate and spend an action to make a Resolve (Courage) check. Each success counts like a success on an attack roll. The DM is equal to the power factor. For example, a creature with Nature Control 3 could make a large area of nature, like a patch of forest, animate, attacking anyone in that area. The creature would roll Resolve (Courage) to make the attack instead of Hand-to-Hand. The DM of all attacks from the animated area would be DM +3.

The animated environment may make special attacks as well such as Grappling or Disarm attempts. Each time Resolve is rolled instead of the normal combat skill. The Strength of the animated objects is equal to the power factor. Normally, a creature can attack only 1 person a round with this ability, but other Talents or powers that increase the number of opponents that may be targeted also apply to this power. For example, if a creature had this power and the Slam Talent, it could target 2 opponents each round.

Keep in mind that the creature can only animate a specific area which always remains the same. A devil with Nature Control 4 may animate an entire mountainside, but if his opponents move away from that mountainside, then the devil cannot attack them with this power, because the devil cannot animate different mountainsides.

Finally, this power need not be used to attack. It may be used to manipulate things, such as to move a campsite, put out a fire, uproot a house, or rearrange the landscape.

Object Manifest (Movement)

Factor Limit: 5

Range: Self

Area: N/A

Renounce? Object

Oppose: No

This being is attached to a particular object or objects. By spending an action, it may appear next to the object or objects of the creature's choice. Once a particular object or groups of objects has been designated, the creature is forever attached and may not change the focus of its power.

If the objects in question are destroyed, then the creature can obviously not use them as a means of transportation. The creature may also use the designated object or objects as a means of escape. When a creature activates this power and uses the focus, it returns to its previous location, wherever that might have been. The creature can take others with it, so long as it can carry these individuals. Unwilling individuals may make a Faith (Will) roll with the Difficulty of the Power Factor to resist being drawn through. Unfortunately, pursuers cannot follow the creature when it transports itself through or by way of an object.

- At factor 1, the creature chooses a unique object to which it is attached and can manifest next to or through. For example, a creature might be able to walk out of one of a pair of very specific mirrors. This set of mirrors is unique; only one set exists.
- At factor 2, the creature chooses a specific group of objects to which it may manifest next to or through. For example, a creature might be able to appear next to a group of mirrors, all made by the same person, or perhaps all owned by the same family.
- At factor 3, the creature chooses a broad group of objects to which it may manifest next to or through. For example, a bloody mary spirit may be able to manifest in all mirrors anywhere in the world.

Paralyzing Gaze (Offensive)

Factor Limit: 5

Range: 100 yard and line of sight

Area: N/A

Renounce? Target and creature

Oppose: Will

This creature may paralyze beings with its gaze. Anyone within range of this being (100 yards) can be affected by this power, since the creature normally gazes all around itself. Those who look up into the creature's gaze must make a Faith (Will) check with a Difficulty equal to the power factor.

- Those who succeed at the roll by +2 are immune to the creature's paralyzation power forever.
- Those who succeed at the roll by +1 are immune to the creature's paralyzation power for the duration of the scene.
- Those who succeed at the roll are not paralyzed, but must make additional checks each time they are affected again by this power.
- Those that fail the check by -1 become sluggish. They may only walk and are at -2 die penalty to all actions. They may make continual checks to be free of the effect.
- Those that fail the check by -2 become completely paralyzed, but may make continual checks to be free of the effect.

Not looking at the creature is an option. Simply averting one's eyes to the ground or other part of the creature is viable, but incurs a -2 penalty on all attack rolls. The creature can attempt to catch the gaze of someone who is averting their eyes by making an opposed Reflexes (Agility) check. If the creature wins, then the victim must make their Faith (Will) check or be paralyzed.

Closing one's eyes is an option this ensures that the creature cannot catch their eyes. However, it incurs a -4 penalty to attack and skill checks.

Paralyzing Touch (Offensive)

Factor Limit: 5

Range: touch

Area: 1 target

Renounce? Target and creature

Oppose: Toughness

This creature may paralyze others with a simple touch. To merely touch a victim, a monster makes a regular attack with a +2 die bonus. Success on the attack means the victim has been touched.

Victims who have been touched by this power must make a Faith (Toughness) roll or become paralyzed with a Difficulty equal to the power factor.

- Those who succeed at the roll by +2 are immune to the creature's paralyzation power forever.
- Those who succeed at the roll by +1 are immune to the creature's paralyzation power for the duration of the scene.
- Those who succeed at the roll are not paralyzed, but must make additional checks each time they are touched again by this power.
- Those that fail the check by -1 become sluggish. They may only walk and are at -2 die penalty to all actions.

- Those that fail the check by -2 become completely paralyzed, but may make continual checks to be free of the effect.

Possession (Offensive)

Factor Limit: 7

Range: Line of sight

Area: N/A

Renounce? Yes

Opposed: No

This ability allows a being's soul or essence to leave its body and possess another. Whenever the being attempts this, the victim makes a Faith (Will) check with a Difficulty equal to the power factor. Those that fail become possessed by the spirit of the creature. Once this happens, the creature's original body falls over, comatose. Those that succeed in this check are immune to all other attempts at possession from that creature for the rest of the scene.

When a victim does become possessed, the creature controlling the target has free reign to do whatever they wish. The controlling creature may return to its original body at any time. The original body is not placed into a suspended state and will die without proper care. This may happen prematurely, of course, if something happens to the possessor's body.

While possessing another's body, the creature can use the host body's Physical Abilities or its own, whichever are higher. A possessing entity retains its own skills and Talents. It does not gain the skills or Talents of its host, unless those Talents are tied to the host's physical form (Hulking Body for example).

If the possessing being attempts to make their host do something completely against their nature (harm a loved one, commit suicide, etc) then the victim gets to make an additional Faith (Will) check. Success means that the victim has expelled the creature from his or her own body. If the victim fails three such checks in a row, the poor target is forever possessed by the controlling entity. No more checks are allowed from that point on.

Should the host body be killed, the possessor's spirit must immediately return to the original body or possess another body within 3 rounds. Failure to do so causes the possessor's spirit or essence to be banished from the world.

Rampage (Offensive)

Factor Limit: 3

Range: Self

Area: N/A

Renounce? Creature

Opposed: No

As a creature rampages, it goes into a savage fury, ripping with its claws or hands, frothing at mouth, and its eyes burn with a sanguine light. Because of this power, this creature can go into a bloodthirsty craze, temporarily enhancing its might.

A creature may instantly go into a rampage as a free action. While in this state, creature's Strength is raised by +2 and it takes no dice penalties for damage. A rampage lasts for 1 round per power factor. Thereafter, it must wait until the next sundown to be able to activate its power again.

Regeneration (Corpus)

Factor Limit: 9

Range: Self

Area: N/A

Renounce? Creature

Opposed: No

When wounded, this creature seals up its own wounds. Some beings' blood actually crawls back into their body, while others' wounds simply fade from view. Yet others manifest gaping and terrible trauma, but it seemingly does not affect them.

A creature with the Regeneration power heals back 1 point of damage per round per power factor. Thus, a creature with Regeneration 3 heals back 3 points of damage per round. This creature heals back this damage even if their health track is reduced to 0. Damage from Regeneration cannot be healed by damage caused by a creature's Damage price or Vulnerability price. For example, a werewolf with Regeneration 3 might be able to heal back 3 points of damage every round. However, once struck by a silver weapon, the damage done by the silver weapon does not regenerate back.

A creature with this power must take either the Damage Price or the Vulnerability Price.

Sap Ability (Offensive)

Factor Limit: 9

Range: Self

Area: N/A

Renounce? Target

Oppose: Courage

The attack of this creature can sap 2 ability points away from its victim with a simple attack. This attack may manifest itself in different ways. It might be a venomous bite, or a soul-sucking kiss. The creature must hit its target to engage this power. Should the attack succeed, the creature has a chance to drain 2 ability points from its victim. The victim immediately makes a Faith (Courage) roll with a difficulty of the power factor. If the target fails the roll, then he or she loses 2 points from a specific ability score.

Victims who has a physical ability (Strength, Dexterity, Toughness) falls to 0 slumps to the ground, paralyzed. Those who loses all of the points of a mental ability (Education, Reason, Will) become animalistic and feral. Anyone who loses all the points of a spiritual ability (Intuition, Personality, Courage) becomes listless and catatonic.

Which ability score is drained is determined when this power is given to a creature.

Victims of the sap ability power heal back lost ability points at the rate of 1 point per sunrise that passes. So, at the next sunrise, the victim gets 1 ability point back. On the following sunrise, another ability point returns. Alternatively, Renouncing the power upon the victim causes all ability points lost to return.

Shadow Passage (Movement)

Factor Limit: 7

Range: See below

Area: N/A

Renounce? Creature

Oppose: No

By stepping into a deepened shadow, this creature may travel from one shadow to any other within range. The being is limited by its power factor.

- At factor 1, the creature can travel up to 10 yards.
- At factor 2, the creature can travel up to 100 yards.
- At factor 3, the creature can travel up to 1000 yards.
- At factor 4, the creature can travel up to 1 mile.
- At factor 5, the creature can travel up to 10 miles.
- At factor 6, the creature can travel up to 100 miles.
- At factor 7, the creature can travel up to 1000 miles.

Shape Mask (Corpus)

Factor Limit: 5

Range: Self

Area: N/A

Renounce? Creature

Opposed: Intuition

Creatures with Shape Mask have truly powerful transformation abilities and are able to turn themselves into anything that they wish. By spending an action, this being may assume the form of a bird, fish, stone, pool of water, or gust of air. The only thing that this creature cannot assume is the shape of another supernatural being. It may only take the guise of a natural creature or human being.

When the creature assumes its new form it uses the Strength, Agility, Toughness, and speed of the selected creature and gains all of the traits of the animal. The creature retains all of its other attributes, abilities, skills, and qualities. For example, a Shape Masked creature would retain all of its powers and prices.

To spot a transformed creature, an observer must may a Faith (Intuition) roll with the Difficulty being the power factor. A person must actively try to pierce the creature's supernatural disguise by concentrating and calling upon their True Faith. Simply witnessing the creature reveals nothing.

The number of success they get on their roll determines how well they are able to pierce the disguise.

- Those who succeed by +2 are able to see the creature for what it truly is.

- Those who succeed by +1 are able to sense that they are looking about a being of the Invisible World.
- Those who succeed regularly are able to determine that the creature is not truly what it appears to be.
- Those who fail by -1 can still sense that something is "not quite right" about the creature.
- Those who fail by -2 can sense something wrong, but cannot figure out who or what is putting them at unease.
- Those who fail by -3 to more cannot sense anything out of the ordinary.

Siren Call (Mystical)

Factor Limit: 7

Range: All who can hear

Area: 1 victim per power factor

Renounce? Creature or Target

Opposed: Will

This power allows a creature to create a haunting sound that locks onto the mind of others, compelling them forwards. It might be a chant, a speech, a song, a howl...anything the victims can hear. Creating a Siren Call requires an action. The moment in which a victim can hear the Siren Call, it may make choose to make a Faith (Will) roll to resist, with the difficult of the creature's power factor.

- Those who succeed by +2 are immune to any Siren Call from any creature that they might hear until the next sundown.
- Those who succeed by +1 are immune to that particular creature's Siren Call until the next sundown.
- Those who succeed are not affected by that particular creature's Siren Call for the rest of the scene.
- Those who fail by -1 are drawn towards the creature, moving towards the origin of the call at a normal pace. While in this state, they may speak and still defend themselves with their Defense dice. However, they will not attack, preoccupied with the Siren Call more than anything else. A creature thus affected will not endanger itself as it is drawn towards the creature, but try to circumvent dangers before it while yearning to get to the Siren Call.
- Those who fail by -2 or more wander towards the creature in a trace-like state. Affected victims do not heed dangers such as enemies, fire, treacherous water, or a cliff face when approaching the creature. Likewise, victims who are entranced by the Siren Call will not fight or defend themselves, losing all Defense.

Creatures who reach the source of the siren call stand and listen in stupor until it is over. Those affected by the call may make new Faith (Will) checks if they are slapped, jostled, or take damage. Otherwise, affected creatures remain affected until someone or something causes them to snap out of it.

Suggestive (Mystical)*Factor Limit: 7**Range: 1000 yards and line of sight**Area: 1 target**Renounce? Creature or Target**Opposed: Reason*

This power allows a creature to attempt to control another at a distance, by planting an idea within his or her mind. So insidious is the Suggestive power, that many hapless victims believe the idea in their mind to be their own. Using the Suggestive power requires an action. Those targeted by this power are able to make a Faith (Reason) roll to resist, with the power factor as the difficulty.

- Those who succeed by +2 are immune to the creature's Suggestive power until the next sundown, and can pinpoint the being that attempted to tamper with their minds.
- Those who succeed by +1 are immune to that particular creature's Suggestive power until the next sundown, and know the general direction in which the being lies.
- Those who succeed are not affected by that particular creature's Suggestive power for the rest of the scene. The would-be victim can sense that something tried to tamper with its mind.
- Those who fail by -1 follow the suggestion planted within their minds. They will not fulfill directives completely against their nature (like killing friends, family, or oneself). Once the directive is complete, the creature will not understand why it did what it did.
- Those who fail by -2 or more follow the suggestion planted within their minds. They will fulfill any directive, even if it is against their nature. Finally, when the victims are done with the act, they will fully believe that the action was their own idea.

Summon Lesser Minion (Mystical)*Factor Limit: 9**Range: 100 yards**Area: 10 yards**Renounce? No**Oppose: No*

The creature may summon minions to its aid. These minions will always vary from creature to creature. For example, a vampire might summon up a pack of five wolves when he calls for aid. These creatures may just "happen" to be nearby or may be summoned up from thin air, depending on the nature of the creature. Summoning minions is a free action, but it takes one round for them to appear.

Summoned minions can never be more than Threat Level 2, and can only have +2 dice of bonus skills. For each power level, the creature may summon up to 2 minions. For example, a creature with Summon Lesser Minion 5 would summon 10 minions to its aide.

Summon Greater Minion (Mystical)*Factor Limit: 9**Range: 100 yards**Area: 100 yards**Renounce? No**Oppose: No*

The creature may summon more powerful minions to its aid. These minions will always vary from creature to creature. For example, a Baykok Watcher might summon Baykok Approachers to its aid. These creatures may just "happen" to be nearby or may be summoned up from thin air, depending on the nature of the creature. Summoning minions is a free action, but it takes one round for them to appear.

These summoned minions can be Threat Level 3 or 4. They have up to +4 dice of bonus skills. For each power factor, the creature may summon up to 1 greater minion.

Supernatural Poison (Offensive)*Factor Limit: 7**Range: Attack**Area: 1 target**Renounce? No**Oppose: Toughness*

This creature can inject its victims with a toxin. First, the creature must have fangs, claws, or a tail to deliver the poison to its victim. If the creature has at least one of these attack forms, then it must successfully attack its target to deliver the toxin to its victim's system. Once a creature has poisoned its prey, additional poison attacks do nothing more to the target.

Victims struck hit by the attack, may make a Faith (Toughness) check against the power factor. Those that fail the roll are at a -1 to attacks and skill rolls. They also take 1 damage to each level of their health track. Those that succeed the check stave off the effects of the poison for an hour.

Every hour after the victim is poisoned, he or she must make another Faith (Toughness) check with the difficulty of the power factor. Each time the poisoned victim fails the roll, they suffer an additional -1 to attacks, skill rolls, and each level of their health track.

The poisoned victim must continue to make Faith (Toughness) checks every hour for as many hours as the power factor. For example, if a Witch Hunter was poisoned with the Poison 3 power, he might make his initial Faith (Toughness) check. However, an hour later, he will have to roll it again, with the same Difficulty of 3. A final hour would have pass before the third and final check due to poison.

Victims of this attack lessen their penalty by 1 for each sunrise that passes. So a Witch Hunter who was at -2 to all attacks and skill check due to poison would only have -1 to their roll after sunrise. On the following sunrise, his penalties would be gone.

Swarm (Corpus)*Factor Limit: 5**Range: Self**Area: N/A**Renounce? Creature or No (see below)**Opposed: No*

This creature is either comprised of many tiny, smaller beings, or it can disperse itself into a multitude of tiny forms. For example, this power might describe a horde of rats summoned from Hell, or a being that is a mass of quivering maggots that walks on two legs. In any case, the creature is either in Swarm form all of the time or simply part of the time, dependant upon the entity in question. Creatures that can assume Swarm form must spend and action to do so.

Instead of its regular attacks, Swarms do damage by teeming over their opponents. They need not make any attack roll. Instead, the creature moves over its victim and the opponent simply takes a number of hits equal to the power factor. Opponents cannot use their Defense to counter the damage. Creatures are limited to attacking the same number of opponents that they would normally be able to target.

While in Swarm form, the creature cannot be harmed by conventional physical weapons such as swords, arrows, or firearms. Creatures in this form *can* be harmed with bare-fisted Hand-to-Hand attack rolls and area of effect attacks. Each success counts as a hit of damage. The Hand-to-Hand roll represents a character's efforts to squash, kick, drown, burn or otherwise harm the Swarm creature. The Grand Master may award Damage Modifiers according to unconventional objects used, such as a door used to squash a swarm of rats, a torch used to burn locusts, or a barrel that is rolled over a hallway of spiders. Swarm creatures cannot use Defense while in Swarm form.

Swarm creatures retain any Prices they might have had, and will still take damage or enhanced damage from Vulnerabilities and the like. For example, a creature with the Swarm power that also had Vulnerability – Silver could be attacked normally by silver weapons, which would do enhanced damage. All other melee weapons would not harm the creature however, as normal for the power.

A Swarm creature that runs out of hits is dispersed and destroyed.

Swath of Destruction (Offensive)*Factor Limit: 5**Range: 0**Area: See below**Renounce? Creature**Oppose: Toughness*

This being can cause tremendous damage, destroy portions of land, causing untold environmental damage. This creature may activate this power by spending an action. When it does so, all

land and structures in the area is utterly destroyed. For example, if a cottage was in the area of the Swath of Destruction, then the cottage would be utterly destroyed. No matter how sturdy a structure, or how mighty the land feature, it is ripped apart as completely as if it had been struck by a tornado, earthquake, or hurricane. All soil in the Swath of Destruction is ruined and spoiled. Plant life dies and nothing can grow in its place for a year and a day.

How the creature destroys the land varies from being to being. For example, the great Behemoth destroys land by charging through territory, its mighty hooves churning up earth and destroying everything in its path. Living creatures in the Swath of Destruction when it is activated take 1 health *level* of damage, but may avoid it if they make a Faith (Agility) or Faith (Toughness) check with a Difficulty of the power factor. All minions in the area are killed instantly, with no hope of escaping death.

This power may only be used once per scene.

- At factor 1, the area of effect is 1 yard in diameter.
- At factor 2, the area of effect is 10 yards in diameter.
- At factor 3, the area of effect is 100 yards in diameter.
- At factor 4, the area of effect is 500 yards in diameter.
- At factor 5, the area of effect is 1 mile in diameter.

Swimming (Movement)*Factor Limit: 3**Range: Self**Area: N/A**Renounce? No**Oppose: No*

This creature can swim through the water rapidly and without having to make Swim (Agility) checks.

- At factor 1, the creature may swim at half of its base land speed.
- At factor 2, the creature may swim at its base land speed.
- At factor 3, the creature may swim at double its base land speed.

Telekinesis (Mystical)*Factor Limit: 5**Range: 100 yards and line of sight**Area: 1 creature or object**Renounce? Creature or Target**Opposed: No*

This creature may move objects with its mind. To do so takes an action as well as concentration. If it loses concentration or no longer maintains it telekinesis the person or object manipulated by the creature slowly floats to the ground.

The creature may lift people or objects with a Strength score equal to the power factor. Objects may be move at the creature's normal land speed. If this power is used to attempt to move another person, then the victim may resist by making

a Faith (Strength) check with the Difficulty being the power factor. Those that fail by -1 are shoved roughly in specific direction, moving 1 yard per power factor. Those that fail their check by -2 or more are picked up or manipulated by the Telekinesis power.

Telepathy (Mystical)

Factor Limit: 5

Range: See below

Area: 1 creature

Renounce? Creature or Target

Opposed: Will or Resolve

This creature may speak to other beings through its thoughts. Messages borne by telepathy may consist of words, sensations, sights, sounds, emotions, or any combination of these things. Usually, telepathy is used for communication. However, it may be used to taunt enemies as well.

Telepathy can be used on an unwilling recipient in the form of whispers, dark thoughts, terrible mental images or painful sensations. Telepathy can only be used upon an unwilling recipient once per day. Prolonged exposure to this power has the potential to drive a common person (minion) mad. Witch Hunters are made of sterner stuff and can withstand years of such treatment.

The unwilling target of telepathy must make a Faith (Resolve) check with a Difficulty equal to the power factor to resist.

- At factor 1, the power has a range of 10 yards.
- At factor 2, the power has a range of 100 yards.
- At factor 3, the power has a range of 1000 yards.
- At factor 4, the power has a range of 1 mile.
- At factor 5, the power has unlimited range.

Unobtrusive (Mystical)

Factor Limit: 7

Range: Line of Sight

Area: N/A

Renounce? Target or Creature

Opposed: Intuition

This power allows the creature in question to become unnoticeable by mortals around it. The creature might walk down the street, jump on a rooftop, even scream at the top of its lungs – it will not be noticed by all those around it.

The creature can even manipulate objects in the area without notice. Thus, it can open and close doors; even take and rearrange items. If the creature's power works, those witnessing the environment change simply ignore it and go about their business. However, any time the Unobtrusive creature interacts with its environment in plain view, all



mortals in the area are allowed a Faith (Intuition) roll with a Difficulty of the power factor. Those that succeed in the roll become aware of the creature and can sense it without impairment.

Humans are also allowed a Faith (Intuition) roll if they interact with a part of their environment which has been altered by the creature. For example, if the creature closes the door to a room and a mortal approaches the door, they may suddenly realize that the door was open a moment ago. Those that succeed on their Faith (Intuition) roll suddenly are able to see the creature the next time they lay eyes upon it.

This power fails immediately if the creature attacks someone. This includes pulling at a mortal's body, or shoving someone. A creature may attempt to make a Subterfuge (Agility) check opposed to the mortal's Notice (Intuition) check in order to subtly manipulate mortals, such as trying to take an item from their pocket without their victim realizing, tripping them up, or unbuttoning their clothes.

A creature with this power may elect for certain individuals to be immune to it. Thus, it might be ignored by everyone in a busy town square except for the one person it taunts. Creatures with this ability often use this power aspect

on children, allowing children to see them, but forcing adults to ignore their presence.

This power does not function on animals and animals will often become agitated when creatures with this power are nearby.

Wall Crawling (Movement)

Factor Limit: 3

Range: Self

Area: N/A

Renounce? No

Oppose: No

Like a scabbling insect or quivering bat, this power give the creature the ability to travel up walls. It may never fail a climb check. Each power factor put into this power allows the creature to move at faster and faster speeds.

- At factor 1, the creature may climb at half of its base land speed.
- At factor 2, the creature may climb at its base land speed.
- At factor 3, the creature may climb at double its base land speed.

Weather Control

Factor Limit: 3

Range: Line of Sight

Area: 1000 yards

Renounce? Target (see below)

Opposed: No

This terrible power allows the creature to control the weather in a large area.

- At factor 1, the creature may create light weather phenomenon like heavy fog, rain, or snowfall. Attacks in the weather suffer a -1 die penalty.
- At factor 2, the creature may create moderate weather phenomenon. Strong thunderstorms, blinding rain, powerful winds, or blizzards are possible. Attacks in the weather suffer a -2 penalty, skill checks suffer a -1 penalty. Those out in the weather suffer 1 point of damage per hour they are outside without protective clothing.
- At factor 3, the creature may create severe weather phenomenon. Devastating storms, sheets of rain, or blinding snow storms are possible. Attacks in the weather suffer a -3 penalty, skill checks suffer a -2 penalty. Those out in the weather suffer 1 point of damage for each round they are exposed. Protective clothing slows the damage to 1 point of damage per hour.

The weather pattern creature must be appropriate to the time of year, so snow cannot be wrought in the summer. This power lasts until the next sunrise, at which time the creature must wait until the next sundown to use the power again.

When this power is renounced by a Witch Hunter, the weather conditions that have been created fade within 10 rounds. The creature who created the weather pattern cannot do so again until the next sundown.

Web (Offensive)

Factor Limit: 5

Range: 10 yards

Area: 10 yards

Renounce? Targets

Oppose: Strength

With this power, the creature may create a span of webs. Any victim within the area of the web must make a Faith (Strength) check with the difficulty of the power factor. Those that fail are stuck fast and cannot move from their position. To make matters worse, those caught by the web are at a -2 penalty to all dice rolls.

For every 2 yards, the web has hits equal to 2 times the power factor. Alternatively, if someone is trying to break the web, the Difficulty is equal to the power factor (see p. 106 of the Witch Hunter Core Rulebook). If the creature has any vulnerabilities, they are passed onto the web.

Withering Touch (Offensive)

Factor Limit: 5

Range: Self

Area: N/A

Renounce? No

Oppose: No

This creature's touch extinguishes life. Insects die in its grasp and plants foul at its brush. Even the air it despoiled as its hands move through it.

The creature's touch is a weapon with a DM equal to the power factor. To merely touch a victim, a monster makes a regular attack with a +2 die bonus. Success on the attack means the victim has been touched and damaged.

Withering touch slows creatures down, making them less able to defend themselves. A touched victim automatically removes 1 from their Defense points each round. Withering touch is a special attack that is not cumulative with other kinds of damage such as that from other powers or modifiers like the claws, fangs, and pugilism talents.

Complete Prices List

Allergen (Corpus)

This creature's body cannot abide the presence of certain substances. Should it come within 10 yards of this substance, it begins to suffer from debilitating effects. It loses 1 hit from each health level that it possesses. Thereafter, should the creature linger near the allergen, it loses an additional hit from each health level for every hour it stays near the allergen. Once the creature leaves the presence of the allergen, the hits must heal normally.

Common Variants:

Salt

Iron, often the shavings

Pollutants (rotting meat, refuse, offal)

Chalk

Herbs (garlic, mandrake root, wolfsbane, hemlock)

Particular wood, typically the sawdust (hickory, ash, birch)

Atmospheric Disturbance (Mystical)

This particular creature's presence disturbs the environment that it is in. While the creature is nearby, the air might turn cold, or an open flame might turn blue. Whatever the variant, this atmospheric disturbance is usually a dead giveaway that the creature is nearby, or that at least something odd is going on. An atmospheric disturbance takes place when the creature is within 10 to 50 yards (depending on the creature), so it makes it hard to pinpoint exactly where the creature is based upon the disturbance.

Noticing an atmospheric disturbance is anywhere from Difficulty 1 to 3, depending on the circumstances. For example, it would be rather easy to see one's hearth flame turn blue, but not perhaps so noticeable if the hearth were in the other room where you could not see it directly.

Common Variants:

Open flame turns blue

Food immediate spoils – For example, milk might curdle, meat might turn rancid, and fruits might shrivel.

Preternatural Cold – The temperature drops by 5 to 10 degrees in the area.

Animal Unease – Animals within 10 to 50 yards of the creature become jittery, causing a -1 to all Animal Care, Drive, and Ride checks.

Wilting Vegetation – All plants begins to wilt and die if the creature lingers for more than an hour in 1 location.

Insect Invasion – Insects of every variety can be seen scurrying about wherever the creature is present.

Avoidance (Offensive)

This creature is repelled by particular objects or substances presented strongly to them. When in sight of such an object or substance, the creature must make a Resolve (Courage) check

with a Difficulty of the presenter's True Faith. If the creature fails its check, the creature may not approach, nor may it make ranged or magical attacks upon the presenter. The repelled creature is free to make ranged or magic attacks against the presenter's allies. If the creature succeeds in its roll, then the creature is free to act normally. Presenters who lose the contest may continually try to repel the creature with this weakness each round.

Common Variants:

Cold Iron

Holy Eucharist

Holy Symbols

Holy Ground

Holy Water

Sunlight

The Sound of Church Bells – If the sound of church bells is audible to someone in the area, the creature is affected, whether it can hear the bells or not.

Blocked from the World (Mystical)

During particular times or events, this creature is shunted into the Invisible World. During the time in which is forced from the material plane, this being cannot interact with the physical world in any way. Nor can it be seen. Once the event or phenomena is over, the being appears where it was last seen.

Common Variants:

Day/Night – The creature cannot appear during the day or the night.

Moon Phase – The creature cannot appear while a particular moon phase is in the sky.

Storms – The creature cannot appear while it rains or storms.

Calm Weather – The creature cannot appear in calm weather (meaning it can only manifest in storms).

Season – The creature is absent from the world during a particular season.

Ritual – The creature will vanish from the world while a particular ritual is conducted, but returns after the ritual is over.

Contracted Soul (Mystical)

This particular creature has contracted its soul out to the Adversary. As such, it no longer has any free will of its own, but must serve a devil of some sort. Should the devil that this creature serves be destroyed or sent back to Hell, the Contracted Soul creature also dies, and its soul is taken to Hell with its master. Those creatures who have Contracted Souls cannot use their True Faith score, only their Damnation score.

Corpus Limitation (Corpus)

This creature can only use its Corpus powers under certain circumstances. For example, a werewolf might only be able to change or go on a rampage during a full moon. If the conditions of the limitation are not met, *none* of the creature's Corpus powers function.

Common Variants:

Day/Night – The creature can only activate its Corpus powers during the day or night.

Moon Phase – The powers in question can only activate during a particular phase of the moon.

Rage – The creature can only activate its powers when it is enraged. If the creature is not enraged when it is encountered, it takes an action to become enraged, during which time it cannot take any other action.

Feeding – This creature can only activate its powers for 1 day after feeding (on flesh, blood, or whatever it needs to feed upon). Thereafter, it loses its powers until it feeds again.

Damage (Corpus)

This creature takes damage from the touch of a particular item or substance, such as sunlight. While in contact with the item or substance, the being suffers 3 points damage. This becomes problematic for the being if the substance is imbedded in the creature's body (such as in the form of an arrow head or musket ball). If the substance is imbedded into the creature, then it must spend at least one action digging the substance out to stop the damage. During this time, the creature can take no other action and loses its Defense.

Minions with this weakness die if forced to be in contact with the item or substance for 2 rounds or more.

Common Variants:

Cold Iron

Holy Eucharist

Holy Symbols

Holy Water

Silver

Sunlight

Water

Feeder (Mystical)

This creature must feed upon some sort of terrible substance in order for it to live. While the creature is feeding, the creature cannot perform other actions. It also cannot use its Defense. Feeding typically takes between 1 to 3 actions.

If the creature does not feed at least once per day, the creature loses -1 Toughness. It continues to lose Toughness so long as it does not feed. When its Toughness falls to 0, the creature perishes forever.

Common Variants:

Blood

Blood of the Living

Human Flesh

Living Flesh

Souls – This creature must drink the souls of humans it has killed. To do this, it must first kill a mortal. Thereafter, it may draw out the soul of the freshly killed at any time within 24 hours of being killed.

Fresh Tears

Focus Bound (Mystical)

This creature has a driving goal that it tries to achieve on a nightly basis. If confronted with the object of the goal, the creature must make a Resolve (Courage) check to keep itself from pursuing it. The difficulty of the check depends on the proximity of the focus to the creature. The closer the focus is, the harder it is for the creature to resist. If the focus is just within line of sight but far away, the Difficulty is just 1. However, if the focus is very near and within reach, the Difficulty might be as high as 5 or 6.

Creature's goal might be an action, such as hunting down the person that murdered it. It might be to protect a place or object. It might be to find something missing. The exact focus will vary between creatures.

The creature must make the check each round it is within the presence of the focus.

Common Variants:

To find a specific person

To destroy a certain kind of person – for example, all men, all criminals, or all clergy

To protect a specific place – the creature would have to make a check if the place of protection was threatened in any way.

To protect a specific place

To find something lost

Fragmented Soul (Mystical)

This creature, like an undead, has sacrificed parts of its soul for power. As a result, it is very much disconnected with humanity. It receives a -2 to all Interaction rolls. Because this being has only pieces of a soul, it cannot heal normally. In order to heal, the creature must actually stitch itself up. Thus, someone must be able to perform a Heal check upon the injured creature and must have surgical equipment to do it.

Frailty (Offensive)

This creature loses all of its powers when in the presence of a particular object or substance. It retains the use of its Talents, however. It retains all of its weaknesses as well. The object or substance must be within 1 yard of the creature to affect it.

Common Variants:

Cold Iron

Holy Eucharist

Holy Symbols

Holy Ground

Holy Water

Sunlight

The Sound of Church Bells – If the sound of church bells is audible to someone in the area, the creature is affected, whether it can hear the bells or not.

Harbinger of Doom (Mystical)

This creature's coming is heralded by terrible events. Storms brew, wine turns sour, animals grow irritable, and odd poltergeist activity may occur. The exact effects vary from creature to creature. These events happen *at least one hour* before the creature with this Price arrives to any area, making it very difficult for this creature to surprise anyone if they know what to look for.

Immobility (Corpus)

This creature, for whatever reason, cannot move very well at all. Perhaps the creature is a large, slug-like being that can only squeeze its bloated body along the ground. It might be an undead being without any legs, which can only use its arms to move about. Or, it might simply be something that is very small and delicate and can only stumble about. In any case, this creature can only move at a crawling speed.

Impaired Travel (Movement)

This creature cannot travel during certain times, and must stay in its current location whenever a particular even occurs. For example, a vampire might not be able to travel during the day. If the creature is forced to move about during this time (if it is chased, for example) then the creature is sluggish and weakened. In this state, the being moves at $\frac{1}{2}$ speed, and is at -2 to all attack rolls, skill checks, and Defense. It will not voluntarily move of its own accord, unless its existence is endangered.

Common Variants:

Day/Night – The creature cannot travel during the day or the night.

Moon Phase – The creature cannot travel while a particular phase of the moon is in the sky.

Raining – The creature cannot travel in the rain.

Season – The creature is particular weak during a certain season

Sound – The creature is weakened and cannot travel while a particular sound can be heard, like church bells.

Holy Day – During a particular day of the week (such as Sunday) the creature cannot travel.

Prayer – While people in the area are praying, the creature cannot travel or escape easily.

Obvious Appearance (Corpus)

This creature is very obviously a supernatural being. Not only that, but its obvious appearance makes it impossible for this creature to hide or be in disguise. For example, the creature might be titanic in size, it might glow luminously, or it might be wrapped in hellfire. Whatever the case, it fails all Stealth (Agility) checks automatically.

Obvious to the Touch (Corpus)

This creature cannot hide its appearance or presence when it is touched. Anyone who even brushes up against the creature's flesh or body will cause it to reveal its true nature. For example, a phantom might immediately be intangible at the touch; a vampire might be cold as a corpse when one touches them; or a creature might induce sharp pain whenever it is grasped.

Offensive Limitation (Offensive)

This creature can only use its Offensive powers under certain circumstances. For example, a wendigo might only be able to infect others while it is outside in the cold. If the conditions of the limitation are not met, *none* of the creature's Offensive powers function.

Common Variants:

Day/Night – The creature can only activate its Offensive powers during the day or night.

Moon Phase – The powers in question can only activate during a particular phase of the moon.

Rage – The creature can only activate its powers when it is full enraged. If the creature is not enraged when it is encountered, it takes an action to become enraged.

Location – This creature might only be able to use Offensive powers in a specific location, such as while in the out of doors, while in its lair, or in the woods.

Weather Conditions – This creature may only use its Offensive powers during certain weather conditions, such as while it is not raining, while it is cold outside, or during storms.

Prey Exclusion (Offensive)

This creature cannot attack targets of a certain type. For example, this creature might be prevented from attacking all women, all children, or all those who are elderly. The ban on targets is always fairly broad. Target bans may be based on sex, age, ethnicity, nationality, profession, and clothing worn.

Common Variants:

Women

Men

Children

Adults

Elderly

Native Americans

Those clothed in unwoven clothes

Innocents

Criminals

Lair (Movement)

This creature must return to its lair every day (24 hour period). If it is prevented from doing so for some reason, it suffers -1 a die penalty to all attacks and skill checks. It continues to suffer this cumulative penalty for each day that it does not return to

its lair. For example, a vampire who is away from its lair for 3 days, might suffer a -3 dice penalty. When a creature loses all dice from its skill pools, it dies.

Mystical Limitation (Mystical)

This creature can only use its Mystical powers under certain circumstances. For example, a wendigo might only be able to use certain powers when it is outside in the cold. If the conditions of the limitation are not met, *none* of the creature's Mystical powers function.

Common Variants:

Day/Night – The creature can only activate its Mystical powers during the day or night.

Moon Phase – The powers in question can only activate during a particular phase of the moon.

Rage – The creature can only activate its powers when it is full enraged. If the creature is not enraged when it is encountered, it takes an action to become enraged.

Location – This creature might only be able to use Mystical powers in a specific location, such as while in the out of doors, while in its lair, or in the woods.

Weather Conditions – This creature might only be able to use its Mystical powers during certain weather conditions, such as while it is not raining, while it is cold outside, or during storms.

Paralyzation (Movement)

This creature becomes completely paralyzed under the right circumstances. For example, a vampire might become immobile if its heart is pierced with a wooden stake. In most cases, if the creature faces this price, it slumps over on the ground or simply remains frozen in place.

Common Variants:

Circle of Binding – If this creature is tricked into entering a Circle of Binding, or forced into a circle, it cannot move (see p. 127 of the Core Rulebook).

Dedicated Weak Spot – If this creature is struck in a special area with a special material, it becomes paralyzed. For example, a vampire might become paralyzed if struck in the heart with a wooden weapon. If the creature has this price, the special material enters the creature's body quite easily. Striking a dedicated weak spot adds +2 to the difficulty of the attack. However, succeeding at the roll, even by just 1, immediately paralyzes the target with this price.

Sound of Church Bells – Should this creature be within close proximity (100 yards) of ringing church bells, it is wracked with pain and cannot move from its spot.

Nailed Shadow – If someone drives a nail into this creature's shadow, it is rooted to the spot. The creature with this price variant can still attack and use its Defense while its shadow is nailed to the ground. However, it may not go anywhere until the nail has been pried up. Additionally, the creature cannot pry a nail up from its own shadow. Someone else must do this. Nailing

a creature's shadow to the ground works just like a touch attack. A normal attack roll is made with a +2 die bonus. Success means that the creature's shadow is nailed to the ground.

Tomb of Slumber – If this creature is placed inside a closed tomb or coffin, it becomes paralyzed and also goes into a state of suspended animation.

Repulsion (Offensive)

This creature has a hard time facing or damaging a particular person or being. When faced with such an opponent, this creature might quake in fear, preventing it from using its full strength on the target. Alternatively, this creature's attacks may simply be turned aside when it attacks land upon a specific target. Whatever the means, certain folk are protected from this creature by the hand of God. The designated people of this price receive +3 to their Defense when facing this creature, even if they should be caught unawares.

Common Variants:

Children

Elderly

Men

Women

The Innocent – Those who have no Damnation score

A honest person

Those who cannot see the creature – So long as an opponent close their eyes or prevents themselves from looking at this creature they receive the Defense benefit.

Clergy

The Faithful – Those who have Faith 5 or higher

The Courageous – Those who have a Resolve skill of 4 or higher.

Restriction (Movement)

A creature with the *Restriction* price cannot enter a particular area or place of its own volition. For example, *Restriction* – *Running Water* means that the creature in question cannot enter an area with flowing water by itself. If a creature is forced into an area that is restricted to it, it begins to take damage. It takes 3 hits a round.

A creature may travel over a restricted area if it has the means. For example, a creature might use a bridge to cross over a river if it has the *Restriction* – *Running Water* price. However, a creature cannot come within 1 yard of the restricted area without taking damage. Thus, a low bridge would not be sufficient enough to protect a creature with the *Restriction* – *Running Water* price. Alternatively, flying creature with the *Restriction* – *Holy Ground* price would be able to fly over the holy ground, but not be able to touch down in it, or come within 1 yard of the ground in that area.

Common Variants:

Doorways – The creature cannot cross over the threshold of a doorway normally, but may do so if invited.

Running Water – The creature cannot cross over flowing water, but can cross still water.

Holy Ground – The creature cannot enter ground that has been sanctified or blessed by someone of religious authority.

Warded Areas – The creature cannot enter a warded area, or a place surrounded by religious symbols or artifacts. A break in the circle of religious symbols allows the creature to enter.

Water – The creature cannot enter water at all, whether flowing or still.

Reveal Nature (Corpus)

Under the right circumstances, this creature reveals its true nature to others, readily identifying this being as a being from the Invisible World. For example, a vampire who steps in front of a mirror and casts no reflection would have the Reveal Nature – Mirrors price. The true nature of the creature is only revealed under the specific conditions set down when the threat is created.

Riddle Bound (Mystical)

A creature who is riddle bound loves riddles. Each time it encounters a mortal, it will ask the mortal a riddle. If the riddle can be answered, the creature then suffers the effects of another price, such as *avoidance*, *restriction*, *ward*, or *weakness*.

Once it has encountered a mortal and asked the mortal its riddle, the creature need not ask that mortal the riddle again. So long as the mortal leaves the question unanswered, the creature can interact with the mortal however it wishes.

If the creature encounters a group of mortals, it may ask the same riddle of the whole group or ask each individual a singular riddle. It's up to the creature. Telling riddles is a free action for the creature.

Soul Outside (Mystical)

This creature has a vital part of its soul outside of its own body and placed it somewhere else. This separation of body and soul-piece does not make the creature particularly resistant against damage, powers, or spells. Should this vital part of the soul be destroyed, the creature itself is vanquished completely. It can never return to the world, despite any other powers or talents it might have.

The soul must be kept in some kind of container like a reliquary, phylactery, statue, box, or piece jewelry. Whatever item holds the soul immediately becomes fragile, capable of withstanding only ½ of the creature's Toughness in hits. This fragility sets hold once the item contains the soul of the creature, no matter how tough it once was before. Once the container is destroyed, the soul itself can be struck. The soul can only withstand 1 hit before it is vanquished.

The creature's soul may or may not be hidden in an inaccessible place. Such a decision will vary from creature to creature. However, it should be noted that the fragility of the container will limit where the soul can be placed. A container at the bottom of the ocean, of example, would be crushed by

the pressure. Likewise, a container in a stone box a mile under the earth might get damaged as time passes.

Ultimate Master (Mystical)

This creature must obey a specific master designated upon the creature's arrival in the world. The creature must obey all of its master's commands. Intelligent creatures are free to interpret the command. Even if the creature is unintelligent, this Price grants it the ability to follow its master's commands. Unintelligent creatures are unable to follow complex commands, and are limited to direct orders such as, "kill him," "wait here," or "break down that door."

Tortured Existence (Corpus)

This creature's body lives in great pain or anguish. Perhaps the flames of Hell continually burn it. Or its brain may be wracked with the sounds of screaming. Whatever the reason, this being is consumed with pain and anguish.

This being automatically fails all Interaction rolls, except for Intimidate. It cannot attempt an Empathy roll, because it is too preoccupied with its own tortured existence.

True Name (Mystical)

A creature with the True Name price has a secret name by which it may be called. This secret name gives anyone who knows it power over the creature in question. Those who use the creature's True Name in conversation gain +3 successes on all Personality based checks against it. For example, a person who uses a demon's True Name in conversation would get +3 successes in Charm (Personality), Intimidate (Personality), or Deceive (Personality) rolls against it.

Furthermore, once a creature's True Name has been spoken aloud, that creature must make a Resolve (Will) roll to attack anyone who has uttered its name. The difficulty of that roll is equal to the speaker's True Faith or Damnation score. Once a creature has made its Resolve (Will) roll to see if it can attack a speaker of its True Name, it cannot make another check until the next day.

Vulnerability (Corpus)

This creature takes extra damage from weapons of a specific make or substance. For example, a werewolf might take extra damage from a silver weapon, while a vampire might take more damage from a blessed weapon. When facing damage from a vulnerability, *double* the DM of the object used to harm the creature. Thus, a dagger that is normally DM +2 would be DM +4 as a vulnerability. The DM should be doubled *after* it is adjusted by various talents, powers, and abilities.

Common Variants:

Blessed – The object used to damage the creature must be blessed. The object need not necessarily be a "weapon" in the traditional sense.

Bone

Cold Iron

Fire – Fire, in general, does more damage to this creature than fire does to other creatures. Just the DM of the fire accordingly.

Gold

Silver

Wood

Ward (Mystical)

A being with the Ward price cannot use its supernatural powers or rites against a warded creature. What precisely wards a target from the creature's abilities varies.

Common Variants:

Holy Symbols – Those presenting a holy symbol by hand and interposing it between them and the creature are immune to the creature's spells or powers.

Mantra – Those orally chanting a prayer to their particular faith cannot be affected by the creature's spells or powers.

Special Clothing – Those wearing special garb are immune to the creature's spells or powers. Special garb varies. For example, some faeries cannot affect those who wear their clothes inside out.

Lead Shielding – Those presenting a lead sheet and interposing it between them and the creature are immune to the creature's spells or powers.

Mirrors – Those who place a mirror between themselves and the creature are immune to its spells and powers.

Weakness (Offensive)

This creature suffers a -3 dice to all attacks, skill checks, and reactions when in the presence of a particular object or substance. The object or substance must be within 10 yards of the creature to affect it.

Common Variants:

Cold Iron

Herbal – When this variant is selected, a specific plant must be selected as well, such as wolfsbane, garlic, or mandrake.

Holy Eucharist

Holy Symbols

Holy Water

Sunlight

The Sound of Church Bells – If the sound of church bells is audible to someone in the area, the creature is affected, whether it can hear the bells or not.



and may

Weak Spot (Corpus)

This creature has a weak point on his body. If the creature is struck in its weak spot, all armor it might have had is bypassed and cannot be used in its Defense. Though the creature may attempt to cover its weak spot with metal plates or other protection, these do not aid it at all. God's Will cannot be denied.

The creature cannot Regenerate from blows to its weak spot. Nor does Iron Body aid it in damage to its weak spot. Finally, all damage done to the creature at its weak spot is doubled. Meaning that Damage Modifiers from weapons are calculated into the hits first, then the damage is doubled.

Striking the weak spot on a creature requires that the opponent roll to hit the creature as normal but at a -3 dice penalty. The creature can certainly tell who is attacking its weak spot and who is not, spend its Defense accordingly.

Word is Law (Mystical)

This creature cannot break its word once it is given. The creature need not make a formal vow. If it says it will do something, it is bound by what it says. For example, if the creature says that it will release a prisoner at the break of day, it will do so, even if doing so would be detrimental or fatal to it. If the creature goes back on its word, it loses 1 die from all of its abilities per day. When it has lost all of the dice from all of its abilities, then the creature perishes forever.

If the creature is prevented from keeping its word, it still suffers ability damage from not keeping its word. Thus, most beings with this price will not give their word very easily, nor even make the simplest of agreements unless it is sure about what it is getting into. The creature is always bound by the letter of what it says, not the spirit of what it says. For example, a wendigo might say that it will release a prisoner in exchange for a mystical item. When it receives the item, it then may release the prisoner atop a high mountain or in the midst of a terrible snowstorm. After all, the wendigo merely agreed to a release of the prisoner, not the manner in which the prisoner was released.

Creating Your Own Threats

Let's say that you want to create your own monster for the World of Witch Hunter. How does one do it? First, you might have noticed that all creatures in this game have an *initial cost*. The initial cost for each creature is equal to the cost of its powers and Talents that it has in the beginning. For example, let's look at the hellbringer, one of the first creatures we created for this book.

Creating a Hellbringer:

Initial Cost: 40

Fundamental Powers:

All hellbringers begin with **Mystic Blast 2** as a power.*

All hellbringers have the **Undead (Villainous)** Talent.

Mystic Blast 2 costs 20 points. Why? Because if we were going to buy Mystic Blast for a regular creature, we would need 2 points of Damnation, and every point of Damnation costs 10 points. Simply put – during the initial build, *all fundamental powers cost 10 per one point of fundamental power*.

So a creature with Iron Body 2 as a fundamental power initially costs 20. A creature with Telepathy 3 as a fundamental power cost 30.

Now, add in the costs of any Talents the creature starts out with. In this case, the hellbringer starts out with the Undead (Villainous) Talent, which costs 20. So the total initial build cost is 40.

Mystic Blast 2 = 20 points

Undead (Villainous) = 20 points

$20 + 20 = 40$

It's that simple.

Now, if you want to make your own template, simply pick powers that your threat might have from the Corpus, Movement, Offensive, and Mystical powers list. Then, make sure that the creatures in question have Prices from the corresponding Prices list.

Pre-Factored Threats

Let's say you want to make up some threats for your Witch Hunter game, but don't want to sit down and crunch the numbers. And let's say you want something more than just a quick-quick character as suggested above. Well, we're here for all of our Grand Masters.

Below is a listing of pre-made threats. The math has already been done for you. All you need to do is plug in the stuff that you need. You'll note that there are both quick characters and standard characters.

For quick characters, we gave them straight numbers in their dice pools. For example, the Beginning Threat below has 6d for its Initiative, Melee, Ranged, and Extras pool. To modify them, just move the numbers around. So you might add +2 to a creature's Melee pool, but take -1 away from its Initiative pool and -1 from its Ranged pool. Keep in mind that you shouldn't drop any pool under 5d.

Where these blank templates leave room for Talents, just plug in the number of Talents you need. If you don't need as many talents as listed, just subtract their value from the point value of the monster. You'll also note that many of these creatures as listed as knowing rites. If you don't want that for your threat, either subtract the costs listed or use the rites as Talents, possibly for a sword school.

Beginning Threat	
Quick Character (500 points)	
Fear Rating	2
Initiative pool	Base: 6d (90 pts.)
Melee pool	Base: 6d (90 pts.)
Ranged pool	Base: 6d (90 pts.)
Extras pool	6d (90 pts.)
Defense pool	Base: 3d
Movement	C 3/W 9/R 15
Basic Talents	4 Talents
20 pts.	
Greater Talents	4 Talents
40 pts.	
Heroic Talents	1 Talent
20 pts.	
Powers (Prices)	Spend 6 points on powers
Rites	-
True Faith: 0	Damnation: 6 (60 points)
Health Track	-
Equipment	-
Special	-

Medium Threat	
Quick Character (700 points)	
Fear Rating	0
Initiative pool	Base: 7d (105 pts.)
Melee pool	Base: 7d (105 pts.)
Ranged pool	Base: 7d (105 pts.)
Extras pool	7d (105 pts.)
Defense pool	Base: 4d
Movement	C 3/W 9/R 15
Basic Talents 25 pts.	5 Talents
Greater Talents 60 pts.	6 Talents
Heroic Talents 60 pts.	3 Talents
Powers (Prices)	Spend 10 points on powers
Rites 35 pts.	Basic Rites x 3 Greater Rite x 2
True Faith: 0	Damnation: 10 (100 points)
Health Track	-
Equipment	-
Special	-

Late Threat	
Quick Character (900 points)	
Fear Rating	0
Initiative pool	Base: 8d (120 pts.)
Melee pool	Base: 8d (120 pts.)
Ranged pool	Base: 8d (120 pts.)
Extras pool	8d (120 pts.)
Defense pool	Base: 4d
Movement	C 3/W 9/R 15
Basic Talents 30 pts.	6 Talents
Greater Talents 80 pts.	8 Talents
Heroic Talents 80 pts.	4 Talents

Late Threat	
Quick Character (900 points)	
Powers (Prices)	Spend 14 points on powers
Rites	Basic Rites x 4 (20 points) Greater Rites x 3 (30 points) Villainous Rites x 2 (40 points)
True Faith: 0	Damnation: 14 (140 points)
Health Track	-
Equipment	-
Special	-

Weak Threat	
Standard Character (250 points)	
Fear Rating	-
Initiative pool	Base: ?
Melee pool	Base: ?
Ranged pool	Base: ?
Defense Pool	-
Movement	C3/W 9/R 15
Basic Talents 10 pts.	2 Talents
Greater Talents 10 pts.	1 Talent
Heroic Talents	None
Powers (Prices)	None
Rites	None
Ability Line-Up 100 pts.	Stat A: 4 Stat B: 4 Stat C: 3 Stat D: 3 Stat E: 3 Stat F: 3 Stat G: 2 Stat H: 2 Stat I: 2
Background Skills 60 pts.	12 levels of skills
Elective Skills 60 pts.	6 levels of skills
True Faith: 1	Damnation: 0
Health Track:	?
Equipment:	None

Beginning Threat Standard Character (500 points)	
Fear Rating	-
Initiative pool	Base: ?
Melee pool	Base: ?
Ranged pool	Base: ?
Defense Pool	-
Movement	C3/W 9/R 15
Basic Talents 20 pts.	4 Talents
Greater Talents 30 pts.	3 Talents
Heroic Talents 20 pts.	1 Talent
Powers (Prices)	5 levels of powers
Rites 20 pts.	Basic Rites x2 Greater Rites x1
Ability Line-Up 150 pts.	Stat A: 5 Stat B: 4 Stat C: 4 Stat D: 3 Stat E: 3 Stat F: 3 Stat G: 2 Stat H: 2 Stat I: 2
Background Skills 90 pts.	18 levels of skills
Elective Skills 120 pts.	12 levels of skills
True Faith: 0	Damnation: 5 (50 pts.)
Health Track:	?
Equipment:	?

Medium Threat Standard Character (700 points)	
Fear Rating	-
Initiative pool	Base: ?
Melee pool	Base: ?
Ranged pool	Base: ?
Defense Pool	-
Movement	C3/W 9/R 15
Basic Talents 20 pts.	4 Talents
Greater Talents 60 pts.	6 Talents
Heroic Talents 60 pts.	3 Talents
Powers (Prices)	10 levels of powers
Rites 20 pts.	Basic Rites x2 Greater Rites x1
Ability Line-Up 220 pts.	Stat A: 6 Stat B: 5 Stat C: 4 Stat D: 3 Stat E: 3 Stat F: 3 Stat G: 2 Stat H: 2 Stat I: 2
Background Skills 100 pts.	20 levels of skills
Elective Skills 120 pts.	12 levels of skills
True Faith: 0	Damnation: 10 (100 pts.)
Health Track:	?
Equipment:	?

Late Threat	
Standard Character (900 points)	
Fear Rating	-
Initiative pool	Base: ?
Melee pool	Base: ?
Ranged pool	Base: ?
Defense Pool	-
Movement	C3/W 9/R 15
Basic Talents 30 pts.	6 Talents
Greater Talents 80 pts.	8 Talents
Heroic Talents 100 pts.	5 Talents
Powers (Prices)	-
Rites 20 pts.	Basic Rites x2 Greater Rites x1
Ability Line-Up 270 pts.	Stat A: 6 Stat B: 5 Stat C: 5 Stat D: 4 Stat E: 3 Stat F: 3 Stat G: 2 Stat H: 2 Stat I: 2
Background Skills 120 pts.	24 levels of skills
Elective Skills 160 pts.	16 levels of skills
True Faith: 0	Damnation: 12 (120 pts.)
Health Track:	?
Equipment:	?

Climactic Threat	
Standard Character (1,100 points)	
Fear Rating	-
Initiative pool	Base: ?
Melee pool	Base: ?
Ranged pool	Base: ?
Defense Pool	-
Movement	C3/W 9/R 15
Basic Talents 30 pts.	6 Talents
Greater Talents 100 pts.	10 Talents
Heroic Talents 120 pts.	6 Talents
Powers (Prices)	-
Rites 70 pts.	Basic Rites x2 Greater Rites x2 Villainous Rites x2
Ability Line-Up 310 pts.	Stat A: 6 Stat B: 6 Stat C: 5 Stat D: 4 Stat E: 3 Stat F: 3 Stat G: 2 Stat H: 2 Stat I: 2
Background Skills 130 pts.	26 levels of skills
Elective Skills 180 pts.	18 levels of skills
True Faith: 0	Damnation: 16 (160 pts.)
Health Track:	?
Equipment:	?

Master List of Powers and Prices

Below, you'll see a master list of power, Prices, and Talents for the Witch Hunter game. It may be used as reference or to help you create your own creatures for your campaign. This table also you whether any power, Price, or Talent is in the Core Book or the Grand Tome of Adversaries. Permission is granted to copy these tables for personal use only.

° These entries are new powers, Prices, or Talents that do not appear in the Core Book.

Corpus Powers

Power	Description	Price	Description
Armor	Each factor adds armor	Allergen°	Substance causes creature to lose hits if it is near
Camouflage°	Each factor adds Stealth successes	Corpus Limitation	Can only use Corpus powers in right circumstances
Carnivate	+1 success on attack rolls per body eaten	Damage	Substance causes damage to creature upon touch
Chimerical Form°	Grow extra limbs for extra attacks	Immobility°	Creature cannot move easily
Durability	Gain extra health level	Obvious Appearance	Creature cannot hide
Fluid Body°	Makes body elastic	Obvious to the Touch	Creature is discernable by touch
Fireform °	Touch ignites people, objects	Reveal Nature	Creature reveals its true nature in right circumstances
Gestalt Body	Body parts animate when severed	Tortured Existence°	Creature fails Interaction rolls
Ice Form	Touch freezes, does damage	Vulnerability	Creature takes double damage from substance
Iron Body°	Creature takes less hits	Weak Spot°	Double damage if struck in weak spot
Immunity	Creature takes less successes on attacks		
Intangibility	Creature becomes transparent		
Invisibility	Creature becomes unseen		
Living Blood°	Blood animates into minions		
Mist Form	Becomes mist		
Monstrous Form	Each factor adds to physical abilities		
Mortal Mask	Creature looks like a particular person		
Mimicry Mask	Creature looks like anyone		
Regeneration	Gains each factor back in hits per round		
Shape Mask°	Creature may assume any shape		
Swarm°	Creature is/becomes a mass of small beings		

Movement Powers

Power	Description	Price	Description
Apparition	Can appear near a target	Lair	Must return to a designated place each day
Burrow ^o	Can move through ground	Restriction	Cannot cross over certain things
Elusive	Adds to Defense	Impaired Travel	Can only travel during certain times
Flight	Can fly at various speeds	Paralyzation ^o	Certain circumstances cause creature to become immobile
Jumping	Increases jumping distance		
Object Manifest ^o	Can appear through objects		
Shadow Passage ^o	Can transport through shadows		
Swimming ^o	Can swim at various speeds		
Wall Crawling	Can climb walls		

Offensive Powers

Power	Description	Price	Description
Burning Touch ^o	Touch ignites, causes damage	Avoidance	Backs away from presented objects
Create Monstrous Spawn	Can make more of its own kind	Frailty	Loses all powers in the presence of something
Create Undead Spawn	Can make more of its own kind	Offensive Limitation	Can only use Offensive powers in certain circumstances
Crippling Strike	Can cause dice penalties at range	Prey Exclusion	Won't attack certain beings
Engulf	Can attempt to swallow creatures	Repulsion ^o	Certain people get +3 Defense vs. this creature
Freezing Touch	Touch causes damage, penalties	Weakness	-3 dice when near particular substance
Frightening Presence ^o	Increase Fear Rating		
Fury	Multiple attacks		
Gorefest ^o	Destroy minions instantly, cause Fear checks		
Hellfire ^o	Causes health levels of damage		
Infectious Persona	Turns victims into clones		
Maiming Strike ^o	Strikes cause penalties with damage		
Malforming Curse ^o	Turns victims into objects		
Mystic Blast	Throw blasts of damage		
Mystic Bolt	Throw bolts of damage		
Paralyzing Gaze ^o	Meeting gaze may paralyze		
Paralyzing Touch ^o	Touching may paralyze		
Possession ^o	Can leave body and possess others		
Rampage	Increase strength		

Offensive Powers

Power	Description	Price	Description
Sap Ability	Drain ability scores		
Supernatural Poison	Poison causes die penalties		
Swath of Destruction°	Can destroy chunks of environment		
Withering Touch	Touch causes damage		
Web°	Throws web at opponents		

Mystical Powers

Power	Description	Price	Description
Animal Control	Directs animals	Atmospheric Disturbance	Causes odd occurrences in the area
Burning Aura°	All around you ignite, take damage	Blocked from the World	Can only appear at certain times
Chilling Wind	Dice penalties to ranged, damage	Contracted Soul	Bound to work for a diabolical
Death Aura°	Cause damage to everyone each round	Feeder	Must feed on substance daily
Debilitating Aura	Everyone around you takes die penalties	Focus Bound	Obsessed with particular activity
Foresight	Never surprised, extra Defense	Fragmented Soul	-3 penalty to all Interaction rolls
Frightening Call	Those who hear to make a Fear check	Harbinger of Doom°	Arrival is always foretold
Hyperhearing°	Large bonuses to Notice while listening	Mystical Limitation	Can only use Mystical powers under right circumstances
Hypersight°	Large bonuses to Notice while looking	Riddle Bound	Can be harmed with the answering of a riddle
Impose Emotion°	Cause another to feel an emotion strongly	Soul Outside	Keeps soul in container
Immortality	Make a Faith check to kill permanently	True Name	True name gives the knower power over creature
Invulnerability	Must research weakness to kill permanently	Ultimate Master°	Must always obey master's commands
Lend Power°	Give mortals some of your powers	Ward	Cannot use power against those who are protected
Longsight	Get die bonuses against opponents	Word is Law	Cannot break its word
Maddening Aura°	Drives everyone in area insane		
Memory Twist°	Alter memories of person		
Mind Read°	Read surface thoughts or memories		
Nature Control°	Animate natural environment		

Mystical Powers

Power	Description	Price	Description
Siren Call	Cause others to approach		
Suggestive	Control the minds of others		
Summon Lesser Minion	Summon TL 1-2 minions		
Summon Greater Minion	Summon TL 3-4 minions		
Telekinesis ^o	Move objects with the mind		
Telepathy ^o	Contact the mind of others		
Unobtrusive ^o	Cause others to ignore you		

Minion Talents

Talent	Requirements	Benefits
Mob Attack ^o	Minion	Reduce opponent's Defense by Threat Level
Overwhelming ^o	Minion	Opponent cannot reduce successes with Defense on a Grapple check
Sacrificial Attack ^o	Minion	Minion dies to inflict hits equal to Threat Level

Basic Talents

Talent	Requirements	Benefits
Awakened ^o	-	Animated creature, has immunities, 1 less in die penalties for damage
Claws	-	Gives creatures claws as a natural weapon
Small Body	Strength and Toughness 3 or less	Required Talent for creatures 2 to 3 feet in height
Spiteful Vengeance ^o	Villain or Mastermind, Personality 3	Spend opponent's Damnation point to re-roll

Greater Talents

Talent	Requirements	Benefits
Bleeding Strike ^o	Hand-to-Hand 2	Victims lose 1 hit per round
Consistent Defense ^o	-	Always has same Defense each round
Dual Shot	Agility 3	Attack multiple targets with ranged attacks
Fangs	-	Gives creatures fangs as a natural weapon
Far Reaching Attack	-	Make melee attacks from 10 yards away
Fast Power	Reflexes 3	Use power as a free action
Great Fist ^o	Strength 3, Pugilist	Fists become a weapon with DM +2
Heave ^o	Strength 3	Throw large objects for DM +3
Poison, Natural	Injection	Make Endurance (Toughness) check with Difficulty of poison or take damage.

Greater Talents

Talent	Requirements	Benefits
Slam	-	Make attacks against two opponents instead of one
Spiteful Rite°	Villain or Mastermind, Sorcerous Tradition 2	Spend opponent's Damnation point to activate rite
Taking the Strike°	Agility 3, Acrobatics 2	Creatures can share Defense points
Tiny Body	-	Required Talent for creatures 2 feet or less in height
Unstoppable°	Toughness 2	No die penalties for damage
Voice Mimicry°	-	Copy another's voice
Wolf Pack°	Agility 3, Agile Runner	Instead of damage, creature takes away from Defense

Villainous Talents

Talent	Requirements	Benefits
Giant Body	Hulking Body, Strength 4, Toughness 4	Required Talent for creatures 8-14 feet in height
Hell's Shepard°	Personality 3	Allows creature to draw up a contract for a mortal's soul
Hulking Body	Strength 3, Toughness 3	Required Talent for large creatures 6 to 8 feet in height
Intangible Missile	-	Ranged attacks pass through objects
Limitless Rage°	-	Instead of taking penalties for damage, gains bonuses
Mark of the Beast	-	Damage from creature cannot be healed normally
Quick Spawn	Create Spawn power	Create spawn instantly
Reel-In Attack°	Far Reaching Attack, Sweep	Gain additional attack on downed opponent
Restless	-	Can only be destroyed after ritual is complete
Rite Breaker°	Villain, Courage 3	Dispel rites
Sacrificial Defense°	Villain or Mastermind only, Command 2	Minions take damage for Villain or Mastermind
Spiritual Nature°	-	Creature can travel into the Invisible World
Spiteful Comeback°	Villain or Mastermind, Toughness 3	Spend opponent's Damnation point to gain 1 health level back
Spiteful Strike°	Villain or Mastermind, Courage 3	Spend opponent's Damnation point to bypass Defense
Tail	-	Gives creatures tail as a natural weapon, +1 Movement skills
Titan Body	Giant Body, Strength and Toughness 5	Required Talent for creatures 17 to 35 feet in height
Undead	-	Has immunities, 1 less in die penalties for damage, -2 Empathy rolls
Villainous Caveat	Villain	When defeated, may be able to escape

“After that, in my vision at night I looked, and there before me was a fourth beast—terrifying and frightening and very powerful. It had large iron teeth; it crushed and devoured its victims and trampled underfoot whatever was left. It was different from all the former beasts, and it had ten horns.” Daniel 7:7

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