

A **ChILL** PRODUCT

THINGS



by Jeff R. Leason and Lee Agosta

THINGS



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Dedication: To Beth, whose help, patience, and understanding made this book possible. Also to Jeff & Dave Schneider for allowing us to base many of the vilest creatures on them.

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A Note on Language

For the sake of convenience, the male gender is used as a neuter term throughout this product. This does not imply any chauvinism on our part; it simply uses less space and makes for smoother reading.

All characters in this book are fictitious. Any resemblance to actual persons, living, dead, or undead is purely coincidental.

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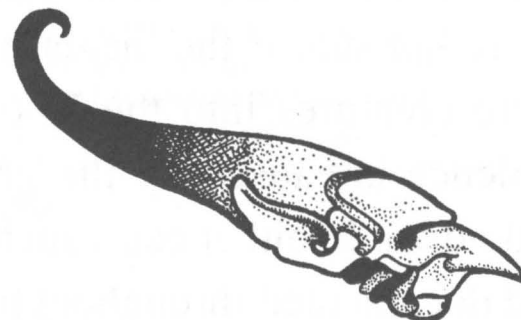
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Introduction

Throughout the years, sightings and encounters dealing with the Unknown have constantly increased. However, we're not sure if the increase of world violence has drawn more creatures into the Known world or if the influx of violence is caused by the growing interference from the Unknown. In either case, such sightings have been reported and documented throughout history.

If the Unknown is supposedly non-existent, why have so many similar sightings occurred in so many countries and areas, separated by both distance and cultural beliefs?

No, the Unknown does exist. It's just not known to what degree. We're only now realizing the extent of unexplainable phenomena.

So the next time a sock or lighter turns up missing, the next time you get the feeling you're being watched, someone disappears, a freak accident occurs, or the weather takes a bizzare turn for the worse, ask yourself, "Is this just one of those things, a prank, maybe, or is there great cause for concern?"

Remember, if all else fails, God and SAVE are on your side.

—Rev. Samual D. Farthings, envoy

February 29, 1993

Overview

Things is a new resource for Chill Masters (CMs), a compendium of diabolical creatures, powerful disciplines—some to be used and some avoided—and new items of power, both helpful and baneful. All will add more interest and depth to any campaign.

Not everything within these pages may fit smoothly into your campaign, however. Some things may need to be altered, making them more powerful or weaker, depending on the current strength of your players' envoys. If a creature is too tough, eliminate or cut back its disciplines, give it less wound boxes (maybe it enters the campaign wounded or at a younger or less advanced stage than that listed herein), or save it until the player characters become more experienced. Remember, not all creatures need be at their peak. And, maybe some of your players have read this book. In any case, change anything as you, the CM, see fit. Only you know what will work for your campaign!

Organization

This sourcebook is divided into three major sections.

Creatures of the Unknown, the largest section of this book, describes a host of new creatures associated with the Unknown. Some are true denizens of the Unknown, coming or being drawn to this world for purposes still obscure. Others, however, seem to be native to the Known world but in some way attuned to the powers or evil workings of the Unknown. In any case, each creature name, unless obvious, is followed by a parenthetical, simple pronunciation. For example, Anchanchu (an-chan-choo).

You may notice that some of the creatures in this book are similar in appearance—and appearance only—to one or more other creatures. This was purposefully done so that those players who buy, read, and, perhaps, memorize each new creature will not know its name and abilities upon first sighting it during gameplay.

Disciplines includes both Evil Way Disciplines, those innate powers used by beings corrupted by the Unknown, and Disciplines of the Art, powers that player characters are able to learn only after hard and disciplined study. In a couple of instances, creatures of the Unknown are also able to use the latter group of disciplines.

Finally, Items of Power describes a number of items that are somehow attuned or related to the Art, the Evil Way, or the totality of the Unknown itself.

Disclaimer

The entries in this book are all works of fiction. Although the names of real people and places are used from time to time, this is merely to add a sense of verisimilitude. The mysterious events and sightings described herein may be based on myth and legend, but they are unproven as facts and therefore should be treated as such.

Creatures of the Unknown

“... I rubbed my eyes a second time. I blinked a couple times to allow my 20/20 vision to clear and looked into my surveillance camera. And damned if the thing wasn't real. I would have doubted myself if I hadn't been a cop for over seven years with a clean record and a ton of meritorious citations to boot.

“At first I thought it was just a trick of the park lights, but hell, its slit eyes gave off a violet glow, and, as it stood upright, the lizard-thing's tail was in full view.

“Then, all at once, the thing was gone. Vanished. I went to where it was standing and, sure enough, it left deep, three-toed footprints.

“What was I gonna say on my report? ‘The suspect is a three-toed, lizard-thing?’

“I hope the pictures I took turn out; I was pretty shaken!”

Acheri (ah-curr-eye)

"It was in Nepal I first encountered the Unknown. A messmate an' me was in the bazaar in a little wattle-town. He had to show me the fine young lady he was summat stricken wi'. From first I laid eyes on the lass, I ken nae guid could come of it. Bein' polite, I excused myself and returned to barracks—but I couldna' get the thought of the strikin' lass out of my head. My messmate began to look summat pale and one day missed reveille entirely. I was told to gae fetch him. I went to town and found that nae person wanted to talk of the strangely beautiful lass. Finally I found a wee lad who wanted a good silver bit more than he was afraid. The lad led me to her door, and then disappeared.

"I didna' think to knock, and I'm sorry I didna', for inside, I found them. She was hale and hearty, but my messmate was a frail and sorry sight indeed.

"The light from the door caught her attention, and she turned at me with a snarl. For a second I looked into her dark eyes, realizing that the pupils belonged to nae human. She made a sound in her throat that sent shudders up my spine. In a flash, she was through the window, gone. I didna' ken what she was; all I know is we buried my messmate, a thin pitiful corpse from what had been a lively and hale man.

"Though I saw she was not human, I still am not sure if I could have brought harm to her."

SAVE Nepal debriefing:

Cpl. Donald Horne

March 22, 1937

AGL: (50 + 2D10) or 65

DEX: (35 + 2D10) or 50

PCN: (45 + 2D10) or 60

PER: (45 + 2D10) or 60

STA: (70 + 2D10) or 85

STR: (35 + 2D10) or 50

WPR: (55 + 2D10) or 70

EWS: (95 + 2D10) or 110

ATT: 2; (35 + 2D10) or 50

SR: 3 (claws)

WB: N/A

Fear: -25 only if recognized

MV: 100' (L)

Type: Independent

Class: C

Disciplines:

80/95/115 Change Self, Second Light

75/90/110 Influence

73/88/108 Flight

72/87/107 Blur Vision

An Acheri appears as a thin, beautiful young woman who dresses in red. Its eyes are black and cat-like, and it never smiles.

When dealing with men, an Acheri, due to its beautiful visage, has a modifier of 10 to all rolls. For example, if a man wishes to attack an Acheri, he does so with a penalty of -10 to his roll. Or, if an Acheri is using its Influence Discipline in an attempt to make a man its own, the Acheri's roll is made with a +10 modifier.

When attacking, an Acheri uses its shadow to drain STA from its victim. For each round a victim spends in its shadow, he is drained of 1 STA point. The wound from such a drain appears as a burn or welt. As an Acheri drains a victim, its shadow grows larger, but the Acheri itself does not grow. Acheri expend 5 EWS for each round of shadow attack. If an Acheri makes a physical attack, it moves next to its victim and claws him.

An Acheri can only be killed if it is in a lightless area for 24 hours. If this occurs the Acheri is reduced to a pile of ash.

Adlet (add-lett)

No sooner had I located the ancient item I sought in the tomb when I felt I was being watched. Checking around, I found nothing, but the feeling persisted so strongly that I didn't holster my pistol. Feeling that once outside the strange feeling would leave me, I ran into the jungle heat. The feeling didn't cease, it intensified. Looking about, I could see no reason for my unease, but then I heard it, a faint and distant sound like mean watchdogs growling. Something to the timbre of that sound chilled me, raising goose pimples even in the hundred-degree weather of the jungle. Some primal urge made me want to run from the sound, and it was only with the greatest difficulty that I forced myself to walk away instead of flee in terror.

Once away from the tomb and into the the jungle, the feeling did not lessen—indeed, what had been faint sounds now grew louder. Finding a knoll, I decided to rest there—what better place for defense. Then I saw them. How can I describe something which was neither man nor beast? With little thought other than to save myself, I dropped the ancient item and ran. I didn't stop until I reached the way-camp by the river, and then paused only long enough to grab my rifle and leap into the canoe. For all I know, the item still lies in the jungle. I don't care to return for it, for I watched the things with scabrous bodies and the heads of dogs pause, come together with a multitude of horrendous growlings and gesticulations, and point in my direction. I left and swore to never return . . . and I haven't.

From the journal of Thomas Hunt,
American adventurer
September 17, 1991

AGL: (75 + 2D10) or 90

DEX: (60 + 2D10) or 75

PCN: (120 + 2D10) or 135

PER: (60 + 2D10) or 75

STA: (75 + 2D10) or 90

STR: (75 + 2D10) or 90

WPR: (60 + 2D10) or 75

EWS: (70 + 2D10) or 85

ATT: 3; (30 + 2D10) or 45

SR: 3/4 (bite/claws)

WB: 25

Fear: -30

MV: 150' (L)

Type: Independent, Servitor

Class: C

Disciplines:

74/89/109 Wave of Fog

89/104/124 Blur Vision, Darken, Quiet

Automatic Hound

Adlets are horrors with the heads of dogs and scabrous, hairless, humanoid bodies. They run with a shambling gait—their forepaws helping them along as a chimpanzee does when running. Their fingers end in cruel talons and they communicate with growls and howlings. Because of their near-human physique and their mode of communication, Adlets are sometimes misidentified as werewolves.

Due to their tracking abilities (base 75% chance with modifiers at CM discretion), Adlets are often used as guards or hunters for more-powerful creatures of the Unknown.

Adlets can be found alone, but, when under the control of a master, travel in groups of 1D10 + 1.

Adlets can be killed by any normal means.



Afrit (ah-fritt)

"We bought the Victorian home only two weeks ago. The house was recently refurbished—new paint and polished hardwood floors throughout. It was our dream come true. However, about a week after we moved in, our dream became a macabre nightmare. A pool of blood appeared on the carpet in the master bedroom. It appeared during the night. The pool was only a couple feet from our bed! We thought it could have been something our cat killed and brought in. Not likely, but possible. We cleaned up the blood, and by the next day another pool appeared in the exact same spot.

"After this, we contacted the realtor who said he'd forgotten to tell us that a murder took place in our bedroom a couple of months before we bought the house. We got out of the deal. It was one of the hardest things I ever had to do, but who knew what else might happen. I guess some dreams aren't meant to be."

From an interview of James Conway
Belle Fourche [South Dakota] Gazette
October 11, 1992

AGL: (60 + 2D10) or 75

DEX: N/A

PCN: (85 + 2D10) or 100

PER: (85 + 2D10) or 100

STA: N/A

STR: (55 + 2D10) or 70

WPR: (95 + 2D10) or 110

EWS: (75 + 2D10) or 90

ATT: 1; only uses disciplines

SR: N/A

WB: N/A

Fear: -25

MV: 150' (L)

Type: Independent

Class: I

Disciplines:

82/97/117 Confuse, Hallucinate,
Influence

Automatic Unique Corporeal
Manifestation

Automatic Unique Insanity (see below
for details)

An Afrit is the spirit of a person murdered in a bloody manner and whose killer was never brought to justice. It appears as a huge man, well over 7 feet in height, with the head of a crow and burning coal-red eyes.

Due to the injustice done to it, the Afrit has returned to this world to seek retribution on those that so unjustly cut short its life. However, upon returning, the Afrit is immediately drawn to its murder site, and the blood that was spilled there becomes permanent (if painted or covered over, the stain reappears, bleeding through the paint or soaking into the object covering it).

When the Afrit attempts to leave to find its killer(s), it is enraged to find itself bound to a 100-yard area surrounding its death spot. Therefore, since it is unable to avenge itself, it vents its hostilities on everything entering its area.

An Afrit only attacks lone individuals and does so in a way that has a long-lasting effect. When attacking, an Afrit manifests directly in front of its victim, stares into his eyes, and uses its Insanity Discipline. This causes its victim to lose 2D10 points of Current WPR for each round that its victim's eyes are held. The Afrit continues to do this until its victim is nothing more than a babbling idiot (has a WPR of 1 to 5). Once its victim's WPR is reduced to the level of idiocy, the Afrit uses its Influence Discipline on him, and, if successful, orders him to perform an illegal act or acts. (It is up to the CM as to the orders the Afrit gives its victim, but whatever they are, they should prove deadly to him.)

Characters should be able to determine that an Afrit or at least a creature of the Unknown is at work when a number of normal, well-adjusted people from a limited area begin to act irrationally. Also, finding the Afrit's blood stains that reappear in a murder site and that cannot be removed will help the characters in their determination. (It is up to the CM as to how difficult it is to find the blood stains.)

An Afrit cannot be harmed by any form of attack, and it can only be destroyed by driving five iron nails directly into its blood stain. By doing this its spirit is consigned permanently to hell.

CM Note: A truly cruel, heartless CM may wish to place blood stains at more than one location in an area. Not only will this make an Afrit harder to destroy, but it will greatly increase its range of destruction.

Ahi (ah-hee)

No sooner had I mixed the essential elixirs than the smoke from the noxious mixture assailed my nostrils, nearly causing me to swoon from the tainted air. Certes, the formula agreed upon by the Ancients, was flawed. A curious effect of the formula, however, was the appearance of a dim and smoky phantasm, appearing to be one of the fabled serpents of yore. It twisted and gnashed its formidable teeth, and my heart leapt into my throat. To my everlasting good fortune, I have had a stalwart disposition and the native wit to call upon my knowledge of the Art and banish the creature.

I would not care to philosophize overlong on what could have befallen me had I acted less quickly and with less resolution. Whatever the creature was, I have no desire to ever encounter one again, and have—of late—become exceedingly painstaking in preparing formulae, lest I again summon something from beyond which I cannot control or banish to its own dominion.

From the manuscripts of Juan Carlos Lopez y Varga,
15th century alchemist

AGL: (70 + 2D10) or 85
DEX: (15 + 2D10) or 30
PCN: (70 + 2D10) or 85
PER: (15 + 2D10) or 30
STA: (100 + 2D10) or 115
STR: (80 + 2D10) or 95
WPR: (65 + 2D10) or 80
EWS: (85 + 2D10) or 100
ATT: 1; (80 + 2D10) or 95
SR: 6 (bite)
WB: N/A
Fear: -30
MV: 75' (A), 150' (W)
Type: Independent
Class: G (m)
Disciplines:

59/74/94 Swarm
87/102/122 Wound
80/95/115 Haywire
77/92/112 Invisibility, Quiet

An Ahi, a serpentine, smoke-like creature of dragon-like proportions (50 to 150 feet), is grey-green with white, cloudy eyes. Even though gaseous in form, an Ahi can swim in water at a fantastic speed and is 80% camouflaged when submerged.

The Ahi is drawn by the power of the Art and attacks anyone who attempts to use the Art and fails, as it sees such people as weak and unworthy of the powers at which they are not adept. However, even the most proficient users of the Art fail occasionally. Therefore, such assumptions on the part of the Ahi have considerably reduced their number. Ahi usually appear in remote areas, although they have been known to materialize in urban areas.

An Ahi is not affected by normal weapons but takes normal STA Loss from anyone under the influence of Feat of Strength, Incorporeal Attack, or any other Discipline of the Art deemed feasible by the CM. Also, Items of Power found in the various *Chill* sourcebooks also affect an Ahi. Once an Ahi's STA reaches zero (0) or lower, it is destroyed and sent back to the Unknown.



Ahuitzotl (ah-wheez-ottl)

"The puppy was so cute, how could I tell my son that he couldn't keep it. I gave him the 'You have to care for it' speech, told him to put Barker—the puppy's already-assigned name—on the back porch, and helped him get ready for midnight mass. Grandma was staying home, due to arthritis problems, so I asked her to keep an eye on the pup. After mass, we went to the convenient store and picked up some puppy food. When we got home, I could tell something was wrong. I told Theo to stay in the car while I went to turn on the yard light. Thank God I saved Theo from seeing the carnage within. When I saw Grandma's mutilated body, I knew that Barker was really an Ahuitzotl."

SAVE Mexico City, Mexico debriefing:

Reina Ruiz, envoy

December 24, 1992

AGL: (60 + 2D10) or 75

DEX: (60 + 2D10) or 75

PCN: (80 + 2D10) or 95

PER: (70 + 2D10) or 85

STA: (50 + 2D10) or 65

STR: (65 + 2D10) or 80

WPR: (30 + 2D10) or 45

EWS: (95 + 2D10) or 110

ATT: 1; (50 + 2D10) or 65

SR: 4 (strangling)

WB: 40

Fear: -35 only if recognized

MV: 150' (L)

Type: Independent

Class: C

Disciplines:

74/89/109 Change Self

79/94/114 Feat of Strength

84/99/119 Darken, Quiet

An Ahuitzotl, also known as a Hairless One, is a territorial creature approximately the size and shape of a large dog with the feet, head, and tail of a monkey. Perhaps its most unique feature is its long, prehensile tail which ends in a skeletal human hand. The flesh of a Ahuitzotl ranges in color from tan to black and is sometimes mottled.

First sighted over a thousand years ago in the forests of Northern Mexico, these creatures are said to be the imagined creations of peyote-using natives. Although authorities scoff at the existence of Ahuitzotl, the local population takes them very seriously.

In the hopes of keeping an Ahuitzotl away, a small dog—the favorite form taken by a hunting Ahuitzotl—is sacrificed at the beginning of each month. Its teeth, eyes, and claws are then carefully removed and put in a small jar which is then placed at the outskirts of town. This is done in the hopes that these gifts will appease the Ahuitzotl and it won't seek to take such items from the local human population.

Though this practice sounds bizarre, it is not without merit. Like a pack rat, an Ahuitzotl has a horrible urge to collect and hide away "pretty items." Its favorite collectables are human teeth, eyes, and finger nails. Of course, most people do not want to part with these items, so the Ahuitzotl has to kill its victims before retrieving such gifts.

An Ahuitzotl's favorite prey is women and children, as such people tend to be soft-hearted and kinder to strays. When it finds a suitable victim, it uses its Shape Change Discipline to take the form of a puppy or small dog and approaches him. It then barks playfully and runs around its victim's feet. If ignored or kicked away, it quickly leaves and goes in search of another victim. If petted, talked to, or played with, it follows its victim until he is in a secluded place or at home. If taken in, it patiently waits until the entire household is asleep, assumes its true form, and kills everyone in their sleep, starting with its original victim then killing any children, women, and finally, any men. If not taken in, it attacks whenever its victim enters a secluded area.

An Ahuitzotl's preferred method of attack is with its skeletal hand. It uses its tail to get the hand to neck level, and it then chokes its prey to death. Once the hand has attached itself to its victim's neck, the victim's player must roll 3 consecutive H results or better to break the vice-like grip (see *Strangling* on pg. 99 of the *Chill* rulebook for details). Three successful hits does not destroy the hand but merely forces it to release its hold.

It is possible to sever the hand from the tail by the use of a Called Shot (see pg. 96 of the *Chill* rulebook for details). If this is accomplished it still continues to choke its victim for three (3) rounds. After that, it falls to the ground, useless. A new skeletal hand grows back within one hour, however. When its victim is dead, it removes his teeth, eyes, and finger nails, and sprints them away to its lair for safekeeping.

An Ahuitzotl can be harmed by all normal weapons and when its STA reaches zero (0), it is destroyed.

Aigumuxa

(ay-goo-mucks-ah)

"I was in the Everglades searching for a rare hybrid of the hyacinth—a swamp hyacinth. At one place I came across a huge pit like a deadfall. All around the edge of the pit were gigantic footprints. While I examined the pit, I heard the cautious and careful step of something nearby, a huge creature trying to move silently in the sucking mud and knee-deep swamp. I could not see well for the heavy undergrowth, but I made out a large dark shape. I called out, thinking it a man, but it did not answer. I became worried and fled, thinking it was a black bear. As long as I was in the swamp, I felt I was being carefully pursued, but I never again saw anything.

"Reaching my car, I managed to get it started, and roared out of there. It's a good thing no highway patrolmen were about, or I surely would have been given a speeding ticket. When I stopped twenty miles down the road at a lonesome and rickety-looking gas station, I asked the attendant if there were any black bears in the swamp. He told me there were, but few ever reached more than five feet tall.

"Whatever I saw that day was fully ten feet tall and moved like a man, not like a bear. I don't know what it was, but today I confine my botany searches to the sea-coast, and even then I always take a friend with me."

SAVE Miami debriefing:
Laverne Shelly, botanist
September 14, 1991

AGL: (30 + 2D10) or 45
DEX: (35 + 2D10) or 50
PCN: (25 + 2D10) or 40
PER: (20 + 2D10) or 35
STA: (70 + 2D10) or 85
STR: (75 + 2D10) or 90
WPR: (25 + 2D10) or 40
EWS: (95 + 2D10) or 110
ATT: 2; (55 + 2D10) or 70
SR: 4 (fists)
WB: 45
Fear: -55
MV: 75' (L)
Type: Independent, Servitor
Class: C
Disciplines:
80/95/115 Wound
67/82/102 Flight

Aigumuxa, also known as ogres, have eyes in the front and back of their head, and are therefore difficult to surprise (+10 to Initiative when first encountered).

Although 10' tall, Aigumuxa move only as fast as men, as they walk in a crouched fashion, their long arms brushing the ground. They live near swamps or marshes, so their wide, splayed feet keep them balanced on even the most treacherous ground.

Aigumuxa are rarely seen in full daylight because their eyes are sensitive to bright sunlight or bright artificial light, and although lacking in intelligence, they make up for this detriment with craftiness and alertness.

Aigumuxa are affected by all normal weapons. They regenerate 1D10 STA points per round and use the Flight Discipline when their STA is reduced to 20 or less. They are destroyed when reduced to zero (0) or less Wound Boxes



Airi (ay-ree)

I look'd up from my campfire an' there they was. A terrible lookin' man an' his two fierce huntin' dogs. At first, I thought he was some sort of renegade Narragansett, but the longer I eyed him, I recollected how I never seen nuthin' like him or his haounds afore. He give this here low whistle-sound, an' them dogs began comin' forrards at me. Well, my momma didn't raise no fools. I hiked up my rifle and cocked back the hammer, but thet critter didn't seem to pay no mind. I hailed him oncet t'stop them haounds, but he paid no nevermind, and then I took aim—real careful like—and told him jest one more time to back off er I'd let him have it. Did, too. I heerd that bullet smack inter him, an' he gives a small stagger but didn't fall. Mister, I tell ye, I brung down BIG bear with that gun, and it didn't faze him. I didn't wait to find out what else was goin' t'happen—I lit out. Them thin haounds bounded acrost the fire an' after me, but I legged it mitey good. I figured to get them into the Goodman's Stream an' brain 'em. I run and run, them things hot on my heels. I was suckin' wind som'thin' fierce when I hit that water. Oncet I got inter it waist deep, I turned about, ready to brain 'em with my rifled, and doggoned if they wasn't there on the bank, snarlin' and snappin', the moon glowing in their holler eye sockets. I slowly made it to t'other side and got away.

A documented story from Samuel Peter Hawthorne
August 17, 1843

AGL: (10 + 2D10) or 25
DEX: (15 + 2D10) or 30
PCN: (25 + 2D10) or 40
PER: (10 + 2D10) or 25
STA: (35 + 2D10) or 50
STR: (15 + 2D10) or 30
WPR: (60 + 2D10) or 75
EWS: (120 + 2D10) or 135
ATT: 1; Fear or Discipline only
SR: N/A
WB: N/A
Fear: -50 to doubled character; -30 to others
MV: 50' (L)
Type: Independent, Servitor
Class: I
Disciplines:
77/92/112 Wound
74/89/109 Blind
85/100/120 Terrorize (see pg. 107 for details)
Automatic Unique Change Self

An Airi is a hideous ghost that assumes the visage of its victim after he has been long dead. It has yellow flames where its eyes should be and is always accompanied by two Spectral Hounds (see pp. 233-234 of the *Chill* rulebook for details) which it controls by whistling.

The Airi's favorite form of attack is to use its Terrorize Discipline to make its victim run; it then looses its Spectral Hounds on him. The Airi feeds off its victim's WPR and STA Loss due to the effects of the Terrorize Discipline and the run. If the victim fails to run, the Airi sics its hounds on the victim and uses its Terrorize Discipline again. Neither hounds nor Airi can cross running water, however.

Those seeing an Airi must make a Fear Check (see pp. 89-90 of the *Chill* rulebook and/or pp. 120-124 of the *Chill Companion* for details). In addition to the effects of the Fear Check, the victim loses 1D10 STA points due to the stress and strain of "seeing himself" as a rotting undead.

The only way to get rid of an Airi is to destroy its hounds and to have such resolve as to not run from or be scared by the Airi. If a character whose form is being used by the Airi can keep from fleeing for 3 rounds, he may approach the Airi and demand that it be banished back to the Unknown. If all criteria are met, the Airi is banished for 10D10 years, after which time it comes back in search of the character. If the character again meets the Airi, he gains a modifier of +20 to all Airi-related rolls.



Ajatar (a-juh-tar)

"I love the woods; nature is God's gift to humankind, you know. But what happened to those three punks was the work of the Unknown. As they walked through the woods, littering and chopping down foliage and small trees, a woman appeared from behind a large oak and told them to stop their evil ways. They only laughed and continued with their mutilations. It was at this point that the female creature breathed out a noxious cloud of who knows what. Coughing and retching, the punks turned and stumbled away.

"The next time I saw them was when their before-and-after pictures appeared in the paper. In the after picture, they were covered with mushrooms and other fungi and were said to have suffered from a disease with unknown origins. Only I know the origins, and the paper was right, the disease had Unknown origins."

SAVE Seattle debriefing:

Kevin Jacobson, envoy

July 11, 1992

AGL: (75 + 2D10) or 90

DEX: (60 + 2D10) or 75

PCN: (45 + 2D10) or 60

PER: (60 + 2D10) or 75

STA: (120 + 2D10) or 135

STR: (60 + 2D10) or 75

WPR: (120 + 2D10) or 135

EWS: (110 + 2D10) or 125

ATT: 1; discipline use only

SR: 4 (disease)

WB: N/A

Fear: -15

MV: 150' (L)

Type: Independent

Class: I

Disciplines:

102/117/137 Breath of Pestilence (see below for details), Corporeal Manifestation

82/97/117 Change Temperature, Haywire

87/102/122 White Heat

An Ajatar is the physical manifestation of a murdered person (usually a young, blond woman) whose body was hidden in a wooded area and never recovered. There are only one or two instances on record in which the Ajatar appeared in male form.

An Ajatar resides in or near a wooded area, preferring wooden houses to all other dwellings. It does not seek vengeance on its killer(s), but instead seeks to destroy those who would harm or venture too far into the forest and disturb "its" woods.

An Ajatar can only attack via its disciplines. Its favorite attack is to use its Breath of Pestilence Discipline to cause a plague or disease harmful to humankind but ineffective to plants and animals. The disease is a slow-acting, wasting disease whereby the flesh withers and mold begins to grow on the victim(s). The mold covers 1% of the victim's body and does SR 4 damage per day. If an affected victim comes in contact with other humans, there is a cumulative 5% chance per half hour of contact that the disease spreads (this is due to airborne rhizomes). Attempting to remove the mold makes it grow and do damage at twice its normal rate. Any affected person whose STA reaches zero (0) or lower due to the disease becomes comatose. If an affected person is reduced to zero (0) Wound Boxes, he is dead.

If an Ajatar is destroyed or voluntarily withdraws its attack (usually if friends of the affected person offer to plant trees, buy and preserve the land, etc., at CM discretion), the disease goes into remission, healing at half the normal rate (see pp. 105-106 of the *Chill* rulebook for details on healing).

An Ajatar uses its Haywire Discipline to cause breakdowns in logging equipment (trucks, chainsaws, etc.). It uses its White Heat Discipline to melt ax heads, chainsaws, saw blades, etc.

The only known way to destroy an Ajatar is to discover its secret grave and bury its earthly remains in a cemetery.

Anchanchu (an-chan-choo)

In the spring of 1959, a series of strange deaths occurred in the village of Ibrim ben Yusef. Many of the villagers were found dead, most of them in the prime of their lives. What strange malady cursed the village? Ibrim ben Yusef was determined to find out. He took his copy of the Koran and his jizail and waited. Soon he saw a small grey dust cloud. This was very odd because the local soil was tan or brown and the cloud did not move haphazardly, but straightforward, as if seeking something. A young shepherd crossed its path and immediately fell, swooning. Ibrim jumped to his feet and stopped, thinking his eyes betrayed him, for where a whirlwind had been was a kindly looking old man who knelt by the prostrate shepherd. Ibrim shouted, and the kindly old man stood, his fingers, long and thin like so many hollow reeds, dripped blood . . . the shepherd's blood. Ibrim fired his jizail, and before his eyes the old man faded, a grey whirlwind taking his place, leaving only Ibrim and the hurt boy in the road.

From a letter by Hassan al-Araf, envoy
September 30, 1990

AGL: (55 + 2D10) or 70

DEX: (55 + 2D10) or 70

PCN: (20 + 2D10) or 35

PER: (65 + 2D10) or 80

STA: (50 + 2D10) or 65

STR: (30 + 2D10) or 45

WPR: (55 + 2D10) or 70

EWS: (80 + 2D10) or 95

ATT: 1; blood drain

SR: 4

WB: N/A

Fear: -25

MV: 60' (L), 150' (A)*

Type: Independent

Class: C

Disciplines:

69/84/104 Create a Feast

62/77/97 Haywire

70/85/105 Sleep, Steal Memory

59/74/94 Blur Vision

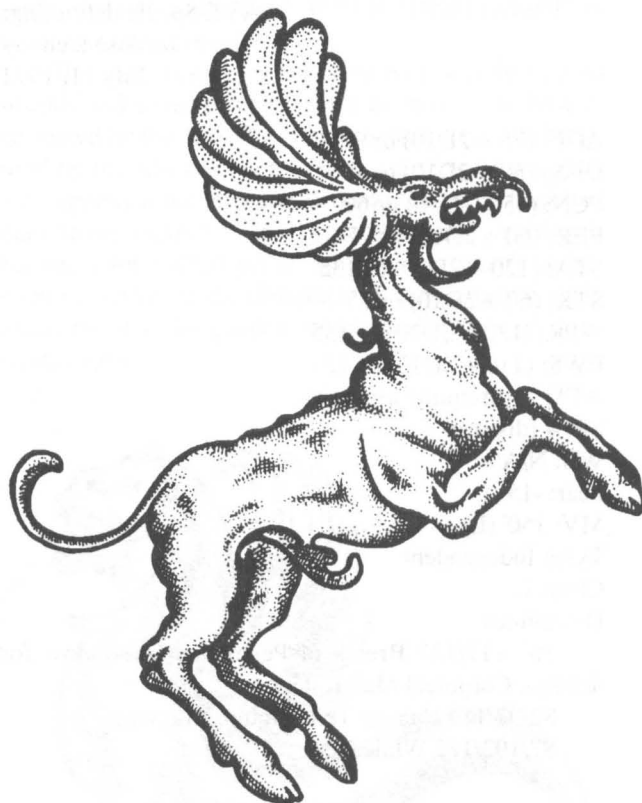
Automatic Change Self

*In whirlwind form

In its natural form, an Anchanchu appears as a small, grey whirlwind. However, it usually appears in the guise of a friendly, harmless peasant or guide. Once it befriends a person, it waits until he's asleep—sometimes via its Sleep Discipline—and drains his blood by touching his bare flesh, resulting in a STA Loss of 1 point per round of draining. Its blood-draining touch slows its victim's STA recovery rate by 1 per round.

An Anchanchu receives a +4 bonus to its first Initiative roll in any confrontation.

An Anchanchu suffers STA Loss, but no wounds, from normal combat. When reduced to zero (0) or less STA, the Anchanchu is sent back to the Unknown for 1D10 weeks, after which time it returns to the Known world for sustenance. An Anchanchu is destroyed if it does not drain human blood in a 24-hour period.



Animator

"The headless creature, machete in hand, walked quickly toward me. Its head, sitting on a table no more than twenty feet away, cackled viciously and told me how it was going to cut me into tiny little pieces. I ran to my car and sped away. To this day I still have nightmares about that severed head."

SAVE Boston debriefing:
Darlene Pratchet
June 13, 1991

AGL: (30 + 2D10) or 45
DEX: (40 + 2D10) or 55
PCN: (60 + 2D10) or 75
PER: (35 + 2D10) or 50
STA: (100 + 2D10) or 115
STR: (60 + 2D10) or 75
WPR: (75 + 2D10) or 90
EWS: (90 + 2D10) or 105
ATT: 1*; (45 + 2D10) or 60
SR: as per weapon
WB: N/A

Fear: -25 only if recognized
MV: 150' (L)

Type: Independent, Servitor
Class: C

Disciplines:

67/82/102 Empathy, Reflection (see pg. 111 for details)

80/95/115 Unique Dreamsend (see below for details)

65/80/100 Unique Teleport (see below for details)

75/90/110 Quiet

*An Animator has only one attack. However, any severed limb may act independently and simultaneously.

An Animator, among the most corrupt and vicious creatures of the Unknown, is created when a fetus dies two or less months before its birth. After the fetus is buried, it is exhumed and brought back to life by a powerful creature from the Unknown. The baby is then left at an orphanage or other such place where it will be cared for or put up for adoption.

The child is normal in all respects until it reaches puberty. At this point, the creature that created the child uses its Unique Dreamsend Discipline to send its creation a series of evil, lifelike dreams, usually continuing for a month.

In the dreams, the child is constantly threatened by various humans; the only comfort for the child is a knife it has seen in the house in which he is currently living. In the dream he must then sever a finger or toe that he can manipulate when detached and can reattach at any time.

When the child wakes up, it immediately seeks out the edged weapon—usually a butcher or hunting knife—which it hides and cares for. Once the weapon is secured, he is compelled to sever a toe or finger, whereupon, the child, now an Animator, has complete control of the severed digit and has the ability to reattach it at will. Once reattached, the body part cannot be distinguished from other digits.

An Animator can control any dismembered portion of its body within a set number of miles dependent on the creature's level of Evil Way prowess.

At Student Level the control is limited to 1 mile.

At Teacher Level the control is effective up to 10 miles.

At Master Level the control is effective up to 25 miles.

Those body parts beyond the creature's area of control can act independently: enter into melee (similar to the Evil Way Discipline Deadly Remains), write messages, etc. In addition, the Animator may instruct severed body parts to perform specific tasks, even when they're outside of the creature's control. A severed limb can also use the Animator's Unique Teleport Discipline to return to its body.

Eventually, every Animator progresses into perverse acts of dismemberment and decapitation until losing all link to humanity. Historically, SAVE believes that legends involving headless horsemen and trolls may have been based on the sightings of Animators.

An Animator can only be destroyed by the blade that severed its first digit. Unfortunately, these creatures have a fancy for blades and may possess several in addition to the one that can destroy them.

Apauk-kyuit Lok

(ah-powk-keye-wheet-loke)

"... Timmy's screams were coming from the back of the elementary school. By the time we reached him . . . well . . . I'm just glad his parents weren't there. Timmy didn't look like the young boy of six who was to start school in a couple of months. Instead, his face, contorted in a look of utter fear, was etched with wrinkles and covered with liver spots. Even though I knew this was Timmy, I couldn't believe it.

"I'll never forget his face and I will not give up my search for that bastard, Mr. Robert Hobbs, a teacher at the school who disappeared the day of the murder. Damn his soul to hell!"

SAVE Madison debriefing:

Warren Scott, envoy

April 28, 1992

AGL: (60 + 2D10) or 75

DEX: (60 + 2D10) or 75

PCN: (85 + 2D10) or 100

PER: (60 + 2D10) or 75

STA: Variable*

STR: (35 + 2D10) or 50

WPR: (85 + 2D10) or 100

EWS: (95 + 2D10) or 110

ATT: 1; Varies**

SR: N/A

WB: N/A

Fear: -35 only if recognized

MV: 100' (L)

Type: Independent

Class: C

Disciplines:

Varies Gnarl

69/84/104 Haywire

77/92/112 White Heat

80/95/115 Appear Dead (Others), Appear Dead (Self)

*midnight - 6 am = 150; 6:01 am - Noon = 120;

12:01 pm - 6 pm = 100; 6:01 pm - 11:59 pm = 80.

**midnight - 6 am = 90%; 6:01 am - Noon = 70%;

12:01 pm - 6 pm = 50%; 6:01 pm - 11:59 pm = 30%

Apauk-kyuit Lok appear to be kind, old people, but their appearance is deceiving because they hate all aspects of youth and want to destroy any semblance of it before they finally kill their victims. Their primary victims are teenagers.

Many Apauk-kyuit Lok take jobs in schools or community groups where they can be near youths. Once they hold such a position, they turn their efforts toward destroying the young, usually one at a time for fear of discovery and exposure.

The touch of an Apauk-kyuit Lok causes 1D10 points of STA Loss and ages the victim 5 years per round touched. It is thought that the essence of youth is like a drug to these creatures, and their appetite for it is boundless.

The only known way to destroy an Apauk-kyuit Lok is for a youth to enter hand-to-hand combat with the creature and strangle it (see **Strangling** on pg. 99 of the *Chill* rulebook for details). The person strangling the creature, however, suffers the effects of the Apauk-kyuit Lok's touch.



Apophis (ah-poe-fiss)

"Colonel Howe was like a man possessed. We pushed deeper and deeper into the jungle until even the guides would go no further. Only the strange old men bade us go on when others feared to move. We pushed on, entering the vine-covered city that was old when Angor Wat was young. In one of the main buildings was a horrid statue fully twenty feet tall of a creature with a man's form and a crocodile's head. Its eyes were the largest emeralds I have ever seen. Colonel Howe had to possess them. He moved toward the statue, and the old man chuckled to himself. I saw the huge saurians slither from the vine-covered entrance on the nether wall and had to pull the Colonel out with all my strength. He raved like a madman, but I managed. Outside, he tried to rush back into the building. Finally I had to rap him with my rifle butt and carry him out like a huge backpack. To this day in my less pleasant dreams I hear the hideous laughter of the being that sent those crocodiles."

SAVE Washington D.C. debriefing:
Wong Soo, envoy
May 28, 1992

AGL: (50 + 2D10) or 65
DEX: (35 + 2D10) or 50
PCN: (55 + 2D10) or 70
PER: (25 + 2D10) or 40
STA: (85 + 2D10) or 100
STR: (115 + 2D10) or 130
WPR: (45 + 2D10) or 60
EWS: (120 + 2D10) or 135
ATT: 1/2; (75 + 2D10) or 90
SR: 4/as per weapon (bite/weapon)
WB: N/A
Fear: -25 (in natural form)
MV: 100' (L), 175' (W)
Type: Master, Independent
Class: C
Disciplines:
74/89/109 Summon (crocodiles only), Swarm (crocodiles only)
94/109/129 Change Self
104/119/139 Wave of Fog
80/95/115 Influence
82/97/117 Throw Voice
84/99/119 Appear Dead (Other), Darken, Invisibility, Putrefied Shell, Total Illusion

Apophis is a crocodile-headed demon with a human body covered with leathery, crocodile-like skin. However, when looking for human flesh, its favorite food, it uses its Change Self Discipline to assume human shape.

Apophis attempts to lure men into taking active roles in jungle expeditions—always for wealth and/or knowledge at no expense to them. If Apophis intends to go on the expedition, it takes the form of a virile, middle-aged man. If it does not join the expedition so that it can attack the expedition goers at its leisure, Apophis appears as an old man. Once it has its victims in the jungle, Apophis uses its disciplines to confuse, separate, or trap them or uses its summoned crocodiles to attack them.

Apophis suffers STA Loss from any form of attack but does not suffer normal wounds. It dies instantly, however, from any wound inflicted by any ancient weapon (CM discretion).



Azlie Dahka

(azz-lee-dah-kah)

As I watched, the dying creature shimmered and assumed the form of a man with a serpent's head. Its reptilian eyes never blinked, but glazed even as I watched. The immense head lolled from side to side, and the flicking tongue protruded from its lipless mouth. A moment later, all motion ceased, and I knew it was dead. Thereafter, the expected occurred. The creature's body began to soften, decomposing rapidly, leaving not even a darkened spot on the rough stone of the rundown tower floor.

From the journal of Larry Erikson
August 27, 1992

AGL: (55 + 2D10) or 70

DEX: (55 + 2D10) or 70

PCN: (55 + 2D10) or 70

PER: (45 + 2D10) or 60

STA: (75 + 2D10) or 90

STR: (100 + 2D10) or 115

WPR: (75 + 2D10) or 90

EWS: (100 + 2D10) or 125

ATT: 1/2; (55 + 2D10) or 70/(75 + 2D10) or 90

SR: 5/4 (cloud of steam*/bite & claws)

WB: 30

Fear: -25 as dragonman; -5 as Komodo Dragon

MV: 150' (L)

Type: Master, Independent

Class: C

Disciplines:

87/102/122 Enormity, Fleshcrawl, Wound

95/110/130 Change Temperature, Wave of Fog

87/102/122 Sleep

80/95/115 Blur Vision

*Cloud of scalding steam 25' long (twice daily)

An Azlie Dahka is a cold-blooded dragonman: it has a man's shape, but a serpent's head sprouts from its shoulders and small lizard-like scales cover its body. It may assume the shape of a Komodo dragon (15' long) and can also assume the shape of a tall, bald-headed man who never blinks and has a forked tongue. An Azlie Dahka can speak English in any of its physical forms, but it is often betrayed by its sibilant voice.

An Azlie Dahka fears the cold and does everything in its power—use its Change Weather Discipline to raise the temperature or use its Enormity Discipline to break out of a cage to stop from being taken to a colder clime—to avoid the cold. If subjected to temperatures of 55° C or lower, the Azlie Dahka becomes slow and lethargic; its movement is reduced by 10' and its DEX, AGL, and STA are reduced by 1 for each degree below 55° C. When the temperature reaches 0° or the creature's STA reaches zero (0) due to cold, the Azlie Dahka becomes completely dormant.

An Azlie Dahka takes normal damage from all weapons and takes normal wounds but twice the normal STA Loss from all cold-based attacks. When it no longer has wounds left, an Azlie Dahka's body softens, decomposes rapidly, and disappears completely.



Balam (bay-lamm)

"God alone knows how long I waited in that dark hut. But after a while, I heard something—like the snarl of a big cat, and I knew I hadn't waited in vain for the shapeshifter. It . . . he was here, but, at least I had him where I wanted him. I could tell he knew I was in the vicinity, but I hoped he didn't surely know I was in the hut. Silently I sat there, barely daring to breathe. Finally, a large cat with glowing, aquamarine eyes entered, and I feared it would spy my hiding place. For the longest time, nothing seemed to happen. Then the balam gradually altered shape, taking on human form . . . and that was when I stepped forward and attacked with the Art."

SAVE Lima debriefing:
Red Hampton, envoy
January 5, 1993

AGL: (70 + 2D10) or 85
DEX: (35 + 2D10) or 50
PCN: (65 + 2D10) or 80
PER: (35 + 2D10) or 50
STA: (55 + 2D10) or 70
STR: (55 + 2D10) or 70
WPR: (60 + 2D10) or 75
EWS: (110 + 2D10) or 125
ATT*: 1/2; as per discipline/(70 + 2D10) or 85
SR*: by weapon or discipline/5 (claws & bite)
WB: 40
Fear: -25 (jaguar form)
MV*: 150'/225' (L), 50' (W)
Type: Master, Independent
Class: C
Disciplines:
Those Balam has in human form (CM Choice)
Automatic Change Self
Automatic Quiet
*Human form/Jaguar form

A Balam is any magician or practitioner of the Art or the Evil Way—therefore being either good or evil—who can assume the shape and stealth of a jaguar. The Balam can change shape as often as he desires, but only at night. The jaguar shape the Balam assumes is fully grown and has large eyes that glow aquamarine.

When in human form, the Balam is affected normally by all weapons. In jaguar form, however, the Balam only sustains STA Loss by weapons and can only be killed by use of the Art or the Evil Way.



Basilisk (bazz-ill-isk)

"Never have I seen such fear. My friend Michail entered the room first. He made the oddest sound, a half-scream that was stopped in mid-cry. I could not imagine what would make him cry out so—he who had been first in our graduating class of officers—for a Pole does not do other than to laugh at fear. Still, I pulled my revolver and approached the door cautiously, pressing it gently with my hand. From inside I heard slithering and scraping, as if some large, leathery object was being dragged across cobblestones. Stepping into the room, I hesitated. Two objects caught my eye. One was the leathery tail of a giant reptile or lizard which slithered over the windowsill, and the other was Michail.

"At times I have thought perhaps I made the wrong decision, but then my cowardice betrays me and I feel glad I did not follow my first impulse and look out the window. Instead, I went to Michail who stood ramrod straight, his eyes open, and his mouth frozen in a silent scream of horror. I stared at him for several minutes before my befuddled brain realized that he was of stone. I wonder if I had gone to the window first—would I have shared his fate? I do not think I really want to know."

SAVE Warsaw debriefing:

Marcus Korowski

April 22, 1992

AGL: (55 + 2D10) or 70

DEX: (35 + 2D10) or 50

PCN: (15 + 2D10) or 30

PER: 5

STA: (70 + 2D10) or 85

STR: (45 + 2D10) or 60

WPR: (20 + 2D10) or 35

EWS: (110 + 2D10) or 125

ATT: 1 - 2; (45 + 2D10) or 60 (bite & claw)

SR: 4

WB: 25

Fear: -50

MV: 75' (L), 25' (W), 25' (A)

Type: Independent, Servitor

Class: C

Disciplines:

85/100/120 Breath of Pestilence

80/95/115 Flight

Automatic Unique Gaze

A Basilisk, also known as a Cockatrice, is a 5-foot long lizard-like creature that has the face and crest of a cock, fowl's wings and feet, and a barbed serpent's tail. With the use of its small wings and its Flight Discipline, a Basilisk can fly short distances (see **Flight** on pp. 168-169 of the *Chill* rulebook for details).

A Basilisk's gaze causes anyone within 50' to make a General WPR Check. If the check is failed, the victim glances into the Basilisk's eyes and is turned to stone. Anyone within 50' of a Basilisk must make such a check until out of the gaze's area of effect. A Basilisk's breath can also turn a victim to stone but the affects take longer (see **Breath of Pestilence** on pg. 157 of the *Chill* rulebook for details). The range of the breath attack is 15 yards.

A Basilisk is impossible to kill by physical damage. It regenerates 5 STA and 2 Wound Boxes per round. So if the Basilisk's head is removed from its body, the body grows a new head and the head a new body, thus creating a new Basilisk. If even the smallest piece of Basilisk is separated from the bulk of the body, it regenerates a whole new body, thus becoming a completely new Basilisk.

There is only one way to rid of a Basilisk. It must see its reflection in a mirror or highly polished object (CM discretion). This makes the Basilisk fall prey to its own gaze, thus turning it to stone.

Beastmaster

It was the strangest thing I ever seen. Me and some friends were deer huntin' in the U.P. (Michigan's Upper Peninsula) when I shot and wounded a really big buck. I tracked the trail of blood it left for a hunerd yards or so and caught up to it in a grove a pine trees. Now this is where it gets real weird. When I got the buck in my sights again, it changed. The damn thing changed into a black bear. I was so freaked, I peed my pants. I ran away as fast as I could. No one believes me, but I know what I seen. And another thing, I ain't never goin' huntin' again!

SAVE Marquette debriefing:
Tommy Hitola
November 30, 1991

AGL: (70 + 2D10) or 85/*+15
DEX: (70 + 2D10) or 85/*+15
PCN: (95 + 2D10) or 110/*+15
PER: (5 + 2D10) or 20
STA: (85 + 2D10) or 100/*+10
STR: (50 + 2D10) or 65/*+10
WPR: (90 + 2D10) or 105
EWS: (105 + 2D10) or 120
ATT: 1/*2; (40 + 2D10) or 55
SR: 3/* (claws & bite)/*
WB: 40/* (see below for details)
Fear: -35 only if recognized/*
MV: 75' (L)/*
Type: Master, Independent
Class: C
Disciplines:

Any 5 disciplines (CM choice)
Automatic Unique Change Self (animal form only)
Automatic Unique Influence (see below for details)
Automatic Unique Telepathy (see below for details)

*As per animal of form taken

In its normal form, a Beastmaster appears as a four-foot-tall biped with body parts of various animals (e.g., an elephant ear and a rabbit ear, a monkey arm and a lizard arm, etc.). However, it is capable of instantly changing its form to that of any animal in existence. In animal form, the creature gains the basic abilities of that animal type and is otherwise indistinguishable from the animal it appears as. In fact, it is unknown whether the Beastmaster is male or female since it is capable of appearing in either form.

The Beastmaster uses its disguise and special animal abilities to gain undetected entrance to places, frame individuals for crimes they did not commit, and trick humans into taking the Beastmaster into their confidence.

The Beastmaster spends long periods of time in cities that have a zoo or large populations of game nearby.

Although the Beastmaster is capable of using its Unique Telepathy Discipline to communicate with all animals, it prefers associating with ones that have been abused or have become objects of terror to mankind. This is because when human deaths are the result of shark, bear, alligator, tiger, etc. attacks, mankind is less willing to attribute such occurrences to the Unknown.

The Beastmaster cannot be attacked by animals and is capable of turning animals into its servitors by expending WPR equivalent to the animal's WPR ÷ 3. The Beastmaster also has an Unique Influence Discipline that makes all animals within 1 mile natural to it.

When the Beastmaster is attacked, it can absorb damage equivalent to the animal's Wound Boxes before its own Wound Boxes are expended. For example, the Beastmaster in the form of an alligator could take 35 wounds of damage before losing any of its own. The Beastmaster regenerates its own Wound Boxes at a rate of 1 every 2 rounds.

Once injured in a particular animal form, the Beastmaster cannot reassume that form for 48 hours. For example, after absorbing wounds in the form of an alligator, the Beastmaster could change to another animal form, but could not again take alligator form for 48 hours.

In order to destroy the Beastmaster, it has to be trapped and reduced to zero (0) or less Wound Boxes. (What "trapped" is is at CM discretion.)

Authorities think that the Beastmaster and the Deceiver are sworn enemies.

Berbalang (burr-bah-lang)

The native village lived in terror. Nightly a creature of darkness visited the village, taking a victim or preferring to steal the corpse of someone newly dead to living flesh. One of the village headman, Shandar Lal, had encountered the creature the night before as it struggled to make off with the body of a young child. Although he fought it with his machete, the strokes with which he connected did no damage. With strength which equalled that of many men, the shaggy creature hurled Shandar Lal away and disappeared into the darkness.

The countrymen looked astonished when I volunteered to vanquish the beast, and they muttered merciful Allah's name when they found I was willing to meet it armed with only a machete. They thought I was some poor madman touched by the hand of Allah when I requested the juice of six fresh limes, but they brought it anyway.

As night fell, I found myself alone in the village square—comforted only by the solid Sheffield steel of the machete and the clean aroma of the lime juice. I heard a snuffling and the telltale sounds of a shuffling gait, but I waited in the dark. No doubt the creature sensed me, for it made straight toward me. I had new batteries in my torch, and I waited until I could bear the suspense no longer before I switched it on.

The creature growled, its ape-like form shimmering in the torch's light. The carrion smell of death draped it like a cloak. As it reached strong taloned hands with iron-black nails toward me, I swear by my father's beard that the creature made a sound which began like a laugh when it saw my pitiful weapon. Its laugh turned to a shrill scream of pain and rage, however, as my juice-dipped blade cleaved through its unclean body, the edges of the wound smoking sulfurously. Several times I smote the creature until great wounds covered its foul pelt, and it lay writhing, dying in its black blood that pooled on the ground.

Such is my story from the Malay peninsula.

From the journal of Hassan al-Araf, envoy
December 5, 1991

AGL: (60 + 2D10) or 75
DEX: (60 + 2D10) or 75
PCN: (35 + 2D10) or 50
PER: (25 + 2D10) or 40
STA: (115 + 2D10) or 130
STR: (95 + 2D10) or 110
WPR: (65 + 2D10) or 80
EWS: (110 + 2D10) or 125
ATT: 3; (75 + 2D10) or 90
SR: 4 (bite & claws)
WB: 45

Fear: -35

MV: 225' (L), 30' (W)

Type: Independent

Class: C

Disciplines:

70/850105 Hound

100/115/135 Change Self, Second Light

82/97/117 Halt

74/89/109 Appear Dead, Darken

A Berbalang is a tall (6 1/2 to 7 feet), strong, corpse-like ghoul with eyes like tiny blue flames. Although hairless in its true form, a Berbalang prefers to use its Discipline of Change Self to make itself hairy and more human-like. The reason for this is thought to be that without hair, it looks like its less powerful cousin, the ghoul.

A Berbalang gains a +1 modifier to its Initiative due to its great speed and, unlike true ghouls, is a solitary hunter which feeds on fresh and rancid flesh.

Victims bitten by a Berbalang have a base chance of 15 of catching a strength 175 disease. The disease becomes apparent in 1D10 days.

A Berbalang can only be killed by and sustain STA Loss and wounds from a blade dipped in fresh lime juice.

Berchta (birch-tah)

"One minute we were talking to a beautiful lost soul who had had so much hard luck that it was nearly impossible not to feel sorry for her. I was just about to do anything I could for her when her lovely visage became hideous. Where once she had beautiful hazel eyes, she now had ugly, sallow eyes. Her once straight white teeth were now sharp and animal-like. Her pale, soft-looking skin was replaced by dry, wrinkled skin stretched tautly over her bones. Where once I felt pity, I now felt nauseated. Soon the wrinkled witch was belittling me by telling the others about secrets that I had never told a soul. It was at this point that the creature's spell over me was broken. However, Sally and Gil seemed to be transfixed on the creature, even after its grotesque metamorphosis. . . ."

SAVE Chicago debriefing:
Mel Tolliver, envoy
November 8, 1992

AGL: (60 + 2D10) or 75
DEX: (60 + 2D10) or 75
PCN: (75 + 2D10) or 90
PER: (45 + 2D10) or 60*/(75 + 2D10) or 90**
STA: (85 + 2D10) or 100
STR: (75 + 2D10) or 90
WPR: (90 + 2D10) or 105
EWS: (110 + 2D10) or 125
ATT: discipline only
SR: N/A
WB: N/A
Fear: -25**
MV: 175' (L)
Type: Independent
Class: C
Disciplines:
 *77/92/112 Empathy, Telepathy
 **87/102/122 Empathy, Telepathy
 90/105/125 Wound
 92/107/127 Confuse
 87/102/122 Blur Vision, Putrefied Shell, Total Illusion
*Helpless, beautiful form
**Corpse-like form

A Berchta is female in form, appearing as either a helpless but beautiful woman or as a hideous and desiccated female corpse. In the beautiful woman stage, a Berchta can be any age and appears soft-spoken and even kind. In corpse-like form it appears as little more than an animated skeleton with dried skin stretched tightly over bones, round yellow eyes, and sharp teeth.

A Berchta is vain and self-centered and is an animated dead creature that did not believe in its own mortality and so is doomed after death to continue to "live" a miserable existence.

For each hour that a Berchta is in the presence of a human, it must fight its will to keep from changing form. In game terms, for every hour of game time, the CM must make a General WPR Check for the Berchta. A failure means that it changes from its beautiful form to its corpse-like form, or vice versa. Although a Berchta hates the thought of changing into its corpse-like form, it cannot abide the thought of being destroyed and resists that eventuality in every way possible.

A Berchta is well versed in the Evil Way Disciplines, especially those of illusion. In beautiful form, the Berchta uses its Empathy Discipline to subtly induce its listeners to realize how miserable its life is, making them feel despondent and helpless. In its corpse-like form, a Berchta is malignant, using its Telepathy Discipline to find out knowledge of an individual so it can use that knowledge to belittle him, making him feel worthless and mortal. In either case, it then uses its Confuse Discipline on its victim.

The ultimate goals of a Berchta is to destroy as many living beings as possible, for like a vampire, a Berchta draws sustenance from the lost WPR of those whom it destroys. As victims gradually lose self-confidence and begin to think dark thoughts, the Berchta gains sustenance, growing stronger as its victim wanes. For each round a victim spends subjected to one of the Berchta's disciplines, he must roll a General Current WPR Check. A failure results in the victim losing 1D10 WPR points.

For each 10 WPR points a Berchta drains from a victim, it automatically maintains its beautiful woman shell for 1 full day without having to make a WPR Check, and, if in its corpse-like form, it automatically changes into and maintains its beautiful form for a day.

Although powerful, a Berchta cannot keep the present day separate from the past, and there is always a 10% chance (once per hour) that a Berchta lets a bit of esoteric knowledge (at CM discretion) about the past slip, giving away a possible clue as to its real identity.

The only way to destroy a Berchta is to make it read aloud its obituary or to make it see its own grave marker. At this time, the Berchta collapses and becomes little more than a handful of dust and a pile of bones.

Bertinchuk (ber-tin-chook)

I have dealt with many unpleasanties and have had the feeling of helplessness on several occasions, but never before have I felt so much the . . . prey . . . of something from the Unknown. When I was with Woodrow "Woody" Henning visiting a Sioux burial ground in the Black Hills of South Dakota, we encountered the wrath of a medicine man.

On our way back to camp that night, I had that familiar prickly feeling crawling down my spine—I was being watched, and I knew it. Whatever watched me did not view me as simply a curiosity or a potential enemy, but as an inferior being—as part of its food chain! Looking up, I caught the fleeting and ill-defined shape of some giant winged creature crossing over the slip of the new moon. Although the dark may have deceived me, I think a giant bird of prey circled, a bird which hungered after MY flesh! Woody and I ran back to camp, and that night we huddled around the campfire, which we kept leaping high, and watched the shadows. I felt something from the shadows watching us. I know it sounds like simple night fears, but it was more than that. The feeling was so persistent that I examined the area around the camp. One lone, dead oak tree overlooked our camp. On one of its main denuded branches I found marks—claw marks like those of an owl, only made by a creature whose size must have been greater than that of a condor. . . .

From the journal of Guy Potter,
archaeologist and envoy
June 30, 1992

AGL: (65 + 2D10) or 80
DEX: (70 + 2D10) or 85
PCN: (55 + 2D10) or 70
PER: (40 + 2D10) or 55
STA: (90 + 2D10) or 105
STR: (75 + 2D10) or 90
WPR: (75 + 2D10) or 90
EWS: (95 + 2D10) or 110
ATT: 1/2; (70 + 2D10) or 85
SR: 4 (beak/talons)
WB: N/A
Fear: -25, -50 only if recognized
MV: 5' (L), 100' (A)
Type: Servitor, Master (see below for details)
Class: C
Disciplines:
70/85/105 Empathy, Contact the Living
82/97/117 Influence
75/90/110 Blur Vision, Darken, Ghostly Lights,
Swarm (rats or small woodland creatures only)
Automatic Telepathy (only with its minions)

Bertinchuk is a giant horned owl entity that can only be summoned by the powerful magic of an American Indian shaman, user of the Evil Way, or an Art-using individual who knows the conjuration rite. Only those individuals that seek revenge on a foe summon Bertinchuk.

Almost a side effect of "employing" Bertinchuk is that the summoner immediately becomes a minion of Bertinchuk and is therefore telepathically linked with the creature and follows its instructions. Should Bertinchuk be destroyed or returned to the Unknown, its minions immediately die from the sudden severance of the telepathic link.

Bertinchuk is the consummate tracker and hunter, pursuing its quarry over many miles, and if it doesn't destroy its intended victim in one month, it returns to the Unknown. For the aforementioned reasons, only a person determined to have revenge no matter what the cost usually brings Bertinchuk from the Unknown. Also, Bertinchuk cannot be a minion or work in conjunction with other creatures of the Unknown.

Upon seeing Bertinchuk, a character must make a Fear Check. If the check is failed, the character is paralyzed with fear.

When it attacks, Bertinchuk swoops down from above and slashes with its beak or talons. It can also use its Influence Discipline by staring at its victim with its large yellow eyes, or it uses its Swarm Discipline to over-run its victim(s) with rats or other small mammals.

Bertinchuk is nocturnal, never appearing in daylight and can be driven away by any light brighter than firelight. It cannot be harmed or destroyed in any way.

Black Annis

"She was the most beautiful woman I had ever seen. It was love at first sight. I fell for her as soon as our eyes met. Thank God Sam could sense the presence of the Unknown! I owe him my life."

SAVE Toronto debriefing:

Art Lang

August 31, 1991

AGL: (80 + 2D10) or 95

DEX: (55 + 2D10) or 70

PCN: (65 + 2D10) or 80

PER: (40 + 2D10) or 55

STA: (65 + 2D10) or 80

STR: (50 + 2D10) or 65

WPR: (60 + 2D10) or 75

EWS: (105 + 2D10) or 120

ATT: 1; (50 + 2D10) or 65

SR: 5 (claws)

WB: 35

Fear: -25

MV: 150' (L)

Type: Independent, Servitor

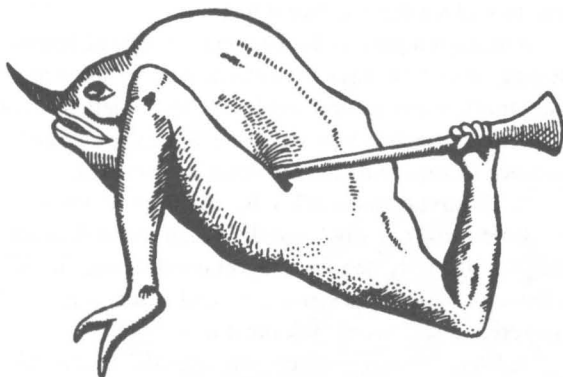
Class: C

Disciplines:

74/89/119 Shriek

82/97/117 Change Self

880/95/115 Hypnotize, Influence, Sleep



A Black Annis, also known as a Black Hag or Annis, resembles an old woman with light blue skin and a single piercing eye located in the middle of its forehead. Instead of finger nails, its hands and feet end in wicked-looking iron-colored claws. Its teeth are long and appear to be canine in nature.

The Black Annis, a horrible, cannibalistic spirit of a woman who was scorned throughout her life (usually because she was ugly or disfigured), was first encountered in the Dane Hills of England in the early sixteen hundreds. The Annis became so well known that even Milton mentions it in his works.

The Annis seeks the group of humans that cruelly ridiculed it in life: men. It loathes men and relishes the torment it causes them.

A Black Annis prefers to dwell in hilly, out of the way places within a few miles of a good supply of men (a town, mine, construction site, etc.). An Annis usually lairs in a stone cave it digs using nothing more than its claws.

To acquire victims, a Black Annis uses its Change Self Discipline to take the form of a beautiful woman, enters the area containing men, and uses its Hypnotize Discipline. Once affected by this discipline, the victim only wants to be with his new love. At this point, the Annis leads him back to its lair, uses him as it sees fit, and kills him when it tires of his affections. The Annis then deposits his body at the back of its lair, leaving it to rot.

If the Annis' victim does not fall under its spell, it immediately attacks, attempting to rip him to shreds with its iron claws.

A Black Annis can only be hurt or destroyed by the wedding bands of people who have had a successful marriage. The rings must be melted down and fashioned into a pointed weapon. If the CM chooses, bullets may be fashioned out of these items. When a person uses such a weapon, if the attack ends in an L or M result, the weapon does normal damage (as per the Strike Rank of the weapon created). If an H result occurs, the attack does damage equal to twice the normal SR. If a C result occurs, the SR of the weapon is tripled.

A Black Annis is destroyed when its Wound Boxes are reduced to zero (0) or lower.

Blemyae (blemm-yeye)

"Tony must have been in one of his strange moods. I jokingly called him Mr. Pooky—one of those sappy nicknames girlfriends give their men—but he ignored me. So I thought I'd really embarrass him. I screamed, in one of those chastising fatherly tones, 'Anthony Michael Goodwin, you look at me when I talk to you!'"

"That's when the sh—— hit the fan!"

SAVE London debriefing:

Ian Fortney, envoy

July 26, 1991

AGL: (50 + 2D10) or 65

DEX: (65 + 2D10) or 80

PCN: (80 + 2D10) or 95

PER: (25 + 2D10) or 40

STA: N/A

STR: (90 + 2D10) or 105

WPR: (75 + 2D10) or 90

EWS: (100 + 2D10) or 115

ATT: 1; (70 + 2D10) or 85

SR: 1

WB: N/A

Fear: -25

MV: 150' (L)

Type: Independent, Servitor

Class: I

Disciplines:

84/99/119 Unique Headache (see below for details)

85/100/120 Blind, Purified Shell, Quiet

Automatic Corporeal Manifestation

A Blemyae, the horribly altered spirit of an eighteenth-century criminal who was beheaded, appears as a headless human with its eyes in its chest and a large mouth with two rows of razor-sharp teeth in its stomach.

After guillotine executions, it was a common practice to burn the bodies en masse and bury all of the heads in a common grave. Based on these facts, legends state that the Blemyae has returned to earth to reunite its head with its body. However, since its original body and head have turned to dust, the Blemyae must satisfy itself with using the body it was given in the Unknown and obtaining a human head. The Blemyae hates this predicament, however, so it wanders the streets in search of a head that it can call its own.

When it finds a suitable victim, the Blemyae takes on corporeal form and attacks. At first, it uses its Unique Headache Discipline on its prey. The creature makes a Specific Discipline Check, using his level of ability as its Target#. The results of the check are as follows:

F result—Character is unaffected.

L result—Character loses 1D10 Current WPR and is incapacitated for 1D10 rounds due to excruciating head pain.

M result—Character loses 2D10 Current WPR and is incapacitated for 1D10 + 2 rounds due to excruciating head pain.

H result—Character loses 3D10 Current WPR and is incapacitated for 1D10 + 5 rounds due to excruciating head pain.

C result—Character loses 4D10 Current WPR and is incapacitated for 1D10 + 10 rounds due to excruciating head pain.

The cost of this discipline is 10 WPR per use.

When its victim is incapacitated, due to pain, the Blemyae presses against him so it can use its mouth to disembowel him.

When its victim is dead, it twists his head off and places it on its own neck where, in 5 rounds, the head grafts perfectly to its body and appears to be its own. It then steals its victim's clothes and walks freely among the living.

Though it now has a head, the Blemyae is not able to use it—it cannot blink or speak, and it is always expressionless. In this state, the Blemyae is content and, therefore, causes no trouble. However, if someone recognizes its new head and calls out its original owner's name, the Blemyae immediately becomes incorporeal, resulting in the head falling to the ground in a pool of blood. In this case, the Blemyae follows the person who spoke to it, waits until the person is alone, and attacks. If successful in battle, the Blemyae takes the victim's head to replace the one that it lost.

Although a part of the Blemyae, the head begins to rot and, after four days (modifiers may be used at CM discretion), starts to noticeably rot and smell. As soon as the head reaches this state, the Blemyae discards it, becomes incorporeal, and looks for a new head.

A Blemyae loses STA by all normal means of attack. However, it does not die when its STA reaches zero (0), it simply becomes incorporeal. It regains STA at the rate of 10 points per day, and when it has fully recovered, it returns to seek out a new head.

A Blemyae can only be permanently destroyed by placing the skull of a dead human on its neck and holding it there for 3 rounds. (Note that the Blemyae attacks viciously with its mouth while the attempt occurs.) To accomplish this, 3 consecutive attacks ending in M or H results must be inflicted on the creature. When this is done, the skull grafts to the Blemyae's neck, and its entire body turns to dust.

Bone Hound

"As we entered the ancient temple, we noticed two piles of bones on either side of the entrance. Just as I approached the nearest pile, we heard what sounded like the rattling of bones coming from ahead and to the left. We quickly and quietly walked to where the sound was coming from. Just as we rounded the corner, we saw two hellacious beings; dog-like but comprised of human bones. The sound originated from these things. As if the situation could get worse, the sound of rattling bones started from the area we just came from."

SAVE Guatemala debriefing:
Salvador Juarez
May 17, 1992

AGL: (50 + 2D10) or 65
DEX: N/A
PCN: (60 + 2D10) or 75
PER: N/A
STA: (40 + 2D10) or 55
STR: (50 + 2D10) or 65
WPR: (30 + 2D10) or 45
EWS: N/A
ATT: 2 - 5 (50 + 2D10) or 65
SR: 2/4 (pounce/bite)
WB: 40
Fear: -35
MV: 160' (L); 15' (W)
Type: Independent, Servitor
Class: C
Disciplines:

Automatic Transparent Vision (see pg. 111 for details)

A Bone Hound is a four-legged creature created by Necromancers (see pg. 74 for details) and other powerful creatures. A Bone Hound consists of a random assortment of human bones, with a human skull for a head. Laying at rest, the creature is indistinguishable from a pile of ordinary bones.

Although named for its unearthly likeness to a canine, a Bone Hound is far more dangerous than an ordinary dog. With an impenetrable body of near-solid bone, this creature is capable of inflicting SR 2 damage by pouncing on a victim from distances of up to ten feet. A Bone Hound may also bite its victim each round with the skull used as its head and any other skulls which comprise the creature's body (usually from 1 to 4).

A Bone Hound is often used as a sentry and guardian for a powerful creature, due to the Bone Hound's dog-like loyalty to its master. While this creature is unable to voice sounds, it can create a great deal of noise by shaking its body from side to side, rattling its bones to alert its master and attract other creatures for assistance. Although a Bone Hound makes a slight rattling sound whenever it moves, it can be lubricated to allow it to move silently.

Bone Hounds sustain normal wounds when struck by blunt weapons and shot by firearms, and take no damage from edged and missile weapons. A Bone Hound is destroyed when it has no Wound Boxes.



Bone Spider

"I'm one of those guys that isn't bothered by much. Hell, if you're an envoy like I am, you've got to be tough. But I'll be the first to admit that I have a mild case of arachnophobia. Well it was mild 'til I came across that thing I call a Bone Spider! If the sight of it wasn't bad enough, the sound it made made the hairs on the back of my neck stand up.

"I took out my Bear compound bow and took careful aim. I let loose the arrow, and the damn thing jumped out of the way. Hell, I can hit a moving rabbit from twice the distance.

"Now, every night I go to bed I have nightmares about that evil-looking spider. It reminds me of one of those small face-grabbing aliens from the movies. I about pee my pants just thinking about it!"

SAVE Milwaukee debriefing:

Will Ruter, envoy

September 23, 1992

AGL: (90 + 2D10) or 105

DEX: (100 + 2D10) or 115

PCN: (80 + 2D10) or 95

PER: N/A; (55 + 2D10) or 70 for discipline use

STA: (40 + 2D10) or 55

STR: (20 + 2D10) or 35

WPR: (70 + 2D10) or 85

EWS: (80 + 2D10) or 95

ATT: 2; (40 + 2D10) or 55

SR: 3 (bite)

WB: N/A

Fear: -35

MV: 150' (L)

Type: Independent, Servitor

Class: C

Disciplines:

70/85/105 Swarm (spiders only)

65/80/100 Enormity, Wound

75/90/110 Dreamsend, Sleep

82/97/117 Teleport

A Bone Spider's body is a maximum of 12 inches in diameter and consists of what appear to be hundreds of tiny bones. Its eight, triple-jointed legs are approximately an inch in diameter and up to 1 foot long, each ending in three pincer-like digits.

One of the most disturbing aspects of the Bone Spider is the scrabbling sound it makes as it scurries about. All those that hear the scrabbling sound must make a General Current WPR Check or stand motionless, too mesmerized to do anything. Once mesmerized, a character can only be snapped out of this state by a shock to his system (i.e., a splash of cold water, face slap, etc., at CM discretion).

Due to some innate ability, a Bone Spider is not affected by Disciplines of the Art that ward against or detect creatures of the Unknown (Sphere of Protection, Sensing the Unknown, etc.). It is also resistant to fire and cold and can dodge missiles by making a successful General AGL Check (modifiers at CM discretion).

A Bone Spider's favorite prey is humans and it always attacks in one of two ways. It either uses its Teleport Discipline to instantly appear in a room and then uses its Sleep Discipline, or it uses its Teleport Discipline to either appear on or close behind its victim. In any case, it then sinks its fangs into its victim and drains him of blood and STA.

A Bone Spider suffers STA Loss from all but the aforementioned attacks but does not suffer normal wounds. When reduced to zero (0) or less STA, it spends 1D10 rounds regenerating its STA, then begins full activity again with its full STA.

A Bone Spider can only be killed by a successful Called Shot (see pg. 96 of the *Chill* rulebook for details) missile attack to its head area, which is not negated by a successful AGL Check, as explained previously.

Bridge Tender

"... When we was about half-a-mile from Bullrush Creek, we ran into a big wall of fog. As we crested the hill right afore Bullrush Bridge, we slowed down to 10 mph, the normal speed ya go when crossin' an old, run-down wooden bridge like this un. We was about in the middle of the bridge when I noticed a car in front of us that had broke through a couple a boards; its rearend was pokin' outta the bottom of the bridge, just a teeterin'! Darn, this was the neatest thing ta happen in Vermilion County since ol' man Ferguson's cow had a two-headed calf. Luckily Barney noticed the wreck as soon as I did. He pushed the brake as if stompin' a scorpion. He shifted into park, and him and me got outa examine the sitiation. ..."

"Just as we start a callin' out and walkin' towards the other car, Barney's car jumps into gear and slams into Barney, and they both go over the side of the bridge. The weird part is that I swear I saw some little wispy Oriental guy behind the wheel a Barney's car. ..."

SAVE New Orleans debriefing:

Jed Trufox

March 30, 1991

AGL: N/A

DEX: N/A

PCN: N/A

PER: N/A

STA: (75 + 2D10) or 90

STR: (100 + 2D10) or 115

WPR: (90 + 2D10) or 105

EWS: (75 + 2D10) or 90

ATT: 1; (100 + 2D10) or 115

SR: 3 (push)

WB: N/A

Fear: -25

MV: 150' (L)

Type: Independent

Class: I (m)

Disciplines:

84/99/119 Raise Winds, Raise Waters

80/95/115 Hallucinate, Influence

Unique Wall of Fog (see below for details)

Automatic Unique Manifestation (as ghost; see pg. 204 of the *Chill* rulebook)

A Bridge Tender, or Tender, is the spirit of a person who died by falling while erecting a water-spanning bridge and appears as a ghostly, wild-looking, dripping wet man of any race, but usually an immigrant.

Since the majority of these bridges were built by immigrants or by the dregs of society, their safety was of little concern to their employers. Therefore, when

such a worker fell into the water below, his body was not recovered and, therefore, would not receive a proper burial.

A Bridge Tender "claims" all bridges—including railroad trestles and foot bridges—in a twenty-mile radius of the bridge upon which it died. The Tender haunts a different bridge each night and attempts to destroy anyone trying to cross that bridge.

When it has chosen its haunt for the evening, the Tender uses its Unique Wave of Fog Discipline, which remains in a 1-mile radius of the bridge for the entire night (the cost for this discipline is 50 WPR) and waits for its victims to come to it. Then, when its victim(s) reach(es) the center of the bridge, it uses its Hallucinate Discipline to make it appear as if there is something blocking the way—a car accident, a fallen tree, or whatever would be the most likely incident to occur on that particular bridge. Such hallucinations should get the victim out of his vehicle (if applicable) on the middle of the bridge. The Tender then either gets in the victim's vehicle and attempts to run him over, uses the vehicle to push the victim and his vehicle over the side of the bridge (thus most likely killing anyone inside the vehicle as well), or attempts to push its victim over the side of the bridge using its own physical force. Whatever the situation, deaths should be made to appear as suicide or mechanical/driver error so the matter is quickly closed. (Note: It is up to the CM to determine the damage sustained by the fall and to incorporate hallucinations into the correct setting.)

If the hallucination does not work, the Bridge Tender uses its Discipline of Influence to make its victim go to the side of the bridge so the Tender can merely push the victim over the side. If this fails, the Tender uses its Raise Winds or Raise Waves Discipline in an attempt to forcibly knock the victim off. Again, it is at CM determination as to how this affects its victims.

If, between the hours of midnight and 1:00 am, the bridge off which the Tender fell is damaged in any way, the Tender must manifest immediately on that bridge and do everything in its power to stop further damaging of that bridge.

A Bridge Tender is impervious to all normal weapons. However, it can be damaged and permanently destroyed by a weapon fashioned out of the pieces of its own bridge. For example, a piece of iron from the bridge can be used as a club, or a sharpened piece of wood from its railing can be employed as a dagger, etc. If this method of attack is followed, the Tender loses STA at a normal rate and is put to rest when its STA reaches zero (0) or lower.

Bugbear

The creature had terrorized the area for nearly two years. Most of the locals supposed it was sent by the papaloi because they had made fun of him. They no longer made fun and even walked in fear of the old man. Still, the nightly depredations did not cease, and the papaloi seemed to enjoy the fear he inspired.

I waited and talked to as many of the natives as would speak to me. Gradually a picture of the creature's habits became clear, and I knew where I could find it. A quick trip to the local church allowed me to purchase new candlesticks to replace the old silver one. That candlestick quickly became ten slugs for my Parker-Hale. I waited. Night fell, and the jungle lived with sound. I lay in the tall grass, listening to the buzz of the insects and the chatter of the monkeys. Suddenly all sounds stopped. I knew something was coming. The dark form grew more distinct as it approached. I squinted down the sights in the bright tropic night, my finger tense on the trigger. I have hunted man-eaters in Punjab, rogue elephants in Kenya, and the grizzly bear in the High Rockies . . . I thought I had seen it all. The creature lurched into close range, its eyes shining with an unholy light. It stood nearly ten feet tall and moved ghostly quiet for all its bulk. I squinted down the barrel and squeezed . . . it heard. The great head snapped around, and the demon snarled, its huge teeth lighted by the glow from its open mouth. I pulled off one round, and it whirled. Then I blasted away with the other barrel, and it whirled dancer-quick and disappeared. The next day I found something black and tarry which might have been its blood, but I never saw the thing again.

From the journal of Farly Springer, adventurer
November 12, 1992

AGL: (45 + 2D10) or 60
DEX: (45 + 2D10) or 60
PCN: (50 + 2D10) or 65
PER: (5 + 2D10) or 20
STA: (100 + 2D10) or 115
STR: (75 + 2D10) or 90
WPR: 10
EWS: (80 + 2D10) or 95
ATT: 2 - 3; (60 + 2D10) or 75
SR: 5/6/4 (bite/crush/claws)
WB: 40
Fear: -25
MV: 50' (L), 10' (W)
Type: Independent, Servitor
Class: C
Disciplines:
85/100/120 Enormity
67/82/102 Throw Voice
69/54/104 Appear Dead (other), Invisible

Bugbears, ten-foot tall, monstrous bear-demons with flaming eyes, move silently because of their infravision, which allows them to see in the dark as if it were full daylight. Armed with jagged claws, Bugbears can climb 20-foot walls or dig through 10 feet of earth in ten minutes. They crave human flesh, although they have been known to eat livestock, and lair in ruins and underground caverns. They are often used as minions of more-powerful creatures and human users of the Evil Way.

Bugbears have three modes of attack: they may bite, grapple, and then attempt on the next round to crush their victim, or they may bite and claw their victim.

Due to their thick hides, Bugbears are unaffected by blunt weapons, but otherwise take normal damage from all other weapons. When killed, the Bugbear dissolves, leaving only a black, tarry puddle.

Bunyip (bunn-yipp)

"The outback was hot. Heat waves shimmered thirty feet high, and the landscape was rusty-tan in all directions as far as the eye could see. Naturally we were pleased to see a lake. Our guide, Jim-Bob, told us the abos didn't want to camp near the lake. In the heat, that clutched at your throat like you were trying to breathe in a blast furnace, I was very sharp. I told them it seemed sheer foolishness to deny yourself the pleasure of a good dip in the biggest body of water we'd seen in nine days. Walking Man, the head abo, agreed that I was right—under normal circumstances, but this was no ordinary lake. A bunyip dwelt there. I know enough of the twilight world to know of horrors that lurk for the unwary, but no one could tell me what a bunyip was.

"Tired and hot, I was certain no harm could come from a dip in the water. No sooner had I entered the lake than I felt peculiar. It was like something KNEW I was there, something that probed my mind with slimy tendrils and caressed each raw and tense nerve with razors dipped in alcohol. Panic scrambled in me, and the tight hand of fear sealed my throat. For no reason I can explain, I jumped up and ran from the lake. Behind me I heard a loud splashing, and turning, I saw nothing but ripples on the agitated surface of the water. I don't know what came over me, nor could anyone save Walking Man. 'Bunyip, he live there,' was all Walking Man said, and that ended that! We camped two miles from the lake that evening and would have camped even further away, but it was late."

SAVE Melbourne debriefing:

Susan Feldman, envoy

September 27, 1992

AGL: (55 + 2D10) or 70
DEX: (55 + 2D10) or 70
PCN: (40 + 2D10) or 55
PER: (5 + 2D10) or 20
STA: (65 + 2D10) or 80
STR: (60 + 2D10) or 75
WPR: (20 + 2D10) or 35
EWS: (95 + 2D10) or 110
ATT: 1; (45 + 2D10) or 60
SR: 5 (bite)

WB: 45

Fear: -25

MV: 25' (L), 200' (W)

Type: Independent

Class: C

Disciplines:

59/74/94 Telepathy

79/94/114 Change Self, Evil Eye

75/90/110 Raise Waves

70/85/105 Invisibility, Neptune's Lantern

Covered with shaggy, algae-saturated fur, the fresh water dwelling Bunyip possesses a long sinuous neck and the body of a 15-foot-long otter. It has a pair of pointy ears on the sides of its head which point backwards. Through the use of its Telepathy Discipline, a Bunyip radiates fear to all within 100 feet. Those within its range must make a Fear Check (see pp. 89 - 90 of the *Chill* rulebook for details) every round spent within its range. Those failing their Fear Check have a 50/50 chance of fleeing or being petrified with fear. Bunyips also have the natural ability to sense the Art.

A Bunyip either attacks with a bite or drags its victim underwater to drown and then devours the corpse. (See the Swimming skill on pg. 27 of the *Chill* rulebook for details on drowning.)

Bunyips are affected normally by all weapons.

Closet Creature

I've been a psychiatrist and SAVE envoy for the past 25 years, and to date, I've never encountered such a troubled child. Timmy was under hypnosis when the truth came out. The brutal murders of his abusive father and mother were caused by a hideous creature formed out of Timmy's hatred for his parents.

Timmy quickly and effortlessly conjured the beast from the depths of his subconscious. The creature had a bug-like, chitinous body—not unlike a giant cockroach—and hundreds of thin, whip-like tentacles protruding from all over its trunk. Its arms were like large chicken legs, and its legs were ape-like. To top it off, its heads were like those of the mutant turtle characters. I'm extremely glad that Timmy and I became blood brothers yesterday; I'd hate to be his enemy. I'll keep him sedated tonight, and tomorrow I'll bring my envoy friends here for the "exorcism."

From the journal of
Dr. Ben K. Radcliff
January 8, 1993

AGL: minimum of 100*

DEX: minimum of 100*

PCN: minimum of 100*

PER: minimum of 100*

STA: minimum of 100*

STR: minimum of 100*

WPR: minimum of 100*

EWS: minimum of 150*

ATT: Varies*

SR: Varies*

WB: N/A

Fear: -25

MV: 150' (L)

Type: Special

Class: C

Disciplines:

Varies* (see text for details)

*Number at CM discretion, based on the number of player characters and their level of experience and any other applicable factors.

Created by the subconscious mind of an abused child, Closet Creatures come in various shapes and sizes (at CM discretion) and are one of the most powerful creatures from the Unknown. Since there is little that an abused child can do to defend himself against his abuser(s), his subconscious mind takes over and does the job for him; his dreams become reality, and a Closet Creature is born.

A Closet Creature's presence is first noticed in the child's house in a variety of small ways. The first sign is when the child suddenly develops an intense fear of his closet. No matter what action is taken to convince the child that

there is nothing to fear, he remains steadfast in his belief and avoids his closet at all costs. The second sign is when a weak version of the creature leaves the closet and causes mischief. For example, radios begin to play, lights suddenly turn on and off, and any number of poltergeist-like occurrences take place. Finally, when the child's frustration has reached its peak, the Closet Creature manifests in the child's closet. It then immediately leaves the closet and proceeds directly to the abuser's current location and attempts to kill him in a brutal fashion.

From this point on, anyone or anything that comes in contact with the child may be in danger. For example, if the child is intimidated by a police officer or scared by a dog, the Closet Creature claims the officer (or the dog) as its next victim. This time, however, instead of manifesting in the child's closet, it manifests in a closet where the new victim is staying. If there is not a closet available, the Closet Creature manifests in a similar area, like a walk-in pantry or small bathroom. If its prey is outside, it manifests in a cave, under a darkened viaduct, in the back seat of a car, etc. On the first night, the Closet Creature is incorporeal and unable to do any damage. On the second night, it is only capable of poltergeist-like activity. On the third night, the Closet Creature manifests and starts its grisly assault.

Being the product of a child's imagination, a Closet Creature is virtually unstoppable. It is able to use all Evil Way Disciplines freely and without constraint. (All attacks are at CM discretion.) However, the attacks are always well thought out, brutal, and bloody. For example, the Closet Creature may hide in a closet and sob like a hurt child. Then, when its victim goes to investigate the noise, the Closet Creature screams like a banshee and chases its victim around the house, tearing at his flesh until the victim can no longer run due to blood loss and fatigue. Then, finally, it slowly tortures its victim, keeping him alive for hours.

Luckily for its victims, a Closet Creature can only survive when its creator is asleep. Its manifestation always causes severe nightmares in the child. Therefore, there is a good chance that the child wakes up before the creature's killing spree has ended. 2D10 rounds after the creature manifests, there is a 25% chance that the child awakens. For each additional round thereafter, 5% is added to the base chance. As soon as the child wakes, the creature immediately vanishes (this should lead to some confused and annoyed player characters).

A Closet Creature can only be destroyed by placing the child under hypnosis. When this is done, the child must be ordered to dream that the Closet Creature has appeared right in front of him. He must then be ordered to dream that it is getting smaller and weaker by the minute. This should go on until the Closet Creature has been reduced to nothing. Once it has vanished, the child should be told that the creature has been destroyed and that he should forget everything that has transpired. If this is not done, the child's subconscious mind simply creates another creature.

Corrupter

"I clean six churches weekly, so I have my schedule down to the minute. This one Saturday night, however, I was running more than four hours late—the Methodists held a fundraising party which ran long. Anyway, I reached the Kingdom Hall around midnight. I remember this because the bell was chiming the time as I entered—a sound I love, even though it drowns-out all other sounds. As I walked in, I was greeted by the stares of the most evil-looking group I've ever seen. They rose and came after me en masse. . . .

"To date, you're the only ones to take me seriously."

SAVE Chicago debriefing:

Mike Mansfield

June 1, 1991

AGL: N/A

DEX: N/A

PCN: N/A

PER: (85 + 2D10) or 100

STA: (75 + 2D10) or 90

STR: N/A

WPR: (90 + 2D10) or 105

EWS: (135 + 2D10) or 150

ATT: 1; only uses disciplines

SR: N/A

WB: N/A

Fear: -25

MV: 150' (L)

Type: Independent, Servitor

Class: I

Disciplines:

99/114/134 Telepathy

95/110/130 Wound

100/115/135 Unique True Confessions (see below for details), Dreamsend, Influence, Minion (once per week)

Automatic Unique Manifestation (as ghost; see pg. 204 of the *Chill* rulebook)

A Corrupter appears as a tall, thin man, dressed completely in black, wearing a wide-brimmed hat and western-style boots. It is the spirit of a priest or holy man who did not adhere to his religious vows or who committed a sacrilegious act.

In life, a Corrupter was a vain, self-centered person who relished the attention he received from his parishioners. He was an eloquent speaker and his church was almost always filled to capacity. Therefore, when crossing back from the Unknown, a Corrupter's first mission is to re-establish a congregation and build an army of loyal followers. A Corrupter accomplishes this by setting up residence in an active church. It eagerly seeks out the most devout and holy

parishioner of the congregation and uses its Dreamsend Discipline on that person. It makes its victim dream about attending a Sunday service in his own church. Suddenly, before the victim's eyes, all of the other parishioners begin to change; their flesh slowly melts off their faces until only a white skull remains. As one, they turn and point towards a large cross above the altar. In the next instant the dreamer is hanging from the cross and in horrible pain. This dream continues until the victim's WPR has fallen below 20, whereupon the Corrupter uses its unique Minion Discipline on the dreamer.

Once a Corrupter has obtained at least 50 followers, the Corrupter begins to perform dark masses for them. These services can be held anywhere, but the preferred location is the church that the Corrupter inhabits. The first mass, held in a sacred/holy place, desecrates it, and it can only be re-sanctified after the Corrupter has been banished.

The mass is performed once per week at midnight. If the mass is interrupted in any way, the entire congregation of Minions immediately moves to attack the intruder(s) and defend the Corrupter. The Corrupter will not take part in the attack unless it is absolutely necessary. If necessary, it uses its Unique True Confessions Discipline against its foes. If this is unsuccessful, the Corrupter leaves the scene, only returning when the altercation is over.

A Corrupter cannot be harmed by any normal weapons. The only way that it can be destroyed is to bring a "communion bell" (a small hand-held bell) into the church and ring it once for each follower that the Corrupter has acquired. As the bell begins ringing, the Corrupter is helpless, but its Minions are free to act. They will do everything in their power to prevent the bell from being rung, because for each ring of the bell, one of the followers is rendered unconscious. Once the Corrupter is destroyed, its followers become normal humans with no recollection of their actions as Minions.

TRUE CONFESSIONS

Cost: 10 WPR/use

Range: Room

EWS: 90+

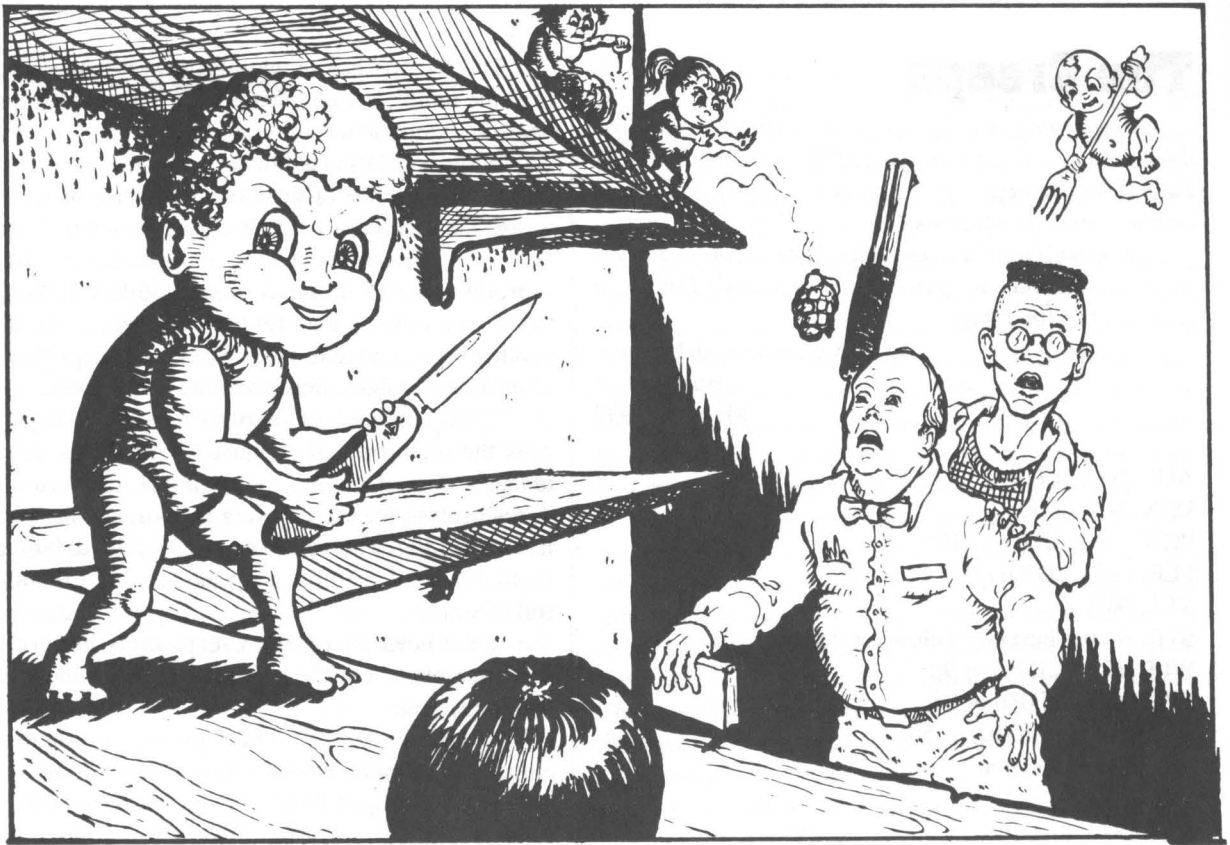
Roll Required: G

Area: 1 character

When this discipline is used, its victim immediately begins recalling his past misdeeds and recites them aloud. Such misdeeds cover everything from impure thoughts to shoplifting, from cheating and lying to using the Lord's name in vain, and everything in between. Such true confessions last for 2D10 minutes or at the discretion of the CM.

When in this state, a victim stands perfectly still, with his arms extended toward the heavens and is unaware of everything that is taking place around him. He remains this way until all of his confessions are voiced.





The Creeps

"Jim swore that his strange-sounding voice was due to a bad cold he was just getting over. Why should I have doubted him? We were best friends and blood brothers since grade school.

"It wasn't until the dark blue liquid came out of his nose, mouth, and ears that I knew this wasn't Jim . . . at least not the Jim I knew."

SAVE Phoenix debriefing:

Bob Warren
March 4, 1992

AGL: N/A or 60

DEX: N/A or 60

PCN: (90 + 2D10) or 105

PER: (20 + 2D10) or 35

STA: N/A

STR: As per host (see below for details)

WPR: (75 + 2D10) or 90

EWS: (80 + 2D10) or 95

ATT: 1; (35 + 2D10) or 50

SR: N/A; or weapon

WB: N/A

Fear: -40

MV: 20'

Type: Independent

Class: C

Disciplines:

59/74/94 Telepathy

77/92/112 Influence

The Creeps, a parasitic viral colony which appears as a dark blue gelatinous substance, is capable of taking over and controlling the physical body of any warm-blooded creature. Only warm-blooded creatures may be used because the Creeps needs the warmth of its host body to reproduce.

To inhabit a body, the Creeps enters the victim's head through his mouth, ears, or nose as does a normal virus. It then spreads throughout the body. If the victim is conscious when the merger occurs, he becomes insane and remains so permanently, even after the virus chooses to leave. However, if the victim is sleeping or unconscious during the merger, the victim returns to his normal state after the virus leaves, with no memory of the incident. This is because a sleeping victim provides no resistance to the infestation. Instead, the victim's mind remains in a catatonic state until the virus leaves. The Creeps, however is able to know everything its host knows.

The Creeps has telepathic powers enabling it to read the minds, communicate with, and detect the presence of all individuals of its host's species.

While inhabiting a human's body, it is difficult to detect the presence of the Creeps because of its ability to use the memories of its host and its telepathic abilities. However, while within its host, it is constantly reproducing and doubles in size within 2D10 days. When the colony has doubled in size, it must find another host to inhabit. Otherwise, the Creeps flows out of its host's orifices, thus revealing its presence.

When searching out another host, the Creeps often uses the memories of its host to attract his acquaintances. After attracting its victim(s), the virus introduces itself to the victim using the voice of the creature it is inhabiting. The voice is always garbled, but understandable, as if the host is speaking with a mouth half full of water.

If the need arises, the Creeps arms its host body and attempts to use the weapon to render unconscious its new victim.

At least once every ten days for ten minutes, the entire colony must connect into a single mass. To do this, it must subject itself to open air. The entire virus is slow and virtually helpless when connecting. It guards the area where the colony chooses to unite with beings under the effects of the Influence Discipline. The host bodies the Creeps has inhabited rest nearby and are sent a telepathic message forbidding them to reawaken.

The Creeps can only be killed by completely burning its host bodies, or subjecting the entire virus to open air or direct sunlight for more than twenty minutes. Destroyed cells turn into a fine, dark blue, powdery substance. Once the Creeps is destroyed (except in those circumstances where the host body was burned or became insane) the host bodies are unaffected and all memories of the merger are lost.

Crypt Carrion

"We had to exhume the body of a deceased mafia boss. The original autopsy—filled out by a coroner who was recently convicted of perjury and for being on the mob payroll—claimed the death was due to a massive heart attack. The family of the deceased thought otherwise and got an injunction to exhume the body.

"I used a back hoe to excavate the bulk of the job and was just about ready to climb down and shovel out the rest of the dirt when I noticed a maze of small animal tunnels teeming with dozens of rat-like critters. At first I thought they were rats, but when a few of them leapt out of the hole and came fearlessly towards the running back hoe, I knew they weren't regular animals. They had no pupils and had two arm-like things instead of front legs.

Needless to say, I got the "H" out of there and told my boss that if he wanted to finish the job, he was welcome to it!

"The next time I saw Mr. Wilkenson, my boss, was at his closed-casket funeral."

SAVE Chicago debriefing:

Brian Smith

April 22, 1991

AGL: (65 + 2D10) or 80

DEX: (20 + 2D10) or 35

PCN: (50 + 2D10) or 65

PER: (50 + 2D10) or 65

STA: (90 + 2D10) or 105

STR: (15 + 2D10) or 30

WPR: (15 + 2D10) or 30

EWS: N/A

ATT: 2; (40 + 2D10) or 55

SR: 3 (bite & claws)

WB: N/A

Fear: -25

MV: 150' (L)

Type: Independent, Servitor

Class: C

Disciplines: None

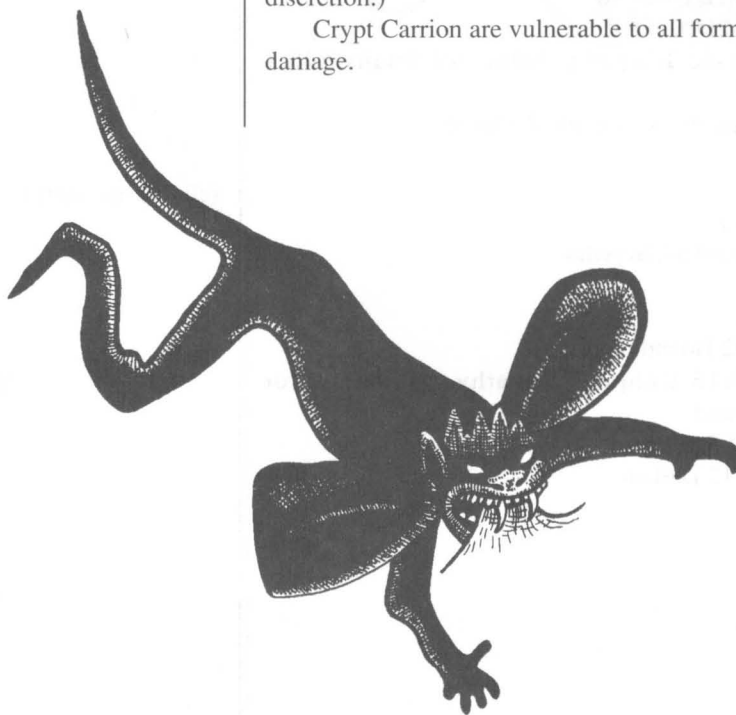
Crypt Carrion are small furless, rat-like creatures that, when standing on their haunches, are 2 to 3 1/2 feet tall. They usually move on all fours, however, so they appear much shorter. Their eyes are totally white and have no pupils, and their faces are canine in nature. Their teeth are long and needle-sharp.

Crypt Carrion are unintelligent, undead carnivores that inhabit graveyards and mortuaries. They have only one goal: to eat. Their main source of nourishment comes from the decaying bodies of the dead; however, they never pass up a live meal if the opportunity arises. Like rats, Crypt Carrion are not too dangerous on an individual basis. However, in groups of ten or more, they make up a unique and deadly killing machine.

Crypt Carrion spend the majority of their time feeding below ground. They are rarely seen above ground, and if they are, it is usually as a direct result of human interference. For example, if one of their tunnels is unearthed while a body is being exhumed, they pour forth from the hole and begin eating everything in sight. They are also likely to be encountered in large crypts, in the basements and walls of mortuaries, and in the sewers of most large cities.

Like ghouls, Crypt Carrion are able to attack three times per round. They first attack with their bite, and then with their two front claws. Also, characters bitten by Crypt Carrion have a base 15% chance of catching a strength 160 disease. The disease becomes obvious to the character in 1d10 days. (Disease effects are at CM discretion.)

Crypt Carrion are vulnerable to all forms of combat damage.



Dahlt (dalt)

Suddenly I was no longer alone. Six howling, snarling humanoid creatures surrounded me, slavering from jaws rimmed with sharp teeth and glaring at me with baleful yellow eyes. I commended myself to Allah's mercy and pulled my silver-bladed scimitar. Slicing through muscle and grating on bone, I attacked the unholy creatures. I may die and go to Paradise, but it will not be empty-handed or because I bared my throat meekly to my enemies. The creatures howled, slashing at me, but evidently fearful of the scimitar's silver blade. Suddenly I was alone in the room. My legs shook, and my heart threatened to choke me. Blood splattered the walls, and the animal stench of the creatures remained, but of them there was no sign—they had disappeared as quickly as they had come, leaving no sign of their passage, save for a few drops of blood and their sulfurous stench. May Allah spare me and the other faithful who have such encounters in the future.

From the journal of Ibn al-Fassid
April 12, 1992

AGL: (45 + 2D10) or 60
DEX: (45 + 2D10) or 60
PCN: (65 + 2D10) or 80
PER: (5 + 2D10) or 20
STA: (75 + 2D10) or 90
STR: (40 + 2D10) or 55
WPR: (25 + 2D10) or 40
EWS: (90 + 2D10) or 105
ATT: 1/2; (see Telepathy, below for details)/(40 + 2D10) or 55
SR: 3/4 (telepathic shock/bite & claws)
WB: 20
Fear: -25
MV: 150' (L)
Type: Independent, Servitor
Class: C
Disciplines:
 57/72/92 Hound
 80/95/115 Unique Telepathy (see below for details), Wound
 70/85/105 Teleport
 77/92/112 Darken

A Dahlt can take on one of two forms. One consists of a man's body with a dog's head, and the second being a vertical split with half a man's body and half an animal's body (the animal half usually that of a humanoid wolf, large dog, or bear). A Dahlt usually travels with a pack consisting of 1D10 other Dahlt.

A Dahlt is a man-eater with an innate ability to "home-in" on the emanations from those beings using the Art or those with strong auras. Although it prefers its victims to be those with the Art, a Dahlt may attack anyone. If not a practitioner of the Art, the Dahlt attacks the being with the strongest aura (whoever has the highest WPR). It then uses its Teleport Discipline, which it can use to travel anywhere in the world, to appear no closer than 50 feet from its victim. (If more than one Dahlt is present, all Dahlt use their Telepathy Discipline so they all Teleport in the same area.) Once near its victim, the Dahlt uses its Telepathy Discipline to deliver a numbing shock to its victim's nervous system.

If not using its Telepathy attack, the Dahlt uses its claws and bite.

A Dahlt is vulnerable to all forms of combat damage and is destroyed when reduced to zero (0) or less Wound Boxes.

Dayan (dy-ann)

I waited, concealed, by the window of the mission. What I at first thought was a dog stealthily snuck into the yard. Gradually its form grew hazy, shifting and warping so that at length it appeared to be a hideous old woman on her hands and knees. Slowly she straightened, keeping a careful watch all around her. I called from my window, unable to contain myself longer, and demanded to know what she was doing here. She cackled, and then her cackling laugh grew to a higher, more shrill pitch. I clapped my hands to my ears, trying to protect them from the unearthly timbre of her voice. As if motivated by some inner wisdom of their own, my legs moved, and soon I was in headlong flight, flinging open the door of the abandoned mission and running unashamedly down the road. . . .

From the journal of Dr. Taylor-Davies, envoy
January 16, 1993

AGL: (25 + 2D10) or 40

DEX: (45 + 2D10) or 60

PCN: (50 + 2D10) or 65

PER: (60 + 2D10) or 75

STA: (65 + 2D10) or 80

STR: (35 + 2D10) or 50

WPR: (60 + 2D10) or 75

EWS: (100 + 2D10) or 115

ATT: 2; (15 + 2D10) or 30

SR: 3

WB: 20

Fear: -40 only if recognized

MV: 150' (L)

Type: Independent, Servitor

Class: C

Disciplines:

80/95/115 Unique Shriek (see below for details),

Wound

70/85/105 Lightning Call

79/94/114 Deadly Dreams

67/82/102 White Heat

75/90/110 Ghostly Lights

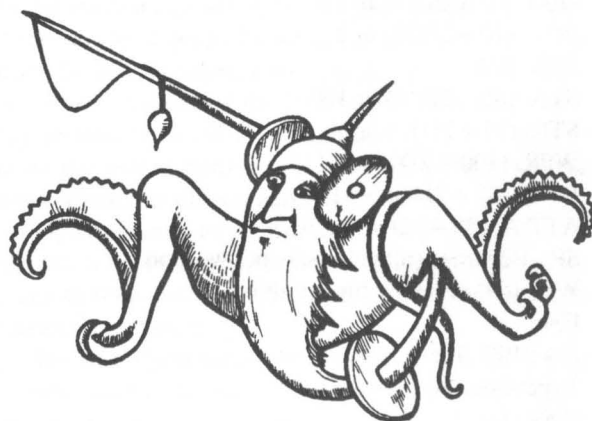
Automatic Unique Change Self

Dayans are hideous witches who frequent cemeteries, appearing as harmless old women, rats, bony dogs, or corpses. They can change forms whenever they like, but the change takes 2 rounds, during which time they are unable to perform any other actions.

Dayans can use their Shriek Discipline 1D5 times a day. The effects of such an act makes one victim automatically run in fear (see **Fear Checks** on pg. 90 of the *Chill* rulebook, with the result always a Failure).

Dayans seem to hate all humans but would rather scare them off than become physical. If completely necessary (CM discretion), Dayans use their clawed hands as weapons.

Dayans are vulnerable to all forms of combat damage and are destroyed when reduced to zero (0) or less Wound Boxes.



Devil Doll

The little doll keeps chopping at the door. I know it won't be long before it gets through. So far I burned it with a blow torch, smashed it with a shovel, and stuck it to the shed wall with a pitch fork. Damn this thing is tough! I don't know if the smell of my blood provokes it or if it always attacks with such vigor. Even though it threw its spear into my left shoulder, at least I have one weapon in my possession. Now if I can only get the sword from the little bastard.

If I live through this, I'll go down in the annals of SAVE history as the first to encounter a Devil Doll.

Scrawled on a wall in the house of the late
Hollis Crenshaw, envoy
February 8, 1990

AGL: (45 + 2D10) or 60
DEX: (45 + 2D10) or 60
PCN: (10 + 2D10) or 25
PER: N/A
STA: (85 + 2D10) or 100
STR: (35 + 2D10) or 50
WPR: (100 + 2D10) or 115
EWS: (85 + 2D10) or 100
ATT: 3; (35 + 2D10) or 50
SR: 4/2/varies (bite/claws/as per weapon)
WB: 15 (see below for details)
Fear: -35
MV: 100' (L)
Type: Special
Class: C
Disciplines:
82/97/117 Inhabit
65/85/105 Feat of Strength
87/102/122 Confuse
57/72/92 Blur Vision, Invisibility

A Devil Doll is a small man-made doll which stands between 1 and 2 feet in height and is made of a tough leathery material. Its head is small and misshapen, and its long, razor-sharp teeth can be seen protruding from its mouth. Its hair is long and black, and it wears an African ceremonial headdress. When first encountered, a Devil Doll has a leather thong adorned with a talisman consisting of a black opal set in pure gold around its neck.

The talisman: 1) prevents it from killing its own tribe members; 2) when around its neck, keeps it from animating, and 3) if destroyed, causes the Devil Doll's destruction. Anyone seeing the talisman must make a General Current WPR Check with a modifier of -25. If

the check is successful, that person need not make another check. If the check is failed, the person feels he must have it for his own and will do anything in his power to obtain the talisman. However, since the Devil Doll becomes animated when the talisman is removed and needs it to survive, the Devil Doll will try and get the talisman and hide it in a place it thinks is safe.

A Devil Doll is inhabited by the spirit of an African Tribesman who died while committing a cowardly act. In order to let the deceased regain his lost honor, the tribe's witch doctor imprisoned the man's spirit in a doll and a talisman that he created especially for that purpose. The spirit remains trapped until it atones for the cowardice the tribesman committed and proves its bravery. To accomplish this, the Devil Doll must complete a near impossible task: hunt and kill, in chronological order, 25 humans between the ages of 18 and 50. It can take as long as it needs to accomplish this task. However, once it gets its first taste of blood, there is a 50% chance that it continues on a killing spree until its spirit is freed.

A Devil Doll seeks its prey fearlessly and recklessly. In order to prove its bravery, it only attacks its prey physically. It uses its razor-sharp teeth and claws, as well as a small sword and spear that were made especially for it. Due to its extreme speed, it gets 3 attacks per round.

A Devil Doll's physical body is impervious to all attacks but appears to take damage normally. That is, there is an illusion on the doll itself that makes it appear as if were being damaged, when in fact it is completely unscathed. Because of this, the Devil Doll is usually thought to be destroyed and so is discarded or ignored.

In order to destroy a Devil Doll, the talisman must be taken to a church, placed in a communion chalice, and have blessed wine poured over it.

Djinni (Jinn-ee)

I knew something which lay under the desert sun along a caravan route and glittered could not be a gift from Allah. Hassan had to see what bounty Allah the Merciful provided him. I did not try to stop him, would to Allah that I had. I fear the strength of twenty camels could not have stayed him, however. In the old stories I have heard of such things, but never have I seen such a bottle. Fiery golden it was, but strangely light, as if it contained nothing but air. Yet, if it contained nothing, why was it sealed with such an ornate and ancient-looking seal? Also, it was stoppered with an ornately sculpted gem which appeared to be a diamond! For all I could tell, the seal itself was ancient and valuable, and to these tired, old eyes I would swear on the beard of my father that the word 'Suleimen' was scribed on the golden seal in the ancient tongue—still, I am not sure, for my eyes were not good even in those days.

I pleaded with Hassan not to open it. At first I could not dissuade him, but finally I managed to convince him to wait. Would that I had convinced him to throw the evil thing away. When we reached the town, we each took separate rooms. Later that evening I went to Hassan's room. He did not answer when I knocked. Opening the door, the room had no one inside, but an evil stench reached my nostrils and stung my eyes. On the floor lay the empty bottle, its seal broken. Nowhere was there a sign of Hassan, or of the contents of the bottle. I have not seen or heard of him, and that was fifty years ago.

From the diary of Ibn al-Fassid
December 12, 1988

There are four separate and recognized categories of Djinn, starting with the weakest and ending with the mightiest:

1. Jann
2. Jinni
3. Afreet
4. Madrid.

All Djinn possess the Change Self Discipline to allow them to appear in human form. In addition, each was, or is, entombed in a special container plugged with a stopper carved from a precious or semi-precious stone and sealed with the seal of Solomon. The weight, size, and color of the container (usually a bottle and referred hereafter to as such) is of no consequence, but the type of stopper relates to the type of Djinni entombed. Jann are stoppered by onyx, Jinn by sapphire, Afreet by ruby or emerald, and Madrids by diamond.

To entomb a Djinni, a human must locate its bottle (which it always hides carefully and tries to protect), and then wait until the Djinni returns. At that time the human must place the stopper in and a seal on the bottle. A Djinni's bottle is actually a portion of the creature, and it cannot be destroyed or damaged. Any attempt to damage the bottle causes the force of the action to rebound and harm the individual attempting the destruction (for example, if a person fires a shotgun at the bottle at point blank range, the shooter takes Strike Rank 8 damage). Knowing this, the ancient wisemen who first defeated the Djinn realized that the safest way to deal with these supernatural creatures was to throw the sealed bottle containing the Djinni into the ocean where it could not harm humans.

Djinn cannot be destroyed. When their STA is reduced or when they wish to rest, they may voluntarily return to their bottle. If defeated, however, they must return to their bottle.

Because Djinn cannot be created or destroyed, they are immortal in terms humans understand, and their patience is legendary. They often allow themselves to be defeated and return to their container because they know they have all of eternity to wait. Perversely, Djinn which are freed never feel real gratitude for being liberated and always attempt to destroy or dominate their human rescuer. Although they may seem genuinely fond of him, Djinn always wait until they have their victim's confidence to destroy him physically and emotionally.

Any human locating a stoppered Djinni bottle must make an immediate General WPR Check to see if he can control the desire to remove the stopper. Those failing the check have an extreme desire to unstopper the bottle. The only way to remove this temptation is to hide the container or throw it far away where the particular human cannot easily locate it. Each Djinni bottle must be checked for individually (i.e., if a person find a bottle and is successful with his check, if he finds another bottle, he must make a check for it).

Djinn that defeat humans do not kill them. All Djinn have an Automatic Minion Discipline which

allows them to make defeated humans into Creatures of the Unknown. For this discipline to work, the human must have lost an overt WPR contest, usually a riddle game. (A riddle game works in the following manner. The human asks the Djinni a riddle. If the Djinni gives the correct answer, it asks a riddle. This continues until one of them can't answer or gives the wrong answer to a riddle. A Djinni losing must aid the human three times. However, those asking for certain "wishes" must be extremely careful as to how their requests are worded. For example, a person wishing to have great wealth may find himself in the confines of Fort Knox. Or, if someone asks for his brother to be brought back to life, the brother could either be brought back while still buried, be brought back in the same state of decomposition, or could be brought back to life only to suffer from the the embalming fluid coursing through his body. Whatever the wish, the Djinni attempts to bend it to his liking.) Humans losing at the riddle game are attacked by the Djinni. When the human's STA reaches zero (0) or less, the Djinni uses its Minion Discipline to change the human into its minion. Any PC successfully making a WPR Check during combat—who still has Current STA left—can thwart the Djinni's purpose. In which case, if the Djinni is successful, the Automatic Minion Discipline is treated as an Automatic Hypnotize Discipline instead.

Legends of the Djinn ability to create fabulous wealth and riches are overexaggerated. In fact, Djinn cannot create any wealth. However, because of their extreme patience and immortality, Djinn do know where vast amounts of treasures and riches are located. Using this knowledge, Djinn often trick humans into accompanying them to find the treasure. Because they cannot magically transport the treasure, Djinni lie about its whereabouts or deceive humans into accompanying them by telling them that they cannot transport the treasure, only take humans to it—which is true in a fashion, but they will allow humans to believe that they could create some treasures if they wished. As a last resort, Djinn will say that in the days of their power and glory they could grant that which the human requests, but that they lose strength when incarcerated and have lost the ability to do that which the human requests.

Jann (jann)

AGL: (60 + 2D10) or 75

DEX: (60 + 2D10) or 75

PCN: (60 + 2D10) or 75

PER: (60 + 2D10) or 75

STA: (60 + 2D10) or 75

STR: (60 + 2D10) or 75

WPR: (60 + 2D10) or 75

EWS: (70 + 2D10) or 85

ATT: 2; (30 + 2D10) or 45

SR: 3 (fists)

WB: N/A

Fear: -25

MV: 175' (L), 75' (A)

Type: Master, Independent, Servitor

Class: Special

Disciplines:

69/84/104 Change Self, Create a Feast, Deadly Remains, Wound

69/84/104 Influence, Terrorize (see pg. 107 for details)

69/84/104 Animation of the Dead, Darken, Quiet, Automatic Minion/Hypnotize

Bottle stopper color: onyx

Jann are the least powerful of this group of creatures from the Unknown. When first appearing, they seem to be onyx colored mist which solidifies into a being wearing black clothing or garments. Many Jann attempt to pass themselves off as vampires to those who free them. When in human form, they appear as either sex, usually someone in their early 20's, with jet black hair and eyes and pale skin.

Jann pride themselves on wit, and although they are the least clever of the Djinn classification, they are the most susceptible to contests of Willpower, usually riddling contests of which they feel they have a natural superiority over humans. Jann attempt to twist the rules of a riddling contest, but conversely enough, they are scrupulously honest when defeated and grant the winner anything within their power—even returning to their bottle.

Because of their immense age, Jann have knowledge of wealth and hidden riches and often use those riches to make humans believe they can create wealth.

Jinni (jinn-ee)

AGL: (75 + 2D10) or 90

DEX: (75 + 2D10) or 90

PCN: (75 + 2D10) or 90

PER: (75 + 2D10) or 90

STA: (75 + 2D10) or 90

STR: (75 + 2D10) or 90

WPR: (75 + 2D10) or 90

EWS: (85 + 2D10) or 100

ATT: 2; (35 + 2D10) or 50

SR: 4 (fists)

WB: N/A

Fear: -25

MV: 155' (L), 100' (A)

Type: Master, Independent, Servitor

Class: Special

Disciplines:

79/94/114 Contact the Living, Shriek, Summon, Swarm

79/94/114 Animation of the Dead, Breath of Pestilence, Change Self, Create a Feast, Deadly Remains, Evil Eye, Wound

79/94/114 Haywire, Lightning Call

79/94/114 Influence, Steal Memory, Terrorize (see pg. XX for details)

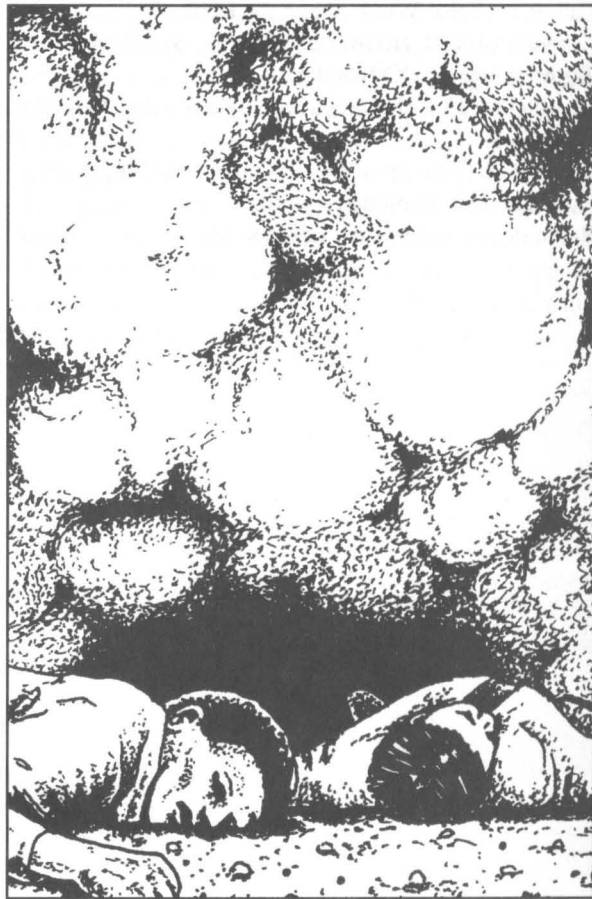
79/94/114 Darken, Quiet,

Automatic Minion/Hypnotize

Bottle stopper color: sapphire

Jinn are the most commonly encountered individuals in the Djinn group. Jinn appear as a sapphire fog when they are first freed. As humans, they appear as slightly exotic members of either sex who look vaguely middle Eastern or Oriental and have jet black hair and sapphire-colored eyes.

Although Jinn dislike and fear humans almost as much as do the other members of their group, their primary urge of revenge is overridden by a strong desire for self-preservation. Given a situation where they may be defeated, Jinn will voluntarily flee, hoping to escape entombment in their bottles. Jinn prefer to keep their bottle near them and often leave it on a shelf in their quarters or elsewhere in an easily found location. The reasoning behind this is that they believe humans overlook the obvious. Likewise, Jinn move often and relocate their bottle to protect it, feeling that it is better to change their residence and locale than risk discovery. Sometimes they abandon a human victim and go in search of easier prey if the human appears too powerful or is too apt to discover their true nature. They are the most cautious of the Djinn class, possibly because they have had the greatest exposure to mankind.



Afreet (uh-freet)

AGL: (105 + 2D10) or 120

DEX: (105 + 2D10) or 120

PCN: (105 + 2D10) or 120

PER: (105 + 2D10) or 120

STA: (105 + 2D10) or 120

STR: (105 + 2D10) or 120

WPR: (115 + 2D10) or 130

EWS: (115 + 2D10) or 130

ATT: 2; (105 + 2D10) or 70

SR: 5 (fists)

WB: N/A

Fear: -25

MV: 150' (L), 250' (A), 100' (W)

Type: Master, Independent, Servitor

Class: Special

Disciplines:

99/114/134 Contact the Living, Shriek, Summon, Swarm

99/114/134 Animation of the Dead, Breath of Pestilence, Change Self, Create a Feast, Deadly Remains, Evil Eye, Fleshcrawl, Wound

99/114/134 Change Weather, Haywire, Lightning Call, Rain, Raise Wind, Shake the Earth

99/114/134 Influence, Sleep, Steal Memory, Terrorize (see pg. XX for details)

99/114/134 Halt, Slam, Telekinesis, Teleport, White Heat

99/114/134 Appear Dead (Other), Darken, Quiet, Automatic Minion/Hypnotize.

Bottle stopper color: ruby or emerald

When first emerging from their bottle, Afreet appear as a ruby- or emerald-colored cloud. In human form, Afreet always appear as tall males with jet black skin.

Afreet favor the color red and tend to wear at least one red garment or piece of jewelry at all times. They speak in a deep bass, monotone voice and never show any emotion. In this manner they present a front which many feel shows great composure but actually reflects their inability to express emotion.

Afreet derive great pleasure from manipulating and teasing humans. When Afreet are freed from their bottle by a human, they begin plotting their "liberator's" downfall. For some reason, however, Afreet attempt to befriend the human and stay with him until he is destroyed. The cunning Afreet stand by their "friend" through all trials and tribulations, secretly reveling in every setback and disappointment the human encounters.

Afreet prefer to set up a pawn or minion to tease and torment the human because they hope he will turn to the Afreet for consolation and support. In this fashion, Afreet are very manipulative and enjoy the sufferings of their human friend firsthand while the minion enacts various ploys to ultimately defeat and bring ruination to the human.

Afreet rarely reveal their loathing for humanity, preferring to let their minions take the blame for the sorrow vented on a victim. Even if implored, Afreet pretend to attempt to destroy their minion, but always manage to fail. Afreet always have a plausible reason for lack of success.

Oddly enough, anyone finding an Afreet bottle can command the Afreet into the bottle, provided the human can discover the name by which that particular Afreet is called.

Madrid (mah-dridd)

AGL: (120 + 2D10) or 135

DEX: (120 + 2D10) or 135

PCN: (120 + 2D10) or 135

PER: (120 + 2D10) or 135

STA: (120 + 2D10) or 135

STR: (120 + 2D10) or 135

WPR: (120 + 2D10) or 135

EWS: (135 + 2D10) or 150

ATT: 2; (65 + 2D10) or 80

SR: (Fists)

WB: N/A

Fear: -25

MV: 175' (L), 275' (A), 125' (W)

Type: Master, Independent

Class: Special

Disciplines:

165/180/200 Chill

110/125/145 Contact the Living, Empathy, Hound, Shriek, Summon, Swarm

110/125/145 Animation of the Dead, Breath of Pestilence, Change Self, Create a Feast, Deadly Remains, Evil Eye, Fleshcrawl, Wound

110/125/145 Change Weather, Haywire, Lightning Call, Rain, Raise Wind, Shake the Earth

110/125/145 Deadly Dreams, Influence Sleep, Steal Memory, Terrorize (see pg. 107 for details)

110/125/145 Halt, Slam, Telekinesis, Teleport, Time Stop, White Heat

110/125/145 Appear Dead (Other), Blind, Darken, Quiet, Total Illusion

Automatic Minion/Hypnotize

Bottle stopper stone: diamond

Madrids first appear as a wave of fog. They then solidify into a beautiful but androgynous male figure, almost albino in aspect, save that its hair is jet black and its eyes are crystalline. Madrids are easily seven feet tall and wear simple white garments. They are capable of extremes of emotion, and although their voices are melodic, they speak in low, imperious tones.

When freed, Madrids do not harm their benefactor at first, but issue him a warning to prepare himself for the evil which will befall him in less than twenty-four hours. Then, the human liberator holding the Madrid's bottle must make a General WPR Check; if the check fails, the Madrid snatches its bottle and disappears. If the human is successful, the Madrid delivers a series of slapping blows, attempting to make the human drop the bottle so it can grab it and flee.

Madrids are contemptuous of humans and do not possess the subtlety of the Afreet. They let humans know who they are facing, although they often disguise themselves and attempt to distract humans into thinking they are faced with a lesser kind of Djinn.

Of all the Djinn, Madrids are the only ones who can use Willpower to make their bottle uncork itself. This uncorking power leads many humans to feel they have defeated a Madrid because it returns to its bottle easily and almost upon command if it thinks the humans are unaware of its nature. The only sure way to seal Madrids in their bottles is to have molten gold poured over the stopper and then, while the gold is hot, have the seal of Solomon imprinted over the stopper. A Madrid is capable of using its disciplines from within its bottle, as long as there is no golden seal of Solomon over the stopper.

Madrids will physically combat humans, delighting in slaughtering them in the same fashion that a fox does when it sneaks into a hen house. Even though Madrids declare their intentions, some are cunning enough to use that declaration as a form of psychological torture. They threaten their victims and then gain great pleasure from watching them squirm and agonize over the dreaded confrontation to come.

Madrid engage humans in combat or use disciplines at close quarters and delight in using their Appear Dead (Other) Discipline on humans fighting against them. Once this discipline is used, Madrids pretend to be beaten, and escape or return to their bottle. From their bottle, Madrids delight in the terror of their helpless victim—at the agonies the victim suffers as his friends prepare him for burial. Perhaps the favorite discipline as weapon is Breath of Pestilence, which Madrids use upon victims whenever possible.

Dust Devil

"I took my dog hunting with me down by the old Thompson place. The house was built around 1850 and had been abandoned since the late '50s. I was warned away from it when I was a kid, but today, dad wasn't here to give that warning.

"If I only had the chance to renege on that decision. I pushed open the side door with little to no effort, and Cleo, my cocker spaniel, ran in before I could tell him to heel. What happened next was one of the worst things I've ever experienced. All the dust in the kitchen collected in the middle of the kitchen and then immediately engulfed Cleo—she was dead in less than a minute. I ran in to help her but my attacks were futile.

"I knew you could do something about it, so I came directly here."

SAVE Madison debriefing:
Jeremy Katzenburg
June 13, 1992

AGL: (85 + 2D10) or 100
DEX: N/A
PCN: (2D10) or 15 [T: +75]
PER: N/A
STA: N/A
STR: N/A
WPR: (95 + 2D10) or 110
EWS: N/A
ATT: 1; (70 + 2D10) or 85
SR: N/A
WB: N/A
Fear: -25
MV: 150' (L)
Type: Independent, Servitor
Class: C
Disciplines: None

When a Dust Devil is not attacking, it appears to be nothing more than a layer of dust. When it attacks, all dust in the area begins to vibrate and then collates at a specific point approximately five feet in the air. It then begins to swirl in a tornado-like manner and retains that shape until it is successfully dispersed.

A Dust Devil is a semi-intelligent malevolent entity that inhabits any location where dust settles. In reality, a Dust Devil is nothing more than ordinary dust that happens to be located in an area of extreme evil, such as a haunted house. Over time, the dust absorbs the evil of the area until it acquires a low level of intelligence, as well as a sense of self-survival.

A Dust Devil never attacks unless disturbed. Unfortunately, just about everything disturbs it, and it interprets almost every action as an attack upon itself. For example, if a floor covered with a Dust Devil (which looks like three inches of normal dust) is walked on, the Dust Devil immediately attacks. Also, wiping dust off of a tabletop or attempting to clean a dirty window is also construed as an attack upon it.

When a Dust Devil begins its attack, all of the dust in the immediate area condenses into one great swirling cloud and engulfs the nearest person in an attempt to suffocate him. A victim caught in the cloud suffers STA Loss at the rate of 1D10 points per round spent engulfed. Such a victim suffocates when his STA reaches zero (0) or less.

A Dust Devil usually only attacks one person at a time. However, if there is a sufficient quantity of dust in the area, there is no limit to the number of people it can attack. (A general rule is that a 5x5 foot area can attack one individual, but it depends on the thickness of the dust. The CM has the final say as to the amount of dust in the area and how many individuals can be attacked.)

Once a Dust Devil has engulfed its victim(s), it is extremely difficult to remove. It moves with its victim and does not abate its attack until its victim(s) dies or until it is destroyed. It cannot be struck by any weapons, as it is totally intangible. One way that it can be removed, however, is to bring the victim into a strong wind in order to blow the dust away. If this is done, the Dust Devil disperses and cannot reform itself for 1D10 x 10 rounds. Also, if the victim is doused with a large quantity of liquid, the dust solidifies and falls to the ground as mud. Once this occurs it does not have the strength needed to attack and remains harmless until it dries. The CM is encouraged to think up his own imaginative ways to remove a Dust Devil from its prey.

Ellerdice (ell-err-dise)

"I usually don't give anything to panhandlers, but this guy looked like he could really use the help. I told him I wouldn't give him money—who knows, he'd probably just spend it on booze—but I'd get him a sandwich. He followed me to the convenient store and waited patiently outside. When I came out and gave him the sandwich, I felt pretty good about myself. He thanked me and stuck the sandwich in his coat. He then asked for more. I told him I couldn't because I had no more cash. That's when things started getting ugly!"

SAVE Detroit debriefing:
Det. Arnold Ashenbrenner
May 16, 1992

AGL: (35 + 2D10) or 50
DEX: (35 + 2D10) or 50
PCN: (60 + 2D10) or 75
PER: (35 + 2D10) or 50
STA: (65 + 2D10) or 80
STR: (80 + 2D10) or 95*
WPR: (60 + 2D10) or 75
EWS: (115 + 2D10) or 130
ATT: 1; (85 + 2D10) or 100
SR: 4 - 8** (bearhug)
WB: 35
Fear: -35 only if recognized
MV: 100' (L)
Type: Independent
Class: C
Disciplines:
85/100/120 Animation of Dead, Change Self, Fleshcrawl, Wound
Varies Feat of Strength (see below for details)
84/99/119 Invisibility (see below for details), Quiet
*STR starts at this level and increases by 5 every 15 minutes, up to 12:00 midnight (STR:135).
**For every 10 points of added STR the SR increases by 1.

An Ellerdice appears as an ugly man or woman covered with large open, puss-dripping sores and a distended belly. Its knee-length hair is tangled and greasy, and its hands and feet are covered with thick fur and are attached backwards to its limbs.

When first encountered, however, an Ellerdice, through the use of its Change Self Discipline, appears to be an ordinary street person. It can appear as either sex and is dressed in ragged, dirty clothes.

An Ellerdice is the spirit of a homeless person who died as a direct result of living on the street. Since no one helped it while living, the Ellerdice has returned from the afterlife to continue to seek the aid that was denied it in life and persecute those who refuse to help.

When encountering someone on the street, an Ellerdice asks for a handout. Even if its victim is generous and gives it money, the Ellerdice continues to pester him for more. And, as soon as its plea is rejected, it appears in its true form and attacks.

An Ellerdice is only active at night between the hours of 10:00 p.m. and 1:00 a.m. When it first appears, it is at its weakest, as its only discipline is Change Self and, therefore, only has its STR to rely on. However, at 11:00 p.m., it gains the Quiet Discipline and its STR has increased to 115. An Ellerdice now uses its Quiet Discipline to approach its prey, and, when its victim finally tires of its begging, the Ellerdice places him in a bear hug and attempts to crush the life out of him (see **Wrestling Skill** on pg. 14 of the *Chill* rulebook for details on breaking holds).

At 11:30 p.m. the Ellerdice gains the Invisibility Discipline and has a STR of 125.

At 12:00 midnight its power reaches its peak. It gains the Disciplines of Feat of Strength, Animation of the Dead, Fleshcrawl, and Wound, and its STR is at 135.

To successfully destroy an Ellerdice, an open bible must be held against it. The bible does SR 6 damage each round it is held against the Ellerdice. When its STA reaches zero (0) or less, it is sent back to the Unknown where it regains all lost STA and Wound Boxes. It is completely healed by the next night when it starts its begging anew. The Ellerdice is destroyed when it is reduced to zero (0) or less Wound Boxes.

Flame Zombie

"I've fought zombies before; no big deal! However, this wasn't your everyday, run-of-the-mill zombie, as Charlie and I found out.

"I got it in my pistol sight, thumbed back the hammer, and shot. The bullet hit the thing in the middle of its rotting forehead. Charlie turned around and gave me the thumb's up. The surprised look on my face took Charlie by surprise, and so did the zombie. It reached around Charlie, encircled him with its arms, and burst into flames. I still don't know how the thing survived or why Charlie and it burst into flames. . . ."

SAVE Dublin debriefing:

Tory O'Connor

November 1, 1990

AGL: **

DEX: **

PCN: **

PER: N/A

STA: (80+2D10) or 95

STR: (40+2D10) or 55

WPR: **

EWS: **

ATT: 2; (30+2D10) or 45)

SR: 3 (flame attack)

WB: N/A

Fear: -35

MV: 150' (L)

Type: Independent, Servitor

Class: C

Disciplines:**

Automatic Unique Master Fire (see pg. 103 for details)

**The same as prior to death.

A Flame Zombie is an arsonist who died in a fire he started and was brought back to life by a powerful Creature of the Unknown. Having hideously deformed features, a Flame Zombie often masks its burns and disfigurements. It usually lives in an abandoned area which is hidden from humans but near its former home. Living in such an area allows it to seek out and punish the enemies and people it did not like during life.

Unlike other zombies, a Flame Zombie has many of the same abilities it had in life. Additionally, it has the ability to absorb phenomenal amounts of heat and can burst into flame at will.

If a Flame Zombie has a higher EWS than its creator, it attempts to control or destroy its creator. Thus, only the most invincible Creatures of the Unknown have these creatures in their service.

A Flame Zombie cannot be wounded by fire or electricity and can set ablaze all flammable items within 5 feet.

Like normal zombies, a Flame Zombie can regenerate all STA 1D10 rounds after being reduced to a Current STA of zero (0). The only way to destroy a Flame Zombie is to make a successful Called Shot (see pg. 96 in the *Chill* rulebook for details) and pierce its heart or brain with a frozen metal object.



Frozen Dead

The climb up Mount McKinley was to be the biggest challenge of my life. It was a piece of cake compared to the things we found inhabiting the mountain, though. As we set up base camp, we were besieged by a large group of . . . well . . . frozen guys. My friend Dave said they were zombies of some sort, so when he took off running back down the mountain, we all took off after him. After all, Dave's always right.

Even though Dave said he and some of his other friends would go back and take care of things, the rest of us never went back.

I wish I knew what Dave had to prove!

From the journal of Tammy Wolfer
September 12, 1991

AGL: (30 + 2D10) or 45

DEX: (30 + 2D10) or 45

PCN: (45 + 2D10) or 60

PER: N/A

STA: (70 + 2D10) or 85

STR: (70 + 2D10) or 85

WPR: (45 + 2D10) or 60

EWS: 90

ATT: 1; (40 + 2D10) or 55

SR: varies (see pg. XX for details on Touch of Frost)

WB: 50; N/A*

Fear: -30

MV: 95' (L); 30' (W)

Type: Independent, Servitor

Class: C

Disciplines:

Automatic Unique Create Water (see below for details)

Automatic Unique Touch of Frost (see pg. 104 for details)

*Only the original Frozen Dead can be destroyed. When this occurs, the other Frozen Dead collapse and become normal frozen corpses.

From a distance of more than 20 feet, Frozen Dead appear as normal humans. Within 20 feet, their unnatural bluish flesh-tone and peeling skin becomes evident.

Frozen Dead are powerful elemental creatures created from the corpses of persons who died due to ice and cold. The contempt these creatures have for warm-blooded creatures forces them to destroy all life they encounter.

While most common in Antarctic regions, sightings have occurred wherever snow, wind, and ice can force temperatures below freezing.

Frozen Dead use their Disciplines of Create Water (see below for details) and Touch of Frost to prey on

unsuspecting victims. Once killed by Frozen Dead, victims become Frozen Dead themselves and gain these two disciplines as natural abilities. Through the use of these disciplines, Frozen Dead attempt to render their victims unconscious—the only way they are useful to the Frozen Dead. They then drag their unconscious victims to a frozen hiding place and watch the victims die from the cold. This is because victims killed in melee are not transformed into Frozen Dead.

Frozen Dead often appear in groups, with the original creature acting as primitive leader under the protection of the other creatures. The original creature always has the highest possible scores and 1 or 2 Disciplines of the Evil Way (either 2 at Student Level or 1 at Teacher Level).

Frozen Dead can only be destroyed by fire-based attacks; attacks by normal weapons do no damage to them. When the leader of the Frozen Dead is destroyed, the others collapse and become ordinary corpses.

CREATE WATER

This ability is used to douse victims with water from above (from trees, cliffs, etc.). When this occurs, the victim automatically loses 5D10 + 5 Current STA, unless he is using the Sustenance Discipline (see pg. 119 for details). Victims using the Sustenance Discipline lose only 3D10 + 3 Current STA at Student Level, 2D10 + 2 Current STA at Teacher Level, and 1D10 + 1 Current STA at Master Level.

After taking the STA Loss, victims are required to make a Specific Current STA Check, results are as per the following table:

Result	Effect
F	Character has pneumonia and loses
1D10 STA	per hour outside during the next 7 days.
L	Character has Influenza and loses 1D5
STA	per hour outside during the next 3 days.
M	Character has serious cold and loses
1D5 STA	per hour outside during the next 3 days.
H	Character has cold and loses 1 STA per
	hour outside during the next 3 days.
C	Character has no further ill effects.

If a character is outside when his Current STA reaches zero (0), he becomes unconscious. While unconscious and exposed to freezing elements, the victim loses 1D5 Wound Boxes per hour. The victim does not recover from damage until provided with heat and shelter.

Gandarewa

(gann-darr-oo-wah)

"... That was when this huge ... toadman appeared out of nowhere. It landed on the deck and started pushing guys over the railing. If that wasn't bad enough, about twenty guys that looked ... well ... dead, stumbled over the railing onto the deck. Those of us that weren't knocked off the oil rig jumped.

"And I don't care what the oil company said about the location of the rig making oil drilling unlikely despite geologic tests showing otherwise. It was that damn monster and its dead friends that forced them to close down the rig!"

SAVE San Francisco debriefing:

Ethan Cooper

May 20, 1991

AGL: (75 + 2D10) or 90

DEX: (85 + 2D10) or 100

PCN: (105 + 2D10) or 120

PER: (85 + 2D10) or 100

STA: (120 + 2D10) or 135

STR: (105 + 2D10) or 120

WPR: (105 + 2D10) or 120

EWS: (135 + 2D10) or 150

ATT: 3; (85 + 2D10) or 100

SR: 4/5 (claws/bite)

WB: 50

Fear: -40

MV: 50' (L); 350' (W)

Type: Master, Independent

Class: C

Disciplines:

Chill

99/114/134 Summon, Telepathy

110/125/145 Gnarl

105/120/140 Raise Waves, Wave of Fog

105/120/140 Minion, Sleep

95/115/135 Teleport

105/120/140 Blur Vision, Neptune's Lantern

Gandarewa, also known as the Master of the Deep, is a 6- to 8-foot tall, toad-like humanoid amphibian, with a semi-upright gait, a large mouth full of razor-edged teeth, and claws on all four webbed, manipulative feet. Gandarewa's eyes operate independently of each other and have a field of vision of 220 degrees. With its tremendously strong back legs, Gandarewa can leap up to 50 feet.

So far as is known, there is only one Gandarewa, but ancient South Sea Island stories hint that at one time there may have been others. Legends in the Caribbean state that the ruins found near Bimini in several fathoms of water may have been the majestic seat of this creature or race of creatures.

Although preferring deep water, Gandarewa can be found in swamps and tidal marches. On occasion, it has been seen on land, although not over a mile from some body of water, either a lake, river, or seacoast.

Gandarewa is always accompanied by 1D10 + 2 salt-water crocodiles, Drowned Ones (see pg. 57 of *Horrors of North America*), ghouls, or other minion-type creatures. It is also believed that Gandarewa uses humans and islanders as minions to further its ends. However, a sure-thing way of knowing is that Gandarewa's minions always develop webbing between their toes and fingers and are always in telepathic contact with Gandarewa. Although tales say Gandarewa is found primarily in equatorial or warmer waters, one dark Eskimo story tells of Gandarewa and his shark tupilaq.

Gandarewa can only be killed by coral-tipped weapons, and these are only effective when a conch shell horn is sounded. It is impervious to all other attacks.

Gargoyle

"The gray, winged beast sprang from the roof and dove at me. Thank God I noticed it and have catlike reflexes. I tucked and rolled. If it wasn't for that thing, I wouldn't have tumbled through the patio door, setting off the alarm I was preparing to disarm. You'd think the thing was working for you guys. Up until this point, you guys didn't have a clue!"

I know you think I'm crazy, but that's the honest truth!"

From New York City police report.
Sworn statement of Simon Bloom,
The West Side Cat Burglar
May 16, 1992

AGL: (70 + 2D10) or 85
DEX: (35 + 2D10) or 50
PCN: (50 + 2D10) or 65
PER: N/A
STA: (70 + 2D10) or 85
STR: (90 + 2D10) or 105
WPR: (35 + 2D10) or 50
EWS: (70 + 2D10) or 85
ATT: 1/3; (40 + 2D10) or 55
SR: 5/3 (aerial claw attack/bite & claws)
WB: N/A
Fear: -20
MV: 45' (L); 225' (A)
Type: Independent, Servitor
Class: C
Disciplines:
79/94/114 Change Weather (to overcast only)

Gargoyles are nocturnal creatures with gray, stone-like skin, broad leathery wings, sharp teeth, and ragged claws. They live in family groups of 1D5 individuals and lair in abandoned warehouses and other places high above human populations that are sheltered from direct sunlight.

Gargoyles have exceptional night vision which they use to track and attack their victims from the darkness above. By flying above their victims, Gargoyles may attack once every three rounds, inflicting Strike Rank 5 damage with their claws. Victims attempting to dodge, grasp, or strike at a swooping Gargoyle have a modifier of -15, unless they have the Night Vision Edge and have only 1 round to act before the creature returns to the sky above. Victims using firearms or other missile weapons have 2 rounds to attack (the first round at -15 and the second at -30) before the Gargoyle is out of range.

The claws of a Gargoyle retract into the creature's fingers, allowing it to dive from the air and take or remove objects held or worn by its victim. To do this,

the creature must make a Specific AGL Check. If the check ends in an H or C result, the Gargoyle is able to grab the object and fly away with it. If the check ends in an L or M result, the Gargoyle knocks the object out of the victim's grasp. Modifiers to the check are listed in the following table:

Object	Modifier
70+ lbs.	-10 per 5 lbs.
less than 1' in length	-10
shielded or worn	-15
150+ lbs.	automatic failure
4' or less in length	automatic failure

All modifiers are cumulative and other modifiers may apply (at CM discretion).

Items being dropped by Gargoyles, either intentionally or unintentionally, inflict catastrophic damage to anyone being hit by the objects. To determine if an individual is hit by an intentionally dropped object, the CM rolls as if it were an ordinary attack. If the object falls unintentionally, any potential victim (CM discretion) must make a Specific LCK Check. The victim with the lowest result then makes a General AGL Check. If the check is successful, the victim dodges the object; if unsuccessful, the victim is struck. (Modifiers to such attacks are at CM discretion.)

Gargoyles feed on human flesh. After killing a victim they carry the body to their lair and consume the entire corpse, bones and all. A single Gargoyle can only fly with a maximum of 150 pounds. If a dead victim weighs more than 150 pounds, the Gargoyle rips the body in two and carries the top half to its lair—the piece containing the most nutrition. Two Gargoyles working together can carry 250 pounds into the air. A single 150-pound kill can feed 1D5 Gargoyles for a week; thereafter they must find a new victim. However, newly-hatched Gargoyle infants consume an entire corpse every 1D10 days during their first two weeks of life. Gargoyles have one offspring per century.

When exposed to direct sunlight, Gargoyles are paralyzed and unable to move. However, they can use disciplines. They are only vulnerable to direct sunlight though, and are capable of ordinary movement whenever it is raining, snowing, foggy, or otherwise overcast. However, prior to dusk, a Gargoyle's PCN Score is reduced by half and its AGL Score is reduced by one-quarter.

Gargoyles are impervious to all forms of attack and can only be destroyed if exposed to direct sunlight for more than 3 consecutive hours. Such exposure turns these creatures into stone.

Gatekeeper

The three of us planned on entering the mine's westernmost entrance. As we started prying off the boards securing the opening, a scythe appeared out of nowhere and struck Chuck in the chest. Then, the unmanned weapon swung savagely at me. I did a backflip out of the way (Who ever thought that four years of high school gymnastics would save my life?) and ended up out of the weapon's reach. I watched as Bruce took the third scythe swing in the stomach. At that point, I saw a black-cloaked figure appear. It removed the blade and took a step toward me. . . .

Deadwood Police murder report:

Eyewitness: Les Ingersoll

April 25, 1992

AGL: (40 + 2D10) or 55
DEX: (30 + 2D10) or 45
PCN: (70 + 2D10) or 85
PER: N/A
STA: (45 + 2D10) or 60
STR: (55 + 2D10) or 70
WPR: (80 + 2D10) or 95
EWS: (75 + 2D10) or 90
ATT: 1 or 2; (55 + 2D10) or 70
SR: as per weapon
WB: 15 (Skull only)
Fear: -35
MV: 90' (L); 45' (W)
Type: Independent, Servitor
Class: C
Disciplines:

Any three Disciplines (CM choice)

Automatic Unique Invisibility (see below for details)

Unique Assemble (see below for details)

Although the appearance of a Gatekeeper is no different than that of a skeleton, its fondness for dark cloaks and long-bladed weapons generates intense fear in people who often mistake it for the fabled Grim Reaper. In fact, it is believed that sightings of Gatekeepers in the 17th and 18th Centuries led to stories of a cloaked skeletal figure harvesting human lives. One or two Gatekeepers have been known to serve Master-type creatures of the Unknown and protect an area or object; larger groups of 4 to 6 are rumored to protect portals to the Unknown.

It is believed that Gatekeepers wear black cloaks to hide the ivory glow of their skeletal remains. The bladed weapons they use safeguard their skeletal bodies,

which are their only source of weakness. Although Gatekeepers have been documented using scythes as weapons, the creatures use any object capable of doing Strike Rank 3 or greater damage.

Weapons might include any of the following, or objects of a similar nature:

- Chain saw, 1 attack, Strike Rank 6, 10% chance of engine stalling per round.
- Scythe, 2 attacks, Strike Rank 5.
- Shovel, 1 attack, Strike Rank 3.
- Chains in 4-foot long sections, 2 attacks, Strike Rank 3.

While these weapons are capable of inflicting severe damage, they are not the most feared abilities of a Gatekeeper.

Gatekeepers have a natural power of invisibility and can remain invisible until engaging in melee. Thereafter, the Gatekeeper can only remain invisible for 3 rounds of attack before becoming visible. The cloaks worn by Gatekeepers become invisible as well and hide any object held within, namely the creature's weapon, until it is brought outside of the cloak. As a result, for the first 3 rounds of melee, the creature's weapon appears from out of nowhere and seems to attack victims from midair while the Gatekeeper remains invisible.

Attacks against Gatekeepers' bodies glance off the bones without doing damage to the creature, although there is a 10% chance that such a blow dislodges the bone struck. When this occurs, the bone is knocked from the body. It takes a Gatekeeper 2 rounds to reattach any dislodged bones. However, in most cases the Gatekeeper waits to reattach the bones after its opponent is destroyed. Thus, major bones dislodged can be used as small clubs (SR 2) against the Gatekeeper.

Gatekeepers have a special ability, called Assemble, that allows them to reattach all dislodged bones in a single round. To do this, the creature must expend 15 WPR points at Student Level, 10 points at Teacher Level, and 5 points at Master Level. When the creature does this, all dislodged bones thrust violently at the Gatekeeper and reattach themselves in their proper positions. Any opponents holding a bone when this occurs must let go or take Strike Rank 2 damage while being dragged to the creature.

A Gatekeeper can only be destroyed by having its skull shattered by a blunt melee weapon or weapons. This can only be done successfully if the Gatekeeper's opponent uses a Called Shot (see pp. 10 & 96 of the *Chill* rulebook for details.)

Goblin

"It was dark, darker than a tomb—and silent, so silent you thought you'd gone deaf. First there was that roar, then the silent shuddering of the earth and rock that you could feel and see but not hear, and then the shaft caved in. Some claim they were awake the whole time, but I don't think any man could go through that without a temporary slip into unconsciousness.

"I woke in near-total darkness, the only hint of light being a small light from atop of Ray's hard hat. It was then that I heard it . . . a faint tap-tap-tapping which sounded like pick-axes to me. Only it didn't come from above, it came from below . . . and we were in the bottom shaft. No man could be below us. I recollect some stories some guys of Welsh and Cornish descent told, about goblins and things which scurried about in the dark. Times before I'd scoffed at those tales as some grandma's scary story for children, but sitting there in the dark and hearing that sound coming up from somewhere below, I wasn't so sure.

"I was glad when the rescue party pulled away enough of that hanging wall to get us out of there, and I started to mention it, but it just didn't sound right in the light of day. Some people say I imagined it, and so I quit telling the story even to my friends, but I know what I heard. . . ."

SAVE Richmond [West Virginia] debriefing:

Robert C. Berman, coal-miner

June 23, 1990

AGL: (30 + 2D10) or 45
DEX: (25 + 2D10) or 40
PCN: (60 + 2D10) or 75
PER: (35 + 2D10) or 50
STA: (45 + 2D10) or 60
STR: (35 + 2D10) or 50
WPR: (45 + 2D10) or 60
EWS: (85 + 2D10) or 100
ATT: 1; (35 + 2D10) or 50
SR: as weapon used
WB: 20
Fear: -20
MV: 75' (L)

Type: Independent, Servitor

Class: C

Disciplines:

65/80/100 Summon (rats, giant rats, or bats only),

Swarm

69/85/104 Enormity

65/80/100 Haywire

74/89/109 Appear Dead (self), Blur Vision, Ghostly Lights

Goblins, sometimes referred to as Gnomes or Diggers, are 5 to 5 1/2 foot tall humanoids with flat noses, large ears and eyes, flaccid lips, and long, spatulate fingers. They walk with a stooped and shuffling gait.

Goblins have night vision, which allows them to see as far in darkness as normal humans can in daylight and allows them to move silently, attacking with either clawed hand or with a club. They are a nocturnal race that dwell in dark places, unused mines, or in a series of tunnel complexes below ground. They carry digging tools and use them as clubs and are often accompanied by 2D10 giant rats (see pg. 82 for details) which they use as watchdogs and message carriers.

They prefer to attack in groups of 2D10 individuals. Due to their natural ability of stealth, they are often used by more powerful creatures as assassins.

Goblins resent interference, attacking men to enslave them in their mines when they outnumber a party of men who invade their area. They are affected by all forms of weapons and are destroyed when they have zero (0) or less Wound Boxes.



Grave Mist

"Me and my buddy Todd were goin' ta tip over some headstones in Pine Knoll Cemetery. It was a bitchin' night for it! There was a full moon and lots a fog. The weird part was that the fog was only in the cemetery. Oh well, we thought, it must be the drugs takin' affect. Anyway, everything was bitchin' until Todd disappeared. I thought, 'he must be hidin' in the fog, just waitin' for me to walk by so he can jump out and scare the spit outta me.' Well, I was kinda right. I tripped over Todd, but it wasn't Todd, ya know? Todd was all wrinkled, and his skin was flaky. Again, I thought it was from bein' so wasted. I left him ta sleep it off. I pinned a note on his army jacket sayin' that I went home cause I needed somethin' ta drink.

"I went home, had a drink, and forgot about the whole thing. Next thing I know you were here askin' me weird-ass questions. Ya know what? We never did tip over any headstones!"

SAVE Chicago debriefing: Randy Petersen
August 13, 1992

AGL: N/A

DEX: N/A

PCN: (80 + 2D10) or 95; 20

PER: N/A

STA: N/A

STR: N/A

WPR: N/A

EWS: N/A

ATT: N/A

SR: 3/4 (dehydration)

MV: 200' (A)

WB: N/A

Fear: -30 only if recognized

Type: Independent, Servitor

Class: G

Disciplines:

These fog-like creatures, also known as Mists, rise from the graves of humans influenced by the Evil Way.

Grave Mists have incredible perception within 500 feet. This is because they are only capable of seeing objects composed primarily of water: lakes, plant-life, animals, and humans. Grave Mists have no perception of solid objects and pass freely through or around them.

Grave Mists sit below the ground during daylight hours, often near the grave that spawned them, unless they are under the control of a Master-type creature from the Unknown. These creatures feed on indirect water supplied by their victims, causing these "victims" to wither and die. Animals die of dehydration, plants wither, and soil dries, turning to dust.

Victims passing through or caught in the Grave Mist take Strike Rank 3 damage for each round they spend in the Mist. This damage is considered to be a form of dehydration that drains the victim of all bodily fluids. Furthermore, Mists attempt to encase creatures until all the moisture is removed from them. If totally enveloped by Grave Mist, a victim suffers SR 4 damage. Therefore, if a victim's Current STA and his Wound Boxes are reduced to zero (0), the victim is irrevocably dead. Since human beings and other animals are composed of more than 90% water, the remains of a Mist's victims are often dried and shriveled corpses that collapse and turn to dust when disturbed.

Since they are gaseous in nature, Grave Mists are impervious to all forms of physical attacks. The only known way to destroy a Grave Mist is to dig up the grave that spawned the creature and cremate the remains within.

Grave Worm

"There she was, Grandma Caswell, jumping around and wailing at the top of her lungs. The weird thing, though, is that we buried her two weeks ago Friday. Thank God I know about the Unknown and that none of my family saw grandma."

SAVE Madison debriefing:
Corey Caswell, envoy
September 17, 1992

AGL: (35 + 2D10) or 50
DEX: N/A—(10 + 2D10) or 25
PCN: 15—(50 + 1D10) or 65
PER: N/A—(15 + 2D10) or 25
STA: (35 + 2D10) or 50
STR: N/A—(35 + 2D10) or 50
WPR: N/A—(35 + 1D10) or 50
EWS: N/A
ATT: 0—1; (20 + 2D10) or 35
SR: N/A—1
WB: N/A—25
FEAR: 0—30
MV: 1' (L)—25' (L)
Type: Independent
Class: C
Disciplines: None

Note: All statistical references before the dash (—) pertain to Grave Worms, those after the dash refer to the animated corpse.

Grave Worms, sometimes incorrectly referred to as night crawlers, are almost indistinguishable from earth worms, except that Grave Worms have small teeth and are semi-intelligent. Consequently, they are often mistaken for ordinary earthworms and used as fish bait. These creatures inhabit cemeteries, battle grounds, farmers' carcass piles (where dead farm animals are placed), etc. For the most part, Grave Worms have become harmless to mankind.

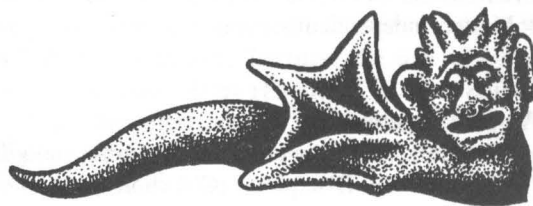
Feeding on the remains of the dead, Grave Worms are able to chew through coffins and into the corpses therein. They prefer fresh corpses over decomposing ones because fresh corpses contain more nutrients. However, due to concrete burial chambers that encase coffins, they usually only get less nutritious meals. If, however, Grave Worms have the good fortune to

encounter a coffin not encased in concrete, they gnaw through the wooden coffin—in 2D10 hours—and enter the corpse within. When this occurs, 1D20 Grave Worms enter the brain of the corpse and animate it. The Worms then use the body to break out of the coffin and dig its way to the surface.

Seeing the corpse break through the top soil is a disturbing sight that causes anyone seeing it to make a Fear Check at -50 (see pp. 89-90 in the *Chill* rulebook for results).

When in their "new mode of transportation," Grave Worms enthusiastically use the newly found senses and abilities gained through the corpse by dancing, singing, and exploring their new world. They may attempt to establish friendly communications with humans. Unfortunately, Grave Worms have poor control of corpses, so singing may come out as wailing and dancing may appear as an eerie graveyard romp. To Grave Worms, entering a corpse becomes a short-lived joyride, because corpses decompose quickly. (Each day Grave Worms inhabit a corpse, the corpse's Ability Scores are reduced by 5 points. Once AGL and STR are reduced to zero (0) or less, the corpse becomes immobile.

The corpses that Grave Worms inhabit can be destroyed by fire, but Worms always seek to protect their human shells and will use their corpse's fists in self defense. The Worms themselves are easily destroyed (can be stepped on, smashed, burned, etc.), so once a corpse is rendered useless, Grave Worms immediately return to the soil.



Helleton

I entered the crypt and found a gold-plated skull of what appeared to be that of a large dog. I took it back to camp and showed it to my guide, Lajoom. He told me that the skull was bad magic and that I should bury it in the crypt.

I again visited the crypt the next day and found a second chamber covered in pictographs. The crude pictographs told the story of a wolfman who was killed and came to life as a skeletal wolfman. The same humans that had killed it destroyed it again by cutting off its head and submersing it in a pot of melted gold. The gold-plated skull was then placed in this crypt, sealed from mankind for all eternity.

Could it be that the skull still holds magical properties?

From the journal of Lance Wellman, archeologist
November 21, 1991

AGL: (50 + 2D10 or 65)

DEX: (35 + 2D10) or 50

PCN: (65 + 2D10) or 80

PER: (35 + 2D10) or 50

STA: (65 + 2D10) or 80

STR: (65 + 2D10) or 80

WPR: (135 + 2D10) or 150

EWS: 135 to 150

ATT: 2; (60 + 2D10) or 65

SR: 5 (bone club)

WB: N/A

Fear: -40

MV: 100' (L)

Type: Master, Independent

Class: C

Disciplines:

Varies Telepathy

All Disciplines held as previous creature

Three additional Disciplines (CM choice)

Helletons are created when a powerful Creature of the Unknown is destroyed. At the moment of destruction, the embodiment of the creature's evil condenses and is drawn into the creature's skeleton. Then, a ghastly transformation takes place: the skeleton rises from the corpse, peels away its remaining flesh, muscle, and other tissue, and is ready for its new, improved existence. Any individual unfortunate enough to witness this grisly sight must make a General WPR Check. If the check is unsuccessful, the viewer permanently loses 1-5 points of WPR and is unable to move for 2D10 rounds. If the check is successful, the viewer is unable to move for 1D10 rounds.

The physical presence of a Helleton is always disturbing to humans, even though its appearance is similar to a skeleton. This is because, in the presence of a Helleton, every bone in a human's body emits a tingling sensation that reduces by 20 the person's PCN for 5 rounds.

After its creation, a Helleton retains all of its powers it had in its previous form, but does not have the limitations. In addition, the Helleton obtains three additional Evil Way Disciplines (CM choice). However, the Helleton can only use its disciplines in places untouched by sunlight.

Since sightings of the Helleton are rare, it is believed that it dwells in underground caverns and labyrinths. Once it has found such a lair (possibly the place it used to call home), the Helleton attracts a network of creatures from the Unknown to do its bidding. Although its minions are often creatures identical to the Helleton's previous form, it may control several creatures, including incorporeal ones.

Helletons are always sinister and cruel, often torturing and killing humans to pass time between schemes. They enjoy destroying all creatures created of flesh and view them as inferior.

It is not known if a Helleton can be destroyed. However, one can be imprisoned if its skull is decapitated and encased in gold. To decapitate a Helleton's skull a Called Shot (see pg. 96 of the *Chill* rulebook for details) resulting in a C result must be gained. All other Called Shot results prove ineffective.

When the head of a Helleton is removed, the skull of the creature remains "alive" and can communicate telepathically or attack incorporeally. If the skull is destroyed, the creature manifests itself in the skeleton of another living being and makes another transformation by removing the body that encases it. Once the skull is encased in gold, however, the creature is imprisoned and loses its ability to communicate. Should the gold encasement be removed or broken at any time, the skull influences the first intelligent creature it encounters to provide a skeleton for it to inhabit. (Modifiers to such influence attempts are at CM discretion.)

Heretic

"Sunday mass was going as usual until a grotesquely disfigured man appeared on the altar. Shortly thereafter, the congregation fled and the three of us stood by ourselves—the thing, Father Greeson, and I. I've been a member of SAVE for almost 12 years, but what took place next, no training had readied me for. I was mesmerized by the sight of Father Greeson. He was suspended in midair, spread-eagle, and he screamed in great agony as his arms and legs began to lengthen. That was the last thing I saw; I was struck in the head by a flying pew. I guess I was saved the misery of seeing Father Greeson being ripped apart. . . ."

SAVE Salem debriefing:

Red Hampton, envoy

June 14, 1992

AGL: (80 + 2D10) or 95

DEX: N/A

PCN: N/A

PER: (75 + 2D10) or 90

STA: (90 + 2D10) or 105

STR: N/A

WPR: (100 + 2D10) or 115

EWS: (125 + 2D10) or 140

ATT: 1; only uses disciplines

SR: N/A

WB: N/A

Fear: -35 to -50

MV: 150' (L)

Type: Independent

Class: I

Disciplines:

92/107/127 Hound

97/112/132 Corporeal Manifestation,

Fleshcrawl

100/115/135 Influence, Torture (see pg. 108 for details)

94/109/129 Telekinesis

Due to the tortures to which a Heretic succumbed before its death, its physical appearance in the afterlife is truly a terrible sight to behold. Its arms and legs are elongated and bent in unnatural positions, its head hangs down and often rolls in complete circles, as if its neck is too weak to support its weight. Large pieces of skin are missing over most of its body, exposing the Heretic's tendons and muscles.

A Heretic is the most deadly and vicious type of ghost known. It has an intense hatred for anything holy and does everything within its power to destroy any-

thing connected to religion. Its ruthlessness and hatred for religion can be explained by the extremely violent and hideous way that it died. Despite the church teaching everyone to "love thy neighbor," there was a period in history when the church did not follow its own doctrine. If someone questioned the church's beliefs, or if he was accused of practicing witchcraft, he was branded a Heretic. In an attempt to "cure" the Heretic of his evil ways, the church often employed questionable methods in an attempt to change his beliefs, methods that would result in the death of the so-called Heretic. One of the church's favorite methods of rehabilitation was to tie a Heretic to a wooden rack, attach chains to his arms and legs, and slowly pull him apart. Other techniques included tying him to a chair and lighting a fire beneath him, hanging him by his thumbs until he starved to death, and many other equally horrible tortures. Of course, these atrocities were all "employed for the Heretic's own good" and were "committed in the name of God."

A Heretic may have endured many days of torture before he succumbed to death; therefore, he had a great deal of time to develop an immense hatred for his tormentors and their cause. However, since he had no way to extract his vengeance in life, the Heretic swore that he would return after death to even the score with his tormentors.

Although a Heretic seeks to desecrate and destroy as many religious sites and items as possible, its main goal is to destroy the Catholic religion. It delights in manifesting directly on the altar of a church and brutally murdering the priest in front of his congregation. Its attack is one of the most dangerous and cruel forms likely ever to be encountered and takes the form of the Evil Way Discipline, Torture, the use of which is thought only possible by Heretics.

Once the priest is dead, the Heretic destroys every religious article it can find, including stained glass windows, pews, books, etc.

A Heretic cannot truly be destroyed; however, it can be banished from this plane of existence. To accomplish this the Heretic must be shackled hand and foot in chains which have been blessed by a bishop. (To successfully shackle a Heretic, a Called Shot (see pg. 96 of the *Chill* rulebook for details) must be made for each limb. After this has been accomplished, the Heretic is forever banished.

Hu-Hsien (who-[h]senn)

... I caught the kid stealing from my backpack. At my insistence, the village headman placed him in a storage room at the back of the inn and bolted the door from the outside. The next day we opened the door to bring the boy before the circuit judge and were greatly surprised to find the storage room empty. Not completely empty; a fox was inside. Slightly larger than a kit, it was clearly not full-grown, but where was the boy? He was nowhere to be found. Although it's possible that the fox could've eaten him, there was no sign of a struggle, and I felt it highly implausible that such a small fox could've eaten anything nearly as large as a boy. Before we could detain it, the fox darted between my legs, avoided the diving grasp of the inn-keeper, and was well away.

To this day I don't know what happened to the boy or how the fox found its way into the storage room. Checking into local fables, I discovered a persistent rumor of fox-people who are great thieves, but I think my run-in was a coincidence.

From the diary of Beth Schneider, hiker
February 24, 1990

AGL: (55 + 2D10) or 70

DEX: (55 + 2D10) or 70

PCN: (70 + 2D10) or 85

PER: (60 + 2D10) or 75

STA: (35 + 2D10) or 50

STR: (25 + 2D10) or 40

WPR: (45 + 2D10) or 60

EWS: (120 + 2D10) or 135

ATT: 3; (25 + 2D10) or 40

SR: 1 (bite & claws)

WB: 25

Fear: 0

MV: 125' (L), 10' (W)

Type: Independent

Class: C

Disciplines:

85/100/120 Empathy

77/92/112 Create a Feast

80/95/115 Hypnotize, Influence, Sleep

84/99/119 Halt, Throw Voice

89/104/124 Invisible

Automatic Change Self

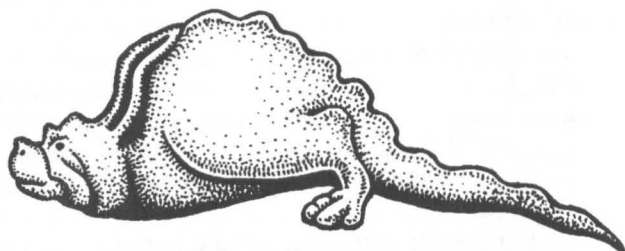
A Hu-Hsien, also known as a Werefox or Foxkin, is a thief which can change shape at will. It can appear as one of two things: a comely and graceful Asian person with slightly pointed ears, or as a fox with the ability to speak.

This creature enjoys tricking humans but has been known to aid men if it suits the Hu-Hsien's purposes. Although one never goes back on its given word, it sticks to the very letter of the law and scrupulously follows details. However, a Hu-Hsien looks for oversights which allow it to take advantage of a bargain.

Although it has a fondness for valuable items, a Hu-Hsien is especially attracted by items of the Art or the Evil Way which can be worn as jewelry and takes extreme risks (CM discretion) to obtain such items.

If thwarted in its thieving attempts and unable to easily escape, the Hu-Hsien first uses its Hypnotize Discipline and uses its bite and claws only if necessary (or if Hypnotize fails).

A Hu-Hsien suffers STA Loss but does not take wounds from normal weapons. Unlike a werewolf, a Hu-Hsien regenerates STA at a normal rate (see pg. 106 of the *Chill* rulebook for details). Weapons made of silver inflict normal wounds, and a Called Shot (see pg. 96 of the *Chill* rulebook) to the heart of the Hu-Hsien while using a silver weapon kills the creature instantly (modifiers to the Called Shot are at CM discretion).



Iblis (ibb-liss)

Dr Antonio Mennaguzzo (AM): *Relax and tell me about your encounter on February 4, 1992. Remember, you are in no danger. Relax.*

Tad Levine (TL): *It's really cold, 20 below. Paul and I are walking through the Alaskan wilderness, looking for a small herd of elk. Mike is in the copter; we're in contact with him through our walkie-talkies. Mike hovers directly overhead and tells us that the herd is about 300 yards to the north. We acknowledge and head to the north. Just then, Mike says he sees some kind of fiery UFO coming toward him.*

We look up and see the thing. It flies right at the copter and, when the UFO's about fifty feet away, the copter bursts into flames. I run to my left. Paul, mesmerized by the sight, gets crushed by the burning copter. . . .

Part of an interview of Tad Levine, under hypnosis by
Dr. Antonio Mennaguzzo, envoy
September 8, 1992

AGL: (85 + 2D10) or 100

DEX: (75 + 2D10) or 90

PCN: (120 + 2D10) or 135

PER: (85 + 2D10) or 100

STA: (105 + 2D10) or 120

STR: (105 + 2D10) or 120

WPR: (105 + 2D10) or 120

EWS: (135 + 2D10) or 150

ATT: 2; (30 + 2D10) or 45

SR: (see below for details)

WB: N/A

Fear: -10

MV: 200' (L), 150' (A)

Type: M

Class: Special (m)

Disciplines:

99/114/134 Empathy, Swarm, Telepathy

105/120/140 Change Self

105/120/140 Lightning Call

105/120/140 Minion, Sleep

Automatic Unique Wildfire (see below for details)

Iblis, usually thought to be the last of an elemental race, is an amoral creature from the Unknown which is the spirit of fire. Its natural appearance is that of a burning human shape with glowing coals for eyes. When in human guise, Iblis appears as a chain-smoking red-headed member of either sex, who is constantly fidgeting with a cigarette lighter or match. Even in human guise, Iblis handles fire and hot objects without appar-

ent ill affect. Iblis does not realize that objects painful to the human touch may be handled by him or his minions, who are always pyromaniac humans.

Prior to Iblis' appearance, the aroma of scorched air appears in the immediate vicinity. Although made of fire, Iblis can control its effect on the area around it, not starting fires unless it wishes.

Legend states that Iblis eats human flesh, but in truth, no one is devoured; that is to say, they are not eaten but are incinerated. This incineration is the result of the Wildfire Discipline which can be directed at an area 50 feet in circumference; each turn 1D5 combustible objects in the area automatically smolder and catch fire. This continues as long as Iblis wishes or until it leaves the area. Upon its departure, all items affected by the Wildfire Discipline quit burning.

To ignite a victim, Iblis must first make a successful General WPR Check and then must physically touch its intended victim. When Iblis touches its victim, he sustains no damage, but his body temperature is raised, and every turn thereafter he must make a General WPR Check or catch fire, suffering 1D10 points of STA Loss per round on fire. The victim continues to burn until the fire is extinguished (modes of which are at CM discretion) or Iblis is destroyed or driven back into the Unknown. Also, anytime Iblis and his victim are within 50 feet of each other, the victim automatically catches on fire.

Iblis is opposed to Gandarewa (see pg. 52 for details) and may even side with humanity against this water creature.

Iblis is immune to all weapons. However, he takes SR 4 damage from water attacks. (The CM should use discretion when assigning damage to water attacks. For example, an attack from a squirt gun would do no damage, but a garden hose could do SR 2 or 3 damage). Iblis can be destroyed by being totally immersed. Such damage to Iblis is at SR 7 per round of immersion. Humans touching Iblis during its immersion automatically suffer burn damage at SR 5. Hypothetically, Iblis can also be destroyed by placing it in a vacuum. When faced with certain destruction, Iblis returns voluntarily to the Unknown for a period of 2D10 months, leaving behind the charred residue of its human-shaped body. All those witnessing this escape usually think they have destroyed Iblis.

Jalpari (jahl-parr-ee)

"Sandy went into violent convulsions. We thought it was an epileptic seizure, so we handled it as we had done a hundred times before. As we soon learned, however, this was the work of the Unknown."

"Sandy's seizure ended, along with her life, when a strange-looking creature burst from her stomach. Thinking quickly, I grabbed a candlestick and staved-in its head."

"I notified you immediately. The rest you know."

SAVE Seattle debriefing:

Mary Thomas, envoy

May 27, 1992

AGL: (90 + 2D10) or 105

DEX: (45 + 2D10) or 60

PCN: (60 + 2D10) or 75

PER: (60 + 2D10) or 75

STA: (75 + 2D10) or 90

STR: (75 + 2D10) or 90

WPR: (60 + 2D10) or 75

EWS: (95 + 2D10) or 110

ATT: 2; (30 + 2D10) or 45

SR: 4/3 (bite/claw)

WB: N/A

Fear: -25

MV: 175' (L), 250' (W)

Type: Independent, Servitor

Class: C

Disciplines:

77/92/112 Contact the Living

82/97/117 Change Self

82/97/117 Raise Waves

77/92/112 Influence, Steal Memory

77/92/112 Neptune's Lantern

A Jalpari, also known as a Merman, is a carnivorous, water-dwelling creature resembling a human in form and size. It envies all humans and uses them as slaves and chattel, regarding them only as a link in its reproductive chain, but of no worth or consideration, otherwise.

Each Jalpari is bisexual and reproduces by using a human as its host. When it is an hour or two away from laying its egg, a Jalpari uses its Change Self Discipline to take on a human guise, locates a likely candidate (a person with good stamina and in good health), forces him or her to cohabit with it (usually by use of the Jalpari's Influence Discipline), and then lays its egg in the chosen host.

The egg incubates in its host for one year, with no ill effects to the host. During this long incubation, the host is usually used as a slave by the Jalpari and is unable to return to humankind. However, on extremely rare occasions, a Jalpari releases its offspring's host back into society. (SAVE authorities think that the host is released to see if he will be discovered as an egg-carrier [see below for details] and also not to have the host become a missing person, thus possibly causing a large-scale manhunt.) The Jalpari monitors the host from afar until the time for its offspring's hatching is near. At that time, the Jalpari attempts to recapture the human so the hatchling has a source of food until it reaches maturity (in 20-30 weeks).

The only two ways to tell if a human is carrying a Jalpari is to find the scar of the square flap on his back which is where the egg was deposited in his abdominal cavity, or see a hatchling hatch.

A Jalpari fights using both claws (considered 1 attack) and its bite, which is highly infectious and turns septic. A victim bitten has a base chance of 75 to catch a strength 100 disease which becomes apparent in 1D10 days.

A Jalpari takes normal STA Loss from all forms of combat and can only regenerate lost STA when in salt water. The only known way to destroy a Jalpari is to remove it from water and burn it.

Jurua (joo-roo-ah)

I collected several new species of water plants. One blossom was particularly unusual and just out of reach of my collecting hook, so I decided to violate a cardinal rule and wade out to where I could easily reach it. No sooner had I set foot into the water than something grabbed my ankle. I could see nothing, and jabbed sharply with my collecting hook. The pressure on my ankle eased, and I jumped to shore. Although I could see nothing in the water, I could still feel the pressure of cruel fingers on my ankle, and for a month afterward the deep scratches on my leg were mute evidence of my encounter with something I felt but could not see.

From the journal of Laverne Shelly
August 2, 1992

AGL: (75 + 2D10) or 90
DEX: (45 + 2D10) or 60
PCN: (55 + 2D10) or 70
PER: (25 + 2D10) or 40
STA: (60 + 2D10) or 75
STR: (55 + 2D10) or 70
WPR: (35 + 2D10) or 50
EWS: (100 + 2D10) or 115
ATT: 2; (50 + 2D10) or 65
SR: 4 (claws)
WB: 25
Fear: -25
MV: 150' (L), 250' (W)
Type: I, M
Class: C
Disciplines:

67/82/102 Summon, Telepathy
79/94/114 Wound
77/92/112 Raise Waves
77/92/112 Neptune's Lantern
Automatic Invisible (in water only)

A Jurua appears as a 4 1/2- to 6-foot-tall, scaly humanoid with a wide, flat face, gills, and webbed, clawed toes and fingers. It is an evil spirit of the sea that has the ability to remain invisible while in the water. While under water, a Jurua communicates with others of its kind and water-dwelling creatures (such as sharks) with ultrasonic whistles. Each Jurua keeps 1D10 sharks as watchdogs for its lair.

A Jurua drowns humans and eats their corpses. Although invisible in water, a Jurua can be seen by characters who have a PCN Score above 50. For every PCN point over 50, a character has that percentage chance to see a Jurua while it is in the water.

A Jurua sustains normal STA Loss and wounds from all weapons.

Dolphins have been known to aid men against Jurua.



Kakamora

(cack-ah-moor-ah)

"I remember a story my grandfather used to tell me. He said that his great, great, great, great grandfather, a knight in the Middle Ages, encountered treemen, which he called Kakamora, that stalked the Black Forest. He claimed that after many a good knight was vanquished by the vile creatures, he and thirty other stout men lured the beasts into a small clearing and set a torch to them. Their ashes were then gathered and gotten rid of."

"It wasn't until my trek into Redwood National Forest that I knew Kakamora truly exist. My grandfather's stories didn't do the evil things justice."

SAVE San Francisco debriefing:

Gunther Schlecting

September 1, 1992

AGL: (45 + 2D10) or 60

DEX: (60 + 2D10) or 75

PCN: (45 + 2D10) or 60

PER: (45 + 2D10) or 60

STA: (75 + 2D10) or 90

STR: (105 + 2D10) or 120

WPR: (60 + 2D10) or 75

EWS: (75 + 2D10) or 90

ATT: 2; (45 + 2D10) or 60

SR: 5 (thorny branch)

WB: 40

Fear: -25

MV: 75' (L)

Type: Independent, Servitor

Class: C

Disciplines:

70/85/105 Confuse, Influence

A Kakamora, a creature with the strength of 2 to 4 men, is the resurrected body of an evil man who was buried in a tree, a wooden coffin, or other container composed mostly of wood. Its body, which stands 5 to 5 1/2 feet tall and looks like a vaguely humanoid tree, is covered with a bark-like substance which is as hard as oak. It has long mossy hair and two branch-like arms that end in sharp thorny nails.

A Kakamora usually resides in deep, dark forests where it can blend in with its surroundings and easily snag unwary passers-by. However, there has been two documented case of a Kakamora residing in a cemetery.

A Kakamora is inactive in winter, or when snow is on the ground, and it is rumored that a Kakamora will flee the color white (possibly because it reminds it of snow). In addition to its dormancy in winter, a Kakamora never moves about in daylight, assuming the semblance of a tree with little foliage, and blends in with the surrounding trees, making it 95% undetectable. A Kakamora remains "blended" until someone or something moves within a yard of it. It then attacks (add +20 to its Initiative due to surprise) its victim with its thorny-ended branches, attempting to kill him. If successful, the Kakamora buries the body and stands over it, sticking its roots into the body to draw out its nutrients. The body will be depleted of all nutrients within a week.

A Kakamora is unaffected by missile and blunt weapon attacks and takes half damage from edged weapons. It can only be destroyed by fire; however, burning it is not enough. If the ashes are not gathered, wrapped in a white cloth, and buried, the Kakamora returns in 1D10 days. After a Kakamora is destroyed, no green plant will grow on that area, although toadstools and fungi will flourish there.



Knocker (nock-err)

"... The cave-in was the worst I'd seen in all my 20 years of mining. Also, this was the only major earthquake we'd ever had here in Iron River. But what happened next was even weirder. When the dust cleared, only Dan, Ced, Digs, and me were left. Each of our lights still worked, so, we thought, we weren't totally screwed. No sooner had Digs said to me, 'At least we got our lights, aye', when all of our lights quit. Not just one... all of 'em. What were the chances of that?"

"We had no sooner settled down when we heard a tappin' to our left. Ced got up, walked over to where the tappin' came from, and started tappin' himself. That's when the trouble started..."

SAVE Marquette debriefing:

DuWayne Wajda

June 27, 1992

AGL: N/A

DEX: N/A

PCN: (80 + 2D10) or 95

PER: (60 + 2D10) or 75

STA: N/A

STR: (70 + 2D10) or 85

WPR: N/A

EWS: (125 + 2D10) or 140

ATT: 1; (35 + 2D10) or 50

SR: Special (flaming skull, see below for details)

WB: N/A

Fear: -25

MV: 150' (L)

Type: Independent

Class: C

Disciplines:

90/105/125 Haywire, Shake the Earth

94/109/129 Darken, Ghostly Lights, Invisible

Automatic Unique Shriek

Knockers, also known as the Cursed Ones, have normal human torsos, but their heads are burning skulls which float just a few inches above their necks. They seem as if they were only recently decapitated, because a torrent of blood continuously gushes out of their necks.

Knockers are the undead bodies of men who took part in the atrocities throughout our history. They were branded as demons and beheaded. To ensure their deaths, their heads were burned and their remains were sealed in abandoned mines, wells, and any other remote, underground places. Today, however, Knockers can be found in sewers, subway systems, mines, or any other underground places.

Soon after their burial, their heads, in the form of flaming skulls, returned to their bodies. This phenomena and the gravity of their offenses cursed them into becom-

ing immortal. This immortality was worse than death, as the Cursed Ones were forced to stay underground because of their appearance and severe hatred for humans. So, in an attempt to escape their persecutors, they dug deeper into the earth and have dwelled there ever since.

When their lair is entered by humans, Knockers do everything in their power to destroy the intruders and their digging implements and impede their progress. Knockers feel that the underground is their home and that all intruders should be treated as criminals and sentenced to death. After all, it was the humans that sent them underground in the first place.

The first thing Knockers do when intruded upon is use their Invisibility Discipline on themselves and then, if applicable, use the Haywire Discipline on any equipment the intruders are using (hydraulic drills, jack hammers, lights, etc.). They then use their Shake the Earth Discipline in an attempt to cause a massive cave-in. If any of the intruders survive the earthquake or if the earthquake is not completely successful, the Knockers use their Darken Discipline to assure the area is in utter darkness and hopefully cause panic and confusion among the intruders. The Knockers then begin to destroy the survivors.

First, they knock on a wall to give the survivors a false feeling that their rescuers are already working to free them. Also, the knocking is done on a wall that was weakened in hopes that the survivors will attempt to dig their way out, thus causing further cave-ins. If the survivors do not fall for this trickery, the Knockers knock near a dangerous area (a pit, weak ceiling support, etc.) in the hopes that someone will investigate the knocking and be walking directly into the danger. If none of these ideas brings harm to the survivors, the Knockers become frustrated and visible. They then each reach up, remove their flaming skull, and fling it at the nearest person. Anyone struck by such an attack automatically suffers 1D5 wounds and starts on fire for an additional 1 wound per round until the fire is extinguished. Whether the skull hits its target or not, it immediately returns to the Knocker. To make matter worse, the skull emits an ear-splitting shriek as it sails through the air. Anyone who hears this noise loses 1D10 WPR each time that it is thrown and must make a Fear Check (see pg. 89-90 of the *Chill* rulebook for details). Once a survivor's WPR is reduced to zero (0) or less, he gives up and readies himself for death; however, once a survivor reaches this stage, he has lost all semblance of sanity and is thereafter unbothered by Knockers (after all, he is no further a menace).

Knockers cannot be harmed by any normal weapons. They can only be damaged if immersed in bright light (halogen lights, sunlight, etc.). Such attacks do SR 7 damage. When reduced to zero (0) or less STA, Knockers are successfully destroyed.

Kul (cool)

"Ah stood watch on th' keelboat. We'd brought it all th' way down th' Big Muddy and then on into th' Gulf. We planned to slide South 'round th' coast, heading fer some of th' Mexican coastal cities that we'd heard 'bout. Along 'bout dark, Ah et my Freetos an' beans with fried fish. Ah lit mah pipe an' was enjoyin' the tangy burley when Ah heered somethin' near th' bow. Wal, Ah ain't no fool, an' Ah knew we wasn't close 'nough ta shore fer much driftwood ta beat up against th' hull. Th' thought that it might be pirates crost mah mind, hell it may be th' '90s but thar are still unscrupulous-types aroun'. So, Ah grabbed Ol' Bessy—mah .45 magnum—an' thumbed back th' hammer whin Ah stepped toward th' bow. Ah got no more than ten feet from th' bow whin with a leap, this huge thang hiked itsef up on th' deck. It glowed an eerie green, an' brandished this big ol frog-sticker at me. Ah swear, it was uglier than any yellor haound Ah'd ever seen. It kinda looked like thet creature from the black lagun.

"Ah yelled at it ta git, but it slogged forrard on big splayed feet with thet sticker, evidently hard put on puncturin' me. Ah blasted it hard, and th' force of Ol' Bessy knocked it clean offa th' front of the keelboat. Course, thet brought most of th' crew up from below. Ah suggested we git, an' we did.

"Tuh this day Ah'm not sure whut thet thing was. . . ."

SAVE New Orleans debriefing:

Samuel Peter Hawthorne

August 3, 1972

AGL: (45 + 2D10) or 60

DEX: (45 + 2D10) or 60

PCN: (55 + 2D10) or 70

PER: (10 + 2D10) or 25

STA: (45 + 2D10) or 60

STR: (35 + 2D10) or 50

WPR: (50 + 2D10) or 65

EWS: (105 + 2D10) or 120

ATT: 2/1; (40 + 2D10) or 55

SR: 5/5 (claws/spear)

WB: 35

Fear: -25

MV: 75' (L), 150' (W)

Type: Independent, Servitor

Class: C

Disciplines:

72/87/107 Change Temperature, Raise Waves

75/90/110 Unique Telekinesis (see below for details)

75/90/110 Influence

79/94/114 Blind, Neptune's Lantern, Quiet

Automatic Unique Telepathy (see below for details)

Kul are 6- to 7-foot-tall aquatic humanoids with gills, flat faces, wide mouths filled with sharp teeth, and webbed and clawed fingers and toes. Their skin, which ranges from black in color to light green, emits an iridescent green glow in the dark. From the depths of the oceans, Kul produce a protein based phosphorescence that gives them their iridescence.

Kul hate mankind and prefer to dominate, enslave, or kill human captives. Humans that are captured by Kul, and are not destined for their larder but for indefinite servitude, are fit with special devices that allow them to breathe the air contained in water.

Kul use their Automatic Unique Telepathy Discipline as their only form of communication, to summon 1D10 sharks, octopi, or other Kul, and can use the discipline in the usual ways.

Kul can use their Unique Telekinesis Discipline to move themselves once daily or to move objects (36 cubic foot volume) five times daily.

Kul sustain normal wounds and STA Loss from all weapons and attack-forms. When reduced to zero(0) or less Wound Boxes, Kuls die.



Lamia (lam-ee-ah)

"It occurred in Greece, about ninety-five miles from Athens. I was on a working vacation—archeological—and we stopped in a small village. An old man told us how he had come from a now deserted village that had suffered a series of unfortunate deaths. Determined to rid himself of this plague, the villager had travelled the area over. Near a cave was a sylvan glade. There he espied two lovers, a young shepherd and a woman of unearthly beauty. Moving closer, the villager was assailed by the odor of a giant snake, that musty and reptilian odor peculiar to the larger snakes. A strange dread clutched his heart, for even as he watched the lovers kiss, he saw the beautiful woman twine her arms around her lover. And then she began to squeeze. Her lover's eyes popped open, and he struggled, but was no match for her. Even at a distance of two hundred feet, the old villager heard the shepherd's bones break under her embrace. Rushing up on her, the old man smote her. Dropping her lifeless prey, the woman turned on the old man. Like a smoky image, her visage and physique faded, becoming less human and more like that of a giant reptile with the head of a woman.

"The old villager's nerve failed him, and he ran. He told the villagers of the dreadful discovery he had made, and the people decided that they could not hope to combat such a creature, and moved further from the mountains to the relative safety of the plains."

SAVE Dublin debriefing:

Dr. Miguel Torres

May 11, 1989

AGL: (60 + 2D10) or 75

DEX: (35 + 2D10) or 50

PCN: (50 + 2D10) or 65

PER: (30 + 2D10) or 45

STA: (35 + 2D10) or 50

STR: (95 + 2D10) or 110

WPR: (55 + 2D10) or 70

EWS: (95 + 2D10) or 110

ATT: 1 - 3; (40 + 2D10) or 55

SR: 3*/4/8 (bite/talons/constriction)

WB: 35

Fear: -30 only if recognized

MV: 100' (L), 75' (W)

Type: Master, Independent

Class: C

Disciplines:

67/82/102 Summon (constrictor snakes, rats, or feral dogs only), Swarm

69/84/104 Animation of the Dead, Change Self (boa constrictor or woman only), Enormity

75/90/110 Influence

74/89/109 Appear Dead (Self), Ghostly Lights

*The Lamia's bite also injects a strength 170 poison which completely paralyzes the being bit in 1D10 rounds. The poison's effects last for 1D10 hours. (The duration of the poison can be random or dependent upon the victim's size, STA, etc., at CM discretion.)

A Lamia is a monstrous twelve-foot-long snake that can change its upper torso to that of woman. In this natural form, a Lamia has been known to hide behind a fairly large object (a couch, wall, log, etc.) or in the water, and act like it is a woman in need of help. When its victim gets within reach, the Lamia lunges out at him, striking with its taloned hands or biting him with its poisonous bite (CM discretion) and, if successful, constricting him with its massive tail. Once its victim is dead, the Lamia drains the body of blood and eats it, leaving behind only the victim's personal items and bones.

A Lamia loves human flesh above all other foods, although it will eat other warm-blooded creatures if no humans are available. If there is nothing to hide behind (see above), it uses its Change Self Discipline to take the form of a human female. It can also use this discipline to take the form of a boa constrictor.

If a Lamia is cornered or losing a fight (CM discretion), it uses its Summon Discipline to bring snakes, rats, and dogs to its aid.

The instant a Lamia is wounded when in an assumed form, it reverts to its natural form. A Lamia sustains normal wounds and STA Loss from all forms of combat. If reduced to zero (0) or less Current STA (but still has Wound Boxes), it collapses and appears to be dead. However, in 1D10 minutes it emerges from this state of feigned death with its Current STA equal to its original STA. A Lamia can only be killed by reducing it to zero (0) Wound Boxes.

A Lamia can regain all lost STA and Wound Boxes by simply sleeping for an uninterrupted six hours.

Langsuir (lang-soo-ear)

"As soon as I heard about Robert Christiansen's illness, I could not get the thought of his exotically beautiful fiancée, Sasha, out of my mind. Suddenly, like a jigsaw puzzle viewed after a good night's sleep, all the pieces made sense. I rushed to Robert's house, knocked on the door, and demanded of Mrs. Griggs, his housekeeper, that she admit me at once to the sitting room. Mrs. Griggs informed me that Robert and Sasha were in there even now.

"Like a man possessed, I rushed down the hall and flung open the door to the sitting room. The window was open, and of Sasha there was no sign, but Robert lay prostrate on the floor, his head lolling lifelessly to one side. His chest and shoulders were covered with a dozen or so welts: large purplish blisters which oozed blood. Mrs. Griggs screamed until I slapped her and ordered her to fetch a snifter of brandy. I forced Robert to drink the brandy, and gradually a semblance of life returned to his pale lips and cold forehead. He recovered, but afterwards was ever a listless and flighty man."

SAVE Manchester [New Hampshire] debriefing:

Prof. Charlotte Carner, envoy

April 1, 1992

AGL: (45 + 2D10) or 60

DEX: (35 + 2D10) or 50

PCN: (35 + 2D10) or 50

PER: (30 + 2D10) or 45

STA: (60 + 2D10) or 75

STR: (30 + 2D10) or 45

WPR: (35 + 2D10) or 50

EWS: (100 + 2D10) or 115

ATT: 1/2; (30 + 2D10) or 45

SR: 4/3 (blood drain/claws)

WB: N/A

Fear: -25 only if recognized

MV: 135' (L)

Type: Master, Independent

Class: C

Disciplines:

79/94/114 Unique Change Self (cloud of mist only, see below for details), Gnarl

70/85/105 Unique Sleep (see below for details)

74/89/109 Halt, Telekinesis

70/85/105 Darken, Invisibility

Automatic Unique Influence (see below for details)

A Langsuir is the corporeal manifestation of a vampiric spirit that appears as a beautiful woman with long, ankle-length black hair always dressed in a green robe. It has long nails and never eats or drinks "regular" food. Unlike a true vampire, a Langsuir has a reflection at which it will stare for 2D20 rounds, if being attacked. A Langsuir has no fear of holy symbols and is able to walk around in daylight, although it is most commonly seen at twilight or at night. Langsuirs are repulsed by the odor of garlic and must make a General WPR Check or flee when opposed by it.

If discovered for its true self, a Langsuir pleads for its "life" with such conviction that its appeal for mercy makes all that hear—excluding women, who are unaffected by the appeals—make a General WPR Check, with a modifier of -25. Those that fail the check act as if they are under the power of the Influence Discipline.

A Langsuir has 6-10 tendrils which issue from a hole in the back of its neck and fasten onto a victim to drain his blood. It never drains blood from females, but attacks them with its claws and Discipline and prefers to drain a little blood from each member of a party rather than attempt to kill only one. In this way it can possibly have a "stable" of victims off which to feed. Those attacked by the tentacles have large purplish, blood-oozing welts on their shoulders and chest.

If a Langsuir is stalking a lone victim, it uses its Invisibility Discipline on itself and follows the victim until he is in a secluded place (an apartment, bathroom stall, alley, etc.). It then uses its Halt Discipline on him and its Telekinesis Discipline to rid him of any garlic (if applicable). It then completely drains its victim's blood.

If a Langsuir is stalking two or more victims, it uses its Invisibility Discipline as mentioned above, then uses its Unique Sleep Discipline when its victims decide to rest. (In addition to the Sleep Discipline working in the usual manner, it also functions outside, with a range of sight.) Once its victims are asleep, the Langsuir uses its Telekinesis Discipline to rid anyone of garlic (if applicable) and completely drains the blood of those individuals. If no garlic was present, the Langsuir drains blood from each person for 2 rounds.

A Langsuir suffers STA Loss from physical damage but ignores wounds. A Langsuir nearing zero (0) Current STA uses its Change Self Discipline to change into a cloud of mist and flees. If forced to zero (0) Current STA, it automatically turns to a cloud of mist and flees. It regenerates all of its lost STA within 1D10 + 10 hours.

A Langsuir can only be destroyed if a wooden stake is driven into a tentacle-holding hole in its neck. This can only be done by a successful Called Shot (see pg. 96 of the *Chill* rulebook for details). If attacked with a wooden object capable of destroying it, the Langsuir will use its Gnarl Discipline.

Larva (lar-vah)

"In the days when I roamed the wide world in search of truth, I saw many strange and frightening things. One such was when the esteemed Dr. Haroun Rashid took me with him into the jungle country. There, it was told in the old tales, were fabulous buildings said to be the dwellings of the Ancient Ones. We found the city with little more than customary difficulty, which of course we explorers ignored. Allah be merciful, would that the way had been more difficult, for then we might have turned back and never found the horrid place.

"Entering the first hall, Rashid and I both knew this place had lain undisturbed for millennia. We tried to cross the floor to the far end of the hall. In the twinkling of an eye, the floor was covered with a writhing mass of horrors three feet long, possessing the bodies of huge grubs and the faces of those tormented by djinn. We fled as if the hounds of hell were upon us, and I do not think either of us had the slightest desire to return. From that instance, Rashid was a changed man. His nerves were shattered, and his hair totally white. During our escape, he was whipped by the creatures who possessed a strange pair of antennae that sprouted from their foreheads, and thereafter the unfortunate doctor never had another lucky day as long as he lived."

SAVE documented story by:

Ibn al-Fassid

July 22, 1992

AGL: (2D10) or 15

DEX: (2D10) or 15

PCN: (15 + 2D10) or 30

PER: (2D10) or 15

STA: (25 + 2D10) or 40

STR: (35 + 2D10) or 50

WPR: (10 + 2D10) or 25

EWS: (85 + 2D10) or 100

ATT: 1/2; (35 + 2D10) or 50

SR: 4/3* (spit/tendrils)

WB: N/A

Fear: -25

MV: 5' (I)

Type: Servitor

Class: I (m)

Disciplines:

52/67/87 Contact the Living

62/77/97 Wound

65/80/100 Wave of Fog

57/72/92 Steal Memory

54/69/89 Teleport

Automatic Unique Manifestation (as ghost; see pg. 204 of the *Chill* rulebook)

*Victim also loses permanently 1 Luck point.

A Larva, which appears as a giant, 3-foot-long white grub with a human face and two tendrils that sprout from its forehead, is a ghost which is often used by practitioners of the Evil Way to guard against or scare off intruders. A Larva moves naturally slowly, so usually uses its Teleport Discipline to move around.

A Larva uses its tendrils to grasp objects and to attack. If a victim is touched by a tendril, he not only sustains SR 3 damage but also loses permanently 1 Luck point. For ranged attacks, a Larva spits a caustic acid, which has a range of 25 feet. A Larva usually uses its Teleport Discipline to appear in an area (+5 to Initiative due to surprise), attacks for two rounds, and then Teleports away.

A Larva is always in a group of 2D10 Larvae.

A Larva is unaffected by all forms of attack and can only be destroyed if touched with a precious metal or jewel (CM discretion). Such items touching a Larva are also destroyed.

There is said to be an aquatic version of the Larva, known as the **Liwa**, that has the Raise Waves Discipline in addition to those listed for the Larva. The Liwa is said to look like a sea urchin.



Manes (man-ehz)

The house had stood empty for years, and the musty aroma of creeping decrepitude lay heavy within its halls. Many houses have a damp, chilling aura of fear to them, but this house had only a feeling of sadness—a kind of benevolent sadness. In the upper gallery, off the master's chambers, the floorboards creaked gently, protesting wearily the passage of too many feet over too many years. At the darkened end of the passage a light glowed, a gentle, softly flickering, blue pulsing globe of light.

Rourke froze, his fingers digging into my arm. He, too, beheld the pulsing light which rapidly approached us. Before we could will our bodies to move, the light passed through us. How can I best describe that which is a cool and refreshing bath for the human soul, a balm for shattered and frayed nerves? A sense of well-being and contentment seeped through me as the ball of light passed away and out of sight. Somehow, without really knowing, I was aware that the kindly old master of Woltrich Hall approved of our presence and did all that he could from his side of the veil to welcome and comfort us.

I have seen terrifying and sad ghosts in my career, but few friendly or happy ones. This, fortunately, was one of the latter.

From the journal of Clyde Lovelace, envoy
March 18, 1991

AGL: (75 + 2D10) or 90

DEX: (75 + 2D10) or 90

PCN: (65 + 2D10) or 80

PER: (70 + 2D10) or 85

STA: (105 + 2D10) or 120

STR: (50 + 2D10) or 65

WPR: (60 + 2D10) or 75

EWS: N/A [135 equivalent]

ATT: 1; (60 + 2D10) or 75

SR: N/A (see below for details)

WB: N/A

Fear: -5; 0 only if recognized

MV: 125' (I)

Type: Independent

Class: I

Disciplines:

89/104/124 Contact the Living, Empathy,
Telepathy, Write

A Manes appears as a pulsating, glowing ball of light, ranging in color from white to bright purple, that is two feet in diameter. This creature is the spirit of a "good" ghost that can have good or bad affects on an individual, depending on the individual's nature. A Manes usually inhabits the place it considered home when it was a living human, but can inhabit any building or area.

When a Manes encounters humans, it first uses its Empathy and Telepathy Disciplines to find out the human's intentions. If the information its gain is friendly or favorable (CM discretion), the Manes uses its Contact the Living or Write Discipline to see what it can do for them and to let them know that it is friendly and will bring them no harm. If the result is unfavorable or the humans threatening, the Manes makes no further contact and goes where it can watch the humans but not be seen by them (an air duct, a kitchen cupboard, a thickly leafed tree, etc.).

Once a Manes establishes a well-meaning rapport with humans, it finds out who is the leader of or speaker for the group and passes through him. To accomplish this the Manes must make a successful "attack." If this is successful, the person being passed through will be affected in one of two ways: if he is basically good and well-intended, he is permanently given 1D5 Luck points. If he is relatively bad or has ill intentions, he permanently ages 1D5 years. (A person's nature, be it good or bad, is up to the CM's judgement. Note, however, that most player characters are "good.") If the Manes sees that the person has aged, it immediately hides (as mentioned previously).

If the leader of the party is good, the Manes does everything it can to help the humans. (If the CM thinks that all of the humans should be "passed through" or if the characters wish it, the Manes obliges.

Those good individuals who have physically encountered a Manes describe the feeling as "pleasant, like passing through a cool and kindly living mist."

Masan (may-san)

I have envisioned many horrors in my poetry and stories, but most of my personal experiences are more prosaic. The most frightening aspect I have encountered was a Masan in a small village of Madagascar. The creature's history was long and foul, but needless to say it was finally brought to earth, largely through the efforts of one Thomas Hunt, an adventurer. No sooner had we tracked the creature to its lair than it attacked us. The sheer inhuman fury of that tall, gaunt creature which slashed and rent flesh was enough to quail even the staunchest heart.

No one in our party escaped some form of physical attack before the fiend was overpowered and dispatched. The days and weeks that followed were more disheartening than the battle, for it was during this time that most members of the party were stricken with a strange malady. What was so unusual was that the symptoms varied markedly from person to person, and the illnesses they displayed were in no way similar. Hunt suffered from general malaise and weakness, whereas I was severely stricken with some nervous disorder that left me nearly blind, deaf, and dumb for the better part of a month.

I know now from reading one of your manuals that this is typical, but upon my word, sir, I think I would sooner read and write about such horrors than experience them firsthand.

From a letter from Percival Brownley to Michael
O'Boylan
December 15, 1921

AGL: (35 + 2D10) or 50
DEX: (35 + 2D10) or 50
PCN: (35 + 2D10) or 50
PER: (5 + 2D10) or 20
STA: (85 + 2D10) or 100
STR: (60 + 2D10) or 75
WPR: (45 + 2D10) or 60
EWS: (85 + 2D10) or 100
ATT: 2; (50 + 2D10) or 65
SR: 4 + disease (talons)
WB: N/A
Fear: -25
MV: 75' (L), 175' (A)
Type: Master, Independent
Class: I (m)
Disciplines:
82/97/117 Wound
65/80/100 Teleport
65/80/100 Blur Vision
Automatic Unique Manifestation (as ghost; see pg. 204 of the *Chill* rulebook for details)

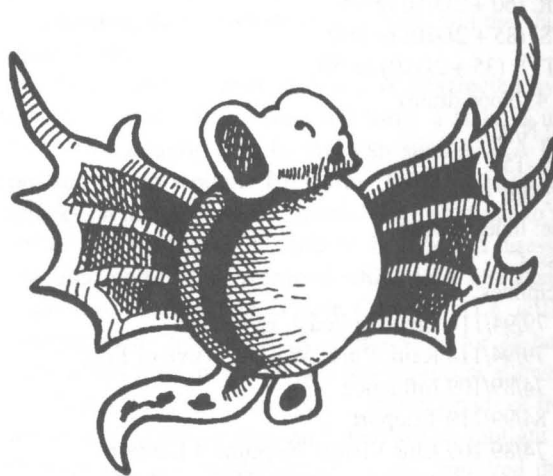
A Masan is an ash-colored spirit which arises from a funeral pyre of the evil, and haunts the area where its pyre was erected. It has a human shape and is typically 6 to 7 feet tall, with large, leathery wings. Its hairless head and face are featureless except for two long, pointed ears. The creature is stooped, with long arms ending in taloned fingers which touch the ground. The creature operates solely on the basis of sound and echo location from living objects.

A Masan can attack with either hand. Any successful attack by a Masan has a 40% chance of inflicting a victim with an illness or disease which decreases one of his Ability Scores by 1 point per day. Each disease affects the human for 1D20 + 7 days. (The disease and its exact effects are at CM discretion.) Roll 1D10 to determine which ability is affected:

Roll	Ability Affected
1 - 2	Agility
3	Dexterity
4	Perception
5 - 7	Strength
8 - 9	Stamina
10	Willpower

A Masan attacks a party until it either delivers a blow causing an illness, or until it is discovered.

A Masan is not affected by combat of any form and can only be destroyed if a death chant or rite of passage is read in the Masan's original language.



Merrow (merr-oh)

"... My ship, the U.S.S. Missouri, had anchored in the Mediterranean Sea off the coast of Cairo the day before my encounter. We'd been on maneuvers for well over four months, and I was going to take advantage of my three-day pass.

"Well, me and Jerry were looking for some action—foreign beer and women—when we heard about the best spot to get both, so we headed for a small inn between El Alamein and Mersa Martuh.

"About half-way there, we came across a local lady bathing topless in the sea. In broken English, she invited us to eat some of her picnic lunch, as the person she expected was more than two hours late.

"Our curiosity was peaked, among other things, so we accepted her offer. As I ate, Jerry decide that he'd join our new-found friend. I figured I could wait for extra curricular activities until we reached the inn, so I continued eating. That was the last I ever saw of Jerry or the woman. ..."

SAVE Washington debriefing:
PFC Scott Anderson
October 23, 1992

AGL: (90 + 2D10) or 105
DEX: (60 + 2D10) or 75
PCN: (60 + 2D10) or 75
PER: (60 + 2D10) or 75
STA: (75 + 2D10) or 90
STR: (75 + 2D10) or 90
WPR: (60 + 2D10) or 75
EWS: (85 + 2D10) or 100
ATT: 1; (35 + 2D10) or 50
SR: 4 (blood drain)
WB: N/A
Fear: -15
MV: 200' (W)
Type: Independent
Class: C
Disciplines:

79/94/114 Create a Feast, Evil Eye
79/94/114 Rain, Raise Waves, Wave of Fog
74/89/109 Influence
84/99/119 Teleport
74/89/109 Blur Vision, Neptune's Lantern
Automatic Summon (Water Horse only)

A Merrow is a vampiric aquatic creature that appears to be human from the waist upward, but there the similarity ends. From the waist down, this creature has the tail and fins of a shark. A Merrow is a reanimated corpse of a drowning victim that sucks the blood from its victim and then eats him. It prefers to drink the blood and eat the flesh of humans above all other species.

Using a high-pitched whistle, a Merrow can summon a Water Horse (see pg. 237 of the *Chill* rulebook for details) once daily to do its bidding.

A Merrow prefers to get victims by luring them to the water's edge with tales of wealth and fabulous pleasures which await them under the water's surface. Once it has the human within reach, the Merrow grabs him and attempts to swim to deep water where the victim will drown. If a Merrow cannot gain a meal by the above method, it uses its Create a Feast Discipline to lure the human near. While the victim is eating, the Merrow grabs him (+5 to initiative due to surprise) and drags him underwater, there to feed on his drowned body. The Merrow may also use its Teleport Discipline to appear behind its victim, in which case it will grab him and Teleport back into the water.

Not unlike a vampire, a Merrow cannot stand fresh water, holy water, or holy symbols; however, individuals killed by Merrow do not become Merrow.

A Merrow can only be damaged by getting it out of salt water for 6 or more rounds. For each round over five the Merrow spends out, it takes SR 3 damage. Once its Current STA is reduced to zero (0) due to being out of salt water, the Merrow is dead.

Nakk (nack)

"... Just as the fog hit, all the power in Cutler was cut, all but the radio station—we have our own power source. Well, people could see that the station was the only place with power, after all, we're located in a lighthouse, the highest point in town. I kept my cool and stayed on the air; taking calls, getting people information about neighboring towns, and stuff like that.

"About twenty minutes after the fog hit, the shi . . . er . . . weird stuff started happening. We started getting tons of calls about pirates singing and people walking into the ocean. Some people even said that some pirates were killing people . . .

"It wasn't 'til dawn when the fog broke that we saw the damage that had been done. . ."

SAVE Augusta [Maine] debriefing:

Hank "the Hits Man" Robins

July 18, 1992

AGL: $*(60 + 2D10)$ or 75

DEX: $*(60 + 2D10)$ or 75

PCN: $*(60 + 2D10)$ or 75

PER: $*(45 + 2D10)$ or 60

STA: $*(60 + 2D10)$ or 75

STR: $*(60 + 2D10)$ or 75

WPR: $*(75 + 2D10)$ or 90

EWS: $(105 + 2D10)$ or 120

ATT: 1; $(30 + 2D10)$ or 45

SR: as per weapon used

WB: N/A

Fear: -5

MV: 50' (I), 100' (L)

Type: Independent

Class: Special, I (m)

Disciplines:

Automatic Unique Change Self

Automatic Hypnotize

Automatic Unique Wall of Fog

*While incorporeal, a Nakk has no physical attributes, but when using its seaweed body, it has the attributes given.

A Nakk is the spirit of an evil seafarer who drowned. Its natural form is incorporeal and appears as a vaguely humanoid wisp of smoke. However, at night a Nakk can use its Unique Change Self Discipline to form a clothed human body out of seaweed, the form of which is usually that of a seafarer or pirate. When in its human form, a Nakk can sing, causing all that hear the song to make a General WPR Check or become hypnotized, as per the Hypnotize Discipline. All those hypnotized are told, through the words of the song, to go to the ocean's depths where there is peace and love, a suggestion they heed in 1D10 rounds if not stopped. Once a Nakk has caused one or more victims to enter the water, it gently leads them away from shore, where, once submerged, they will drown in 1D5 rounds.

Nakk are lonely creatures who want to lure the living to their deaths in the hopes that they too will become Nakk and will keep them company—an occurrence that never takes place. They often inhabit seaside ruins, old rotting ship hulks, or floating, abandoned vessels. They must stay within 50 yards of the ocean at all times, unless there is a full moon. During a full moon, a Nakk has the ability to will a heavy sea fog to materialize, as per the Wave of Fog Discipline, except the fog stays until dawn. Anywhere the fog goes, the Nakk can follow.

If a Nakk does not successfully hypnotize a human with its song, it gets a cutlass, boarding ax, hook, or other such water-related weapon and attempts to kill its victim(s). Some Nakk have forced victims to "walk the plank" and dive off ledges or high suspension bridges by prodding them with sharp weapons until they fall to their deaths.

When incorporeal, a Nakk is unaffected by all forms of attack. In its seaweed form, a Nakk is unaffected by weapon attacks and can sustain STA Loss, but suffers no wounds from fire- and electricity-based attacks. When a Nakk's Current STA is brought to zero (0) or less by fire or electricity, however, it disassembles into particles of seaweed which look like algae or scum-covered water. Their Current STA will be brought to its original STA after resting for 24 hours, after which time they may perform actions as allowed.

If a Nakk's seaweed body is frozen (mode of freezing is at CM discretion) and then set in sunlight and thawed out, it is destroyed. It is also rumored that a Nakk can be destroyed if its seaweed body is placed in a watertight container and touched by sunlight.

Necromancer

"I met a young pianist—a child prodigy—who became a self-made millionaire at the age of 14. She was born into a rich family, but her millionaire status was gained through her own work and diligence. We met at a party held by an organization known as M.O.N.E.Y. (Millionaires Of Northern England, York). Not a very good name, but it is an organization of which I am a part.

"For some unexplained reason, she seemed to take an immediate hatred for me. I don't know why; we had only just met. Maybe it was because I called her a 'pretty young thing.' Whatever the reason, shortly thereafter I started seeing my long-dead relatives walking through my ancestral home. However, on the second visitation I was warned by my great-grandfather's spirit that I was about to see the 'other side.'

"It was at this time that I came here, an organization of which I am very proud to be a part!"

SAVE London debriefing:

Lord Nathaniel Pembroke, envoy

December 8, 1992

AGL: (80 + 2D10) or 95

DEX: (55 + 2D10) or 70

PCN: (90 + 2D10) or 105

PER: (40 + 2D10) or 55

STA: (105 + 2D10) or 120

STR: (65 + 2D10) or 80

WPR: (85 + 2D10) or 100

EWS: (120 + 2D10) or 135

ATT: 2; (75 + 2D10) or 90

SR: 2/varies (fists/as per weapon used)

WB: N/A

Fear: -40 only if recognized

MV: 120' (L)

Type: Master, Independent

Class: C

Disciplines:

79/94/114 Spirit & Image

100/115/130 Age, Fleshcrawl, Poison, Seclusion

94/109/129 Sleep, Confession

92/107/127 Teleport

95/110/130 Appear Dead, Blind, Reflection

A Necromancer is a human who taps into the Unknown and willfully submits to its powers. In doing this, the individual ceases to age. Thus, if a child prodigy becomes a Necromancer at age 14, the young Necromancer appears 14 years old, even if he lives several hundred years. In addition to eternal youth, a Necromancer learns hideous rites and strange liturgies

used for raising the dead. He then uses the rites to feed his hunger for knowledge.

Necromancers are often highly intelligent and of a scholarly nature. Thus, they may come from a highly affluent family and attend the most prestigious university. Even after becoming a Necromancer, an individual may maintain such notoriety, often through the use of his powers. Such an individual is sometimes an introvert, however, and only associates with humans who cannot or will not tell of his true nature.

By recovering the remains of individuals who died during various historical times, or died with particular knowledge, and raising them from the dead, a Necromancer gains new and powerful knowledge. To ensure that facts are correctly described by deceased individuals, a Necromancer often uses a technique of torture: he controls the natural agonizing physical and mental pain which accompanies the raised corpse. Thus, if a corpse refuses to respond, a Necromancer may choose to release some of this unbearable pain upon the helpless corpse. Due to the painful and excruciating nature of some interrogations, a Necromancer performs his rites in a desolate, sound-proof, or well-hidden location.

If threatened by a particular living individual, a Necromancer attempts to obtain corpses of relatives and friends of that individual. The Necromancer then tortures these raised corpses until he discovers the greatest weaknesses of his opposition. A Necromancer also uses these techniques to learn information about people who have authority and influence in the city or area where he lives. Then, he uses the information to control and influence those individuals. Thus, it is not difficult for a Necromancer to become a highly respected or powerful individual in a community.

A Necromancer often communicates with other Necromancers to exchange information and corpses. In fact, it is believed that a network of these individuals exists worldwide and may maintain a central collection of corpses which are borrowed by Necromancers upon availability. However, SAVE has been unable to obtain any specific evidence identifying the location of such a collection or the network itself.

A Necromancer takes normal STA Loss from all combat attacks but sustains no wounds. When his Current STA is reduced to 25 or less, the Necromancer uses his Teleport Discipline to escape.

A Necromancer can only be killed if his Current STA is reduced to zero (0) or less, his body then incinerated (so bones and all become ash), and the ashes blessed and anointed with holy water. The ashes must then be scattered over a 100+ mile area. If one of these steps is not taken, the Necromancer reappears in 1D10 months, in search of those responsible for his temporary demise.

Nhang (nang)

"Our native guide was despondent. I questioned my companion—Helen Bradbury, an archaeologist, National Geographic photographer, and interpreter—about it, and she explained that the man was suffering from a strong belief in a common native superstition. The guide believed that the woman he had loved and mysteriously abandoned was a nhang, a supernatural creature which can assume many forms, including that of an attractive woman. When he left her, she swore that he would never be free of her and that she would possess him. Daily I watched his spirits dip, his gloomy looks growing more intense, and his nervous agitation increasing as we neared the headwaters of the Egyptian Nile.

"Travel by boat was quick, but the preponderance of aquatic reptile life grew and became obvious to all. Of the huge crocodiles, the guide seemed to have an absolute horror, for he thought that each was a nhang, a form of his jilted former lover.

"The manner of his death was most peculiar, for the anchor rope seemed to foul upon some subaqueous object. The guide bent far over the side of the boat, tugging at the anchor rope, his muscles a bold brass relief against the copper of his skin. Without warning, a huge crocodile reared up from nowhere, its white and toothy jaws spread wide. Its jaws closed with a snap on the frightened guide, and before anyone could move to go to his aid, the beast sank out of sight in the murky waters, dragging the hapless fellow with it. Of course, I do not countenance any native superstitions... still, the manner of his demise opens the area of speculation to certain uncomfortable coincidences."

SAVE Cairo debriefing:

Sir Sidney Atlington, archaeologist, writer, and adventurer

March 14, 1990

AGL: (35 + 2D10) or 50

DEX: (35 + 2D10) or 50

PCN: (45 + 2D10) or 60

PER: (45 + 2D10) or 60

STA: (90 + 2D10) or 105

STR: (70 + 2D10) or 85

WPR: (50 + 2D10) or 65

EWS: (105 + 2D10) or 120

ATT: 1/2/1; (50 + 2D10) or 65

SR: 4/3/varies (bite/claws/that of form taken)

WB: 40

Fear: -25 only if recognized, or as per form taken

MV: 150' (L), 25' (W), or as per form taken

Type: Independent, Servitor

Class: C

Disciplines:

75/90/110 Hound

90/105/125 Unique Change Self (see below for details), Kiss of Death, Wound

84/99/119 Change Temperature

77/92/112 Influence, Steal Memory

72/87/107 White Heat

In its natural form, a Nhang appears as a scaled woman with a large mouth filled with needle-like teeth. It can, however, use its Change Self Discipline to take the forms of an attractive woman, alligator, or seal, allowing it to "blend" into society. In any form, the Nhang doesn't blink. Most often, a Nhang will reside in an antiquated villa, a boat house, or other structure at the water's edge, because water, be it salt or fresh, is the life-blood of this creature.

When attempting to get a "lover," a Nhang first uses its Unique Change Self Discipline to take the form of an attractive woman. It then uses its Influence Discipline to bewitch a man. If the Influence is unsuccessful, the Nhang locates another victim and again uses its Influence Discipline. This continues until it gets a lover or it no longer has enough WPR to use the discipline. If lacking in WPR, the Nhang goes back to its lair until it has regained its WPR (see below for details).

When a Nhang successfully influences a victim, it alternately drains 1D10 STA or STR points from a victim daily by simply appearing within sight of the victim. The victim cannot recover these points until the Nhang is destroyed. The Nhang continues to drain its victim until he no longer has any STA or STR remaining. Once at this level, the victim dies and is devoured by the Nhang.

A Nhang cannot abide being away from water for more than twelve hours and must spend at least one hour daily in water. Each hour spent in water restores 1D10 points of STA and WPR and heals 1 wound (if applicable). A Nhang takes SR 4 damage for every hour beyond 12 it spends away from water and reverts to its true form.

A Nhang takes normal damage from all weapons, but if attacked while in water, it receives only half the damage.





Paguk (Pah-gook)

Many tombs of the Ancients have I visited. I am well-used to the clammy chill of the grave, the moldy-smell of the long dead, and the slight tingling of uncanny presences. I have reverently moved many bones, laying them down carefully and lovingly, as a parent placing a weary child in bed. Imagine my horror when one of those bundles I moved began to twist and gyrate in my arms, its bony hands stretching toward my tender throat, intent on snuffing out the pitifully small flame of life that I possessed. I fear I did not gently place the bones on the floor, nor did I simply drop them in fright, but rather I hurled them from me with all my might and a prayer of the faithful on my lips. The priceless and antiquated bones hit the wall, scattering themselves asunder under the force of my blow.

I had almost convinced myself that my imagination had created the horrible phantasm of animated bones when the pile in the corner began to stir. I jumped—not for the reason you undoubtedly think—for I feared that I had stirred a nest of cobras or asps. No venomous reptile stirred, however, but the bones shuddered, drawing themselves together as if magnets, albeit slowly. Silently they knit themselves in proper position and then stood, shaky but intact. . . .

From the journal of Hassan al-Araf, envoy
February 4, 1991

AGL: (25 + 2D10) or 40

DEX: (25 + 2D10) or 40

PCN: (25 + 2D10) or 40

PER: (5 + 2D10) or 20

STA: (80 + 2D10) or 95

STR: (75 + 2D10) or 90

WPR: (20 + 2D10) or 35

EWS: (90 + 2D10) or 105

ATT: 3; (50 + 2D10) or 65

SR: 5/4 (bite/claws)

WB: N/A

Fear: -25

MV: 100' (L), 40' (W)

Type: Independent, Servitor

Class: C

Disciplines:

57/72/92 Swarm

64/79/99 Teleport

64/79/99 Ghostly Lights, Quiet

Automatic Darken

A Paguk is a semi-intelligent, animated skeleton constructed of numerous types and kinds of bones. The skull always possesses sharp teeth and its hands always end in wicked talons. When first encountered, a Paguk appears as an inanimate pile of bones; however, once disturbed or passed by, its bones animate and reunite.

A Paguk utters no sounds, because it has no apparatus to make sounds, but communicates with others of its kind by clicking its teeth and bones in a basic form of morse code. To humans without the ability to understand morse code, however, the clickings seem like random sounds. A Paguk only dwells in areas that are perpetually dark, but it has a form of night vision which allows it to see in the dark as if it were broad daylight.

A Paguk has the Darken Discipline as an innate ability; it can darken the area around it (radius of 10 feet) without any loss of WPR.

A Paguk sustains no wounds but takes normal STA Loss from all attacks. If reduced to zero (0) Current STA, a Paguk collapses in an inanimate pile of bones. However, it reanimates and reforms 1D10 rounds thereafter, with its Current STA equal to its original STA.

A Paguk can only be destroyed if it comes in contact with direct sunlight.

Pisacha (pizz-ah-cha)

"Imagine my surprise, and the confusion of my ancestors, when I fell into a trap. It was a simple trap, but I was not expecting it. Concerned that Colonel Howe would become anxious for me, I managed to free myself and made my way to where our camp was. Should I live to be as old as my grandfather, I hope never to see such a sight again, for as I watched, Colonel Howe turned his back on what he thought was a friend, and was attacked. The creature wore my face, spoke in my voice, and acted like me—but it was a creature of evil with murder in its heart.

"With a shout, I rushed to Colonel Howe's aid . . ."

SAVE Washington D.C. debriefing:

Wong Soo, envoy

December 1, 1991

AGL: (45 + 2D10) or 60

DEX: (45 + 2D10) or 60

PCN: (65 + 2D10) or 80

PER: (50 + 2D10) or 65

STA: (70 + 2D10) or 85

STR: (55 + 2D10) or 70

WPR: (35 + 2D10) or 50

EWS: (100 + 2D10) or 115

ATT: 1 - 3; (40 + 2D10) or 55

SR: 3/varies (bite & claws/as per weapon used)

WB: 40

Fear: -25 only if recognized

MV: 150' (L)

Type: Master, Independent

Class: C

Disciplines:

75/90/110 Empathy, Spirit and Image

82/97/117 Change Self

77/92/112 Haywire

70/85/105 Influence

74/89/109 Throw Voice

80/95/115 Blind

A Pisacha resembles a hairless monkey of human size, with glowing green eyes and powerful arms.

A Pisacha is a blood-drinking ghoul that can assume the specific shape of any person or animal. To affect this, the Pisacha catches its victim (double) alone, observes him for 2D20 minutes until it can exactly duplicate him, uses its Change Self Discipline to assume his form, and delays its victim with a trap or uses its Influence Discipline to make him stay in his room until the Pisacha returns. If the victim is influenced, the Pisacha asks pertinent questions about himself and his friends so it can be as like its double as possible. If the double is not successfully influenced, the Pisacha uses its Empathy Discipline to gain as much information as it can. The Pisacha then joins the party, pretending to be its double.

A Pisacha attacks a victim chosen from among its new "friends." When it gets its victim alone or in the smallest possible group, it attacks him. This attack should come as a surprise (automatic Initiative for first round of attack) to the victim, unless the Pisacha has done or said something to make him or his friends suspicious.

A Pisacha can fight with any weapon and only changes to its true form if its bite and claws can do more damage than the weapon in use. A Pisacha takes normal damage from all attack forms. When its STA is reduced to zero (0), it reverts to its natural form and is banished to the Unknown for 3D20 days. Thereafter, it comes back to the Known world to start its hunt anew. A Pisacha is destroyed when it has zero (0) Wound Boxes.

Plat-Eye (platt-eye)

"My husband Ben and I were in college, and parked on a lonely road. We did not go to the local lover's lane—too many people bothered us. Anyway, after fifteen minutes, we were aware of two fiery lights, a little larger than eyes which floated down the road toward us. Gradually we made out the blacker form of a gigantic black dog against the lighter grey of the night. It came toward us, its eyes aglow with hellfire, and its red tongue lolling from side to side. Ben started the car, and the sound of the engine roaring to life didn't seem to frighten the creature. Instead, the creature gained speed and ran after the car. Fortunately, the car was new and in good repair. We had to break the speed limit, but we escaped from whatever was on that road. Only afterwards did it dawn on me that throughout the entire event, the creature had not made a single sound. . . ."

SAVE Birmingham debriefing:

Susan Feldman, envoy

July 31, 1991

AGL: (55 + 2D10) or 70

DEX: N/A

PCN: (25 + 2D10) or 40

PER: (15 + 2D10) or 30

STA: (60 + 2D10) or 75

STR: (40 + 2D10) or 55

WPR: (20 + 2D10) or 35

EWS: (75 + 2D10) or 90

ATT: 1 - 3; (50 + 2D10) or 65

SR: 4/3/6 (bite/claws/mist)

WB: N/A

Fear: -30

MV: 250' (I)

Type: Independent, Servitor

Class: I (m)

Disciplines:

64/79/99 Raise Wind, Wave of Fog

69/84/104 Teleport

59/74/94 Blur Vision, Darken

A Plat-Eye is a large, pony-sized, spectral dog with huge, fiery eyes and a jet-black coat of fur. Its form varies constantly; one moment appearing as a hideous Saint Bernard, the next as a grotesque German Shepherd, etc., and sometimes as a cross between many different breeds. Each form, however is always menacing and gruesome. It is thought that this creature is the combined spirits of dead pets that were killed due to neglect and/or abuse, and, due to the bizarre nature of the Unknown, has become evil toward all humans.

When moving, a Plat-Eye remains 6 inches off the ground and never makes a sound of any kind. (+5 to first round Initiative due to surprise. Modifiers at CM discretion.)

A Plat-Eye may change form into a mist-like cloud with glowing red eyes, so that it may engulf a single victim. The mist is actually steam and scorches the victim's flesh, doing severe damage.

Plat-Eye can bite or claw with its forepaws, or take mist form and envelope the victim in an acrid mist.

A Plat-Eye is impervious to all physical attacks and can only be damaged if a pet lover touches it with a photo or toy of a well cared for pet. Each time the Plat-Eye is touched by such an item, it loses 2D10 STA points. Once the creature is reduced to zero (0) Current STA, it disappears. However, if the items that were used to kill the creature are not buried within one day of the Plat-Eye's demise, it returns to seek vengeance on mankind.

Rakhoi (rack-hoy)

By the beards of my grandfathers, it was the strangest demon I ever fought. Although I dealt with it on four separate occasions, the creature seemed to grow in strength each time I encountered it. At last, on the night of the full moon, its strength was such that it could have snapped a camel in two with its hands, and yet the next time I met it, its strength was barely strong enough to break a dried branch.

This horrible spectre killed several grown men. Fortunately I was able to survive my encounter with it by wearing a steel gorget. Even at its strongest, the creature could not crush the gorget, although when I removed the neckpiece after that encounter, the polished steel surface had several long scratches on it that I could not account for. The creature haunted the edge of the marsh, and I supposed it to be the ghost of some evil and long drowned pirate. I fear I shall never know for certain, nor am I certain I care to. . . .

From the journal of Hassan al-Araf, envoy
September 11, 1992

AGL: (25 + 2D10) or 40
DEX: (25 + 2D10) or 40
PCN: (15 + 2D10) or 30
PER: (5 + 2D10) or 20
STA: 20/40/60/20 (see below for details)
STR: 10/50/90/10 (see below for details)
WPR: (15 + 2D10) or 30
EWS: N/A
ATT: 2; (15/35/55/15) (see below for details)
SR: 1/2/3/1
WB: N/A
Fear: -25
MV: 60' (L), 20' (W)
Type: Independent
Class: C
Disciplines: None

A Rakhoi is the spirit of a man or woman who drowned or died at sea and is trapped in its rotting corpse because it did not receive a proper burial. It appears in different forms, and its STA, STR, ATT, and SR ebb or grow in proportion with the current stage of the moon, changing every seven days, starting on Sunday.

For the stages of the moon and their effects on a Rakhoi, consult the following table:

Stage of Moon	Rakhoi's Form & Abilities
New Moon	Elderly. First stat listed.
First Quarter	Youthful. Second stat listed.
Full Moon	Mature. Third stat listed.
Last Quarter	Elderly. Fourth stat listed.

Due to the deterioration of its muscles, tendons, and brain tissue, and its current link to the Unknown, a Rakhoi cannot communicate through standard means. Therefore, a Rakhoi bludgeons its victims in hopes that they will fight back and destroy it, thereby freeing it from its horrible existence.

A Rakhoi suffers STA Loss but no wounds from all attack forms. If reduced to zero (0) Current STA, a Rakhoi's spirit is banished to the Unknown for one day, whereafter it will return to its body with its Current STA equal to its original STA. However, if its physical body is buried within one day after its destruction and a prayer said over the grave, the Rakhoi is permanently laid to rest.



Giant Rats

Many's the unusual creature I have seen and hunted, but one of the scariest was rats. Now you may think you've seen big rats, but I'm talking BIG RATS. When I first heard of what was down in those crypts, I laughed. I mean, after you've stood in the middle of the veldt and stared down a rifle barrel at a charging water buffalo, not too many things unnerve you. I pulled my pistol and said I'd have a look. I should have known something was afoot when my gun-bearer insisted on pressing my thirty-ought-six into my hands. In the crypts, sounds play tricks on you, and it wasn't hard to let your imagination roam. I chambered a round, and used my big five-cell flashlight to see where I was going. Suddenly the beam picked up the glare of red eyes, only these eyes weren't four inches off the ground—four feet was more like it. And there was a good hand's length between them. A second later it stepped full into the light, as totally unafraid of me as if it had never seen a human. I dropped to one knee and squeezed off a round. That thing jumped into the air and fell. Not so bad, I thought, at least they can be killed, even if they are the size of ponies. And then I saw the reflections from twelve other pairs of eyes just as big. . . .

From the journal of Thomas Hunt,
American adventurer
October 12, 1992

AGL: (75 + 2D10) or 90
DEX: (50 + 2D10) or 65
PCN: (35 + 2D10) or 50
PER: (2D10) or 15
STA: (35 + 2D10) or 50
STR: (35 + 2D10) or 50
WPR: (10 + 2D10) or 25
EWS: N/A
ATT: 1; (45 + 2D10) or 60
SR: 4* (bite)
WB: 15
Fear: -25
MV: 150' (L), 30' (W)
Type: Servitor
Class: C
Disciplines:

Automatic Summon (all rats within 100 yards)

*In addition to its SR damage, a bite has a base 35 chance of giving the bite-victim a strength 75 disease. The disease becomes apparent in 1D10 days.

Giant Rats resemble their smaller relatives but are the size of large dogs. They travel in groups of 1D10 + 1 individuals and are always found in the service of someone or something using the Evil Way. Giant Rats have nasty dispositions and always attack dogs and helpless humans. They are careful of groups which outnumber them, and seeing a large group, tend to wait around and attempt to "pick off" stragglers.

Giant rats suffer normal damage from all attack forms and are dead when reduced to zero (0) Wound Boxes.



Retriever

"... I finally found a lung donor. The problem was the lung was in New York, and I lived in San Diego and couldn't be moved. But I thought, 'Hey, I'd waited five months for the thing, what was another few days?'"

"It was two days before my lung came in. Damn quick, if you ask me! So I have the surgery, and everything goes without a hitch—that is, until five months later."

"I was sitting playing poker with five of my buddies when this crappy-smelling guy busts into my house and starts attacking everybody. He grabs Charlie by the throat and pitches him across the room. I'm thinking that this guy is about four-times stronger than a guy his size should be, so maybe he's on smack or something."

"Anyway, my other four friends jump him and start beating the snot out of him. I got my 12-gage, but when I came out the guy was out cold... or maybe dead..."

SAVE San Diego Debriefing:

Walter Olkowski

April 29, 1992

AGL: (50 + 2D10) or 65

DEX: (40 + 2D10) or 55

PCN: (50 + 2D10) or 65

PER: (80 + 2D10) or 95

STA: (80 + 2D10) or 95

STR: (100 + 2D10) or 115

WPR: (90 + 2D10) or 105

EWS: (120 + 2D10) or 135

ATT: 2; (50 + 2D10) or 65

SR: 4 (finger nails, fists & strength)

WB: N/A

Fear: -15

MV: 100' (L)

Type: Independent, Servitor

Class: C

Disciplines:

92/107/127 Unique Hound (see below for details)

92/107/127 Animation of the Dead

99/114/134 Feat of Strength

A Retriever's true appearance is that of a horribly mutilated human with gaping wounds over most of its body. At first it appears to be nothing more than a common undead-type, but when within 50 feet of this creature, it is apparent that its wounds were made by a skilled surgeon. However, a Retriever will do its utmost to blend in with society, so it covers up its scars and hides its missing body parts as best as it can. If it is clothed, it appears as a deathly pale person.

Although similar to a ghoul in many aspects, a

Retriever has the intelligence it had in life, and its purpose for existence and goal in the afterlife are much deadlier than those of a ghoul.

With the advent of advanced surgical procedures, physicians have the ability to transplant organs from one body to another. For this type of operation to be successful, it is best if doctors have a fresh donor-body at their disposal so that when an organ is needed, it can be obtained immediately. Therefore, in some cases, if a physician knows that a person's death is imminent, he may elect to allow that person to die so that he can transplant the person's organs into another needy person. However, although his death is near, the patient may not be ready to succumb to death without a fight, so when the doctors allow him to die, his spirit becomes enraged and remains near its body in the hopes that it will again live. However, when the spirit sees its body being "savagely" cut apart and its organs being removed, it realizes that its body is truly dead.

It is at this point that a Retriever is born. An overwhelming desire comes over it to retrieve its lost organs. However, seeing that it is not evil and wishes to "rest" when its mission is complete, the Retriever must wait until its body is properly buried before it can become "whole" again, body joined with soul.

Once the Retriever is joined, it uses its Unique Hound Discipline, which allows it to locate the nearest person to whom one of its organs was given. If the Hound Discipline is successful, the Retriever locates the "thief," uses its Feat of Strength Discipline, and attempts to rip its organs out of its victim's body, usually resulting in the victim's death. If it retrieves its organ, it immediately swallows it, in the case of internal organs, or puts it in the proper place (i.e., if the organ is an eye, the Retriever puts it back in its socket). Of course, the odds of all of his organs going to the same person are slim, therefore the Retriever may have to search far and wide for its organs.

The Retriever's main goal is to regain its organs. However, it will not hesitate to feast on the organs of anybody who tries to stop it from regaining its "property."

A Retriever takes normal STA Loss but no wounds when attacked. If it is reduced to zero (0) Current STA, it collapses and appears to be dead. However, if it has not retrieved all of its organs, replacement organs must be put in their stead or the Retriever reanimates in 3D10 minutes, with its Current STA equal to its original STA. If a Retriever manages to retrieve all of its organs, or if replacement organs are used (as above), the Retriever immediately vanishes, going back to its grave and a peaceful rest.

Scarecrow

"We were visiting my Grandfather Hawthorne's grave—my mother and I—when the ground on the grave three headstones down began to roil and heave. I shuffled mother off to the car as quickly as I could, started it up, and got the heck out of there. When I looked back in my rearview mirror, I saw a red skeleton pull itself out of the ground.

"It's not like the grave was fresh or anything, so it couldn't have been a prank . . . could it?"

"Well, to say the least, my mother said she wouldn't go back in a month of Sundays, because who knows what else will come up from Mr. Gein's grave!"

SAVE Madison debriefing:

Matthew Banks

May 27, 1992

AGL: (80 + 2D10) or 95

DEX: (75 + 2D10) or 90

PCN: (70 + 2D10) or 85

PER: N/A

STA: (65 + 2D10) or 80

STR: (95 + 2D10) or 110

WPR: (90 + 2D10) or 105

EWS: 120

ATT: 2; (50 + 2D10) or 65

SR: 5 (bare hands)

WB: N/A

Fear: -25 only if recognized

MV: 145' (L)

Type: Master, Independent, Servitor

Class: C

Disciplines:

82/97/117 False Flesh, Sculpt

90/105/125 Ignore

87/102/122 Teleport

1D5 additional disciplines (CM choice)

A Scarecrow, also known as a Red Skeleton, appears as either a blood-covered skeleton or a semi-deformed, unkempt human.

A Scarecrow is created when the corpse of a murderer is summoned from the grave by a Necromancer (see pg. 74 for details) or other powerful creature from the Unknown who calls forth this demon to be its or someone else's servant.

After freeing itself from the grave, the blood-covered skeleton always kills the first human it encounters—other than its creator—and takes the individual's clothing. The Scarecrow wears the clothing, filling the loosely fitting attire with newspaper, straw, etc., until it appears to be roughly the size of a normal human. The creature then uses its False Flesh Discipline to cover all exposed areas of bone not covered by the clothing and uses its Sculpt Discipline to form a face.

After disguising its natural appearance, the Scarecrow seeks the person who summoned it. This is because the creature is bound to its creator by an evil pact to perform a single action or act of violence, determined by its creator. After completing the action, the creator must then set the Scarecrow free within the Known world. If its creator attempts to have the Scarecrow complete more than one action, the Scarecrow attempts to tear its creator limb from limb.

After fulfilling its obligation to its creator, a Scarecrow must stay within 50 miles of its original grave.

Since a Scarecrow's only obligation to its creator is the performing of a single action, it becomes the greatest threat to mankind after being freed. If the creature was convicted as a murderer when it was human, the creature attempts to murder all of the individuals, judge, jury, witnesses, etc., that lead to its conviction. If not convicted for the murder(s) it committed while alive, the Scarecrow randomly kills whomever and wherever it wishes (CM discretion).

A Scarecrow takes no wounds but suffers normal STA Loss from all successful attacks. When its Current STA reaches zero (0), it Teleports away. It regenerates 1D10 STA per minute and, once its Current STA is equal to its original STA, it starts its hunt anew.

A Scarecrow can only be destroyed when struck by a bone from its creator. However, if a Scarecrow is placed in its original coffin, and the coffin is somehow sealed, the creature is not capable of opening it again by itself.

Sending

Many hours I guarded the talisman we had found in the papaloï's hut. No one approached my room, and a double-set of locks secured the heavy oak door. Around eleven I grew drowsy, but checked the locks before allowing myself the luxury of a nap. An hour later I was awakened as something drew the talisman away from me. A hazy, vaguely human-form, but totally insubstantial, had the talisman. I grabbed for the talisman, and instead contacted the creature. My fingers passed through what I felt like room-temperature mud, and then the creature faded, taking the talisman with it.

From the journal of Farly Springer, adventurer
January 23, 1992

AGL: (35 + 2D10) or 50
DEX: (35 + 2D10) or 50
PCN: (1D10) or 7; or (85 + 2D10) or 100*
PER: (1D10) or 7
STA: (80 + 2D10) or 95
STR: (60 + 2D10) or 75
WPR: (65 + 2D10) or 80
EWS: (85 + 2D10) or 100
ATT: 1; only uses disciplines
SR: N/A
WB: N/A
Fear: -15 or that of form taken
MV: 75' (I)
Type: Servitor
Class: I (m)
Disciplines:
 80/25/115 Wound
 65/80/100 Teleport
 Automatic Unique Telekinesis (see below for details)
*Pertains only to item or being sought.

A Sending may take many forms: from that of its sender, to that of a familiar, to that of an amorphous blob of ectoplasm, etc. A Sending is a life force that has been sent by a powerful practitioner of the Evil Way for a specific purpose, usually for revenge or to fetch something left behind.

Sendings automatically use Telekinesis (8 times daily), can cause fear, as per a Fear Check, with its victims receiving a modifier of -10 for the first round used and a regular chance for success every round thereafter (see **Fear Checks** on pg. 89 of the *Chill* rulebook for details).

A Sending is impervious to all weapon attacks. It is only affected by Disciplines of the Art and the Evil Way, and only suffers STA Loss from such attacks. If a Sending's Current STA is reduced to zero (0), it is destroyed and returns to its sender.



Siiu (see-oo)

"It was a cloudy day that threatened rain, but we were playing softball at Bunker Hill Park anyway. This lady with a baby came up to Chris, who was taking a breather on a picnic table, and asked him if he could help her with her car. He wasn't mechanical in the least, but he went with her anyway. He told us to keep playing without him, so we did.

"After about 45 minutes went by, a couple of us decided to go in the direction they did and see if we could find them and help. What we found was Chris, just laying there with his shirt open and a gaping wound in his chest. The lady and her kid were nowhere in sight. . . ."

SAVE Chicago debriefing:
Mike Ferguson
June 20, 1992

AGL: (85 + 2D10) or 100
DEX: (40 + 2D10) or 55
PCN: (70 + 2D10) or 85
PER: (30 + 2D10) or 45
STA: (100 + 2D10) or 115
STR: (70 + 2D10) or 85
WPR: (75 + 2D10) or 90
EWS: (110 + 2D10) or 125
ATT: 1/2; (65 + 2D10) or 80
SR: 4/5 (bite/claws)

WB: N/A

Fear: -25 only if recognized

MV: 150' (L), 75' (I), I

Type: Independent

Class: C

Disciplines:

72/87/107 Summon, Swarm

95/110/130 Change Self

87/102/122 Influence, Unique Sleep

85/100/120 Darken, Quiet

A Siiu is the spirit of mother and child who died during or shortly after childbirth. This single entity consisting of two souls appears as a normal-looking young woman, about twenty years old, with long silky hair and clear, soft skin, who always carries a small infant in its arms.

A Siiu is a vampiric-being with an intolerance to sunlight, so it always lairs in an out-of-the-way place, such as an abandoned building, a sewer, or a cave near the outskirts of a town.

When looking for sustenance for itself and its baby, a Siiu tends to find a lone victim. It then uses its Influence Discipline in an attempt to convince the victim that she can be trusted and he should follow her to a secluded area. Once a Siiu is alone with its victim, it uses its Unique Sleep Discipline on him. When its prey is contently sleeping, the Siiu, with its fingernail, makes a small incision just under the victim's heart. It then places its baby's lips to the wound and allows it to drink its fill. When the baby's hunger is satiated (usually after 2 rounds), the Siiu takes its fingers and enlarges the wound to allow the blood-flow to increase enough to satisfy its cravings. It then completely drains the blood from its victim.

If a Siiu's victim does not succumb to its influence attempt and resists in any way, it attacks. In under a heartbeat, long razor-sharp claws grow out of the Siiu's fingertips, and it quickly cuts the throat of its victim. This is accomplished by making a Called Shot (see pg. 96 of the *Chill* rulebook for details). When this has been accomplished, the Siiu's nails recede and it feeds in peace.

Like its undead relative the vampire, a Siiu cannot tolerate sunlight and, when exposed to it, suffers 1D10 points of STA Loss per round of exposure.

A Siiu sustains STA Loss but does not suffer wounds from normal attacks. When its STA reaches zero (0), the Siiu becomes incorporeal and returns to its lair. Once there, it regains 1D10 STA points per hour. A Siiu can also be driven off if it believes that its baby is in danger (CM discretion). If its baby is hit on a Specific Called Shot ending in an H or C result, the Siiu immediately becomes incorporeal and returns to its lair. STA Loss done to the baby is directly taken from the Siiu's Current STA.

A Siiu can only be destroyed by having a wooden stake driven through its baby's heart. This can be accomplished by a successful Called Shot. Once the Siiu is destroyed, it and its baby are permanently destroyed.

Skulk (skulk)

"... With the perpetrator behind bars, we thought that the case was wrapped up. After all, Rob Aho was positively identified in a lineup by four eyewitnesses. What more could you ask for?"

"Well, I found out! It wasn't until we found the outer skin husk and positively identified it as one Rob Aho, that I figured I should get you guys at SAVE involved."

SAVE New York City debriefing:
Chief of Police Gregory T. Flynn, envoy
September 15, 1991

AGL: (30 + 2D10) or 45

DEX: (40 + 2D10) or 55

PCN: (65 + 2D10) or 80

PER: (30 + 2D10) or 45

STA: (55 + 2D10) or 70

STR: (35 + 2D10) or 50

WPR: (40 + 2D10) or 55

EWS: (80 + 2D10) or 95

ATT: 1; (45 + 2D10) or 60

SR: as per weapon

WB: N/A

Fear: -30 only if recognized

MV: 120' (L)

Type: Independent

Class: C

Disciplines:

62/77/97 Telepathy

64/79/99 Wave of Fog

65/90/100 Influence

74/89/109 Reflection (see pg. 111 for details)

Automatic Unique False Flesh (see pg. 99 for details)

Automatic Unique Mimic (see pg. 99 for details)

Automatic Sculpt (see pg. 101 for details)

A Skulk is an evil master of disguise that, in its natural form, appears little different than a normal skeleton. Few humans, however, ever witness the creature in this form. Rather, they confront the creature while it is disguised as a human, usually a friend or acquaintance. Through its mastery of disciplines such as False Flesh, Mimic, and Sculpt, a Skulk is able to disguise itself as any human it desires.

Usually, a Skulk kills a person and takes that individual's form, although the creature may become someone's double in order to set him up for a crime or attract him to a particular location. Also, a Skulk may become a double to a person within a group and use its Wave of Fog Discipline to disorient the group members so they are unable to distinguish between the Skulk and the person it is impersonating. To further the Skulk's charade, it uses its Telepathy Discipline to learn facts that people think only their true companions know.

If the group members decide to use some physical test (such as taking a pulse, having the Skulk perform a skill in which the PC is proficient, etc.) to determine who is the creature and who is their companion, the Skulk uses its Influence Discipline to convince them that it passed the test and the real person failed.

A Skulk must kill at least one human per month to ensure that its powers remain intact. To change appearances, the creature pulls off its face and skin and uses its False flesh and Sculpt Disciplines to replace them. Only the Skulk itself can remove its flesh.

A Skulk is impervious to all but blunt and impact weapons. Such weapons do normal STA damage but no wounds to the Skulk. Once reduced to zero (0) Current STA, a Skulk collapses and appears dead. And, seeing that it has no vital signs, does not change form, and its skin cannot be removed, some people have been known to attack their comrade who was being impersonated, as they think they made a mistake and really killed their friend, not the Skulk. After being brought to zero (0) Current STA, a Skulk regenerates all lost STA in 2D10 minutes.

To destroy a Skulk, its bones must be crushed. Usually, this can only be achieved by unusual means, such as tying the creature to a railroad track, dropping a large object on the creature, etc. If a Skulk is rendered helpless, it may attempt to use its Influence Discipline to trick a person into helping it escape.

Sludge

"Every night we posted a guard. One never knows what sorts of people will attempt to follow an expedition on a dig and steal state treasures. This site was especially vulnerable, for we were on the banks of a draining lake. Water weeds provided excellent cover for anyone who cared to sneak into the site. About two in the morning, I was awakened by a rifle shot and a scream. Grabbing my pistol and lantern, I rushed from my tent toward the sound. At the edge of the lake, I found the rifle and the guard's straw hat, but no guard. Curious drag marks seemingly slithered across the mud, and, shining the light on the reeds, I saw they were just swinging back into place. Then, for an instant, I saw what I thought might be a gigantic wave of mud going back toward the center of the lake, but I am now certain that was only a trick of the light on the reed and moving water. . . ."

SAVE Mexico City debriefing:

Dr. Miguel Torres
November 30, 1992

AGL: (80 + 2D10) or 95

DEX: (55 + 2D10) or 70

PCN: (10 + 2D10) or 25

PER: (2D10) or 15

STA: (95 + 2D10) or 110

STR: (75 + 2D10) or 90

WPR: (5 + 2D10) or 20

EWS: (75 + 2D10) or 90

ATT: 1 per pseudopod; (65 + 2D10) or 80

SR: Special (see below for details)

WB: N/A

Fear: -30 only if recognized

MV: 60' (L), 125' (W)

Type: Independent, Servitor

Class: C

Disciplines:

75/90/110 Raise Waves

54/69/89 Neptune's Lantern

A Sludge, also known as a Mudman, is a sentient, protoplasmic life form, usually brown, dark green, or black in color. It possesses an amoeboid ability which allows it to appear as a flat layer, a wave, or a humanoid figure of mud. Living in or near water, a Sludge spends daylight hours resting on the bottom of its body of water. Most Sludges are 10' x 20' and 2' thick, although smaller ones have been encountered. Evidence indicates that the ocean may harbor a giant variety measuring well over 70' x 100' and 8' thick, but these are unconfirmed sightings.

A Sludge is attracted to those who use the Art or the Evil Way and only leaves its pool if attacked, or after the sun goes down. When attacking, the Sludge forms and sustains 1D10 pseudopods per round. With these it attempts to grasp its intended victim(s). Any successful grab results in the victim being dragged toward the Sludge's body. Once there, the Sludge envelopes its victim in proportion to the victim's AGL. That is, for every 10 points of the victim's AGL, the Sludge must spend one round enveloping him, due to his squirming and fighting. Each round the victim is held, he receives 1D10 points of Current STA damage. When completely enveloped, a victim has the amount of rounds equal to his remaining Current STA to free himself before he dies.

A Sludge is impervious to all normal weapons but suffers STA Loss from those weapons and attacks that are able to dry or absorb water (flamethrowers, fire, wind machines, etc.), the damage of which is at CM discretion. Also, if subjected to direct sunlight, a Sludge suffers a Current STA Loss of 1D5 points per round of subjection.

A Sludge is only truly destroyed when its Current STA is reduced to zero (0) and its remains—the left-over dirt—are scattered over a large area. If the dirt is left in close proximity, the Sludge will come back to life, and its Current STA brought to full when it is drenched with rain water.

Soul Chaser

"It wasn't 'til the middle of our mission that I realized Paul wasn't acting of his own volition. He had a photographic memory, and, sure we all have bad days, but for him to forget the particulars about a SAVE mission we'd been planning for well over a month—no way! Damn, never once in the thirty years I've known him did he react like a rookie. Hell, we met in Special Forces and have been best friends ever since. Not a day's gone by since we met that we haven't seen each other. But here we are checking out a Veau Bokor and his Black Sect, and Paul, as the Veau Bokor himself, comes out of the house, leaps out of the surveillance van and beats the crap out of him.

"That's all I've got to say at this time."

SAVE Pittsburgh debriefing
Craig Bradley, envoy
Sept 27, 1992

AGL: (40 + 2D10) or 55
DEX: (30 + 2D10) or 45
PCN: (55 + 2D10) or 70
PER: (40 + 2D10) or 55
STA: (60 + 2D10) or 75
STR: (30 + 2D10) or 45
WPR: (80 + 2D10) or 95
EWS: (95 + 2D10) or 110
ATT: 1; (40 + 2D10) or 55
SR: 2/varies (fist/as per weapon)
WB: 40
Fear: 0; -35 only if recognized
MV: 150' (L)
Type: Master
Class: C
Disciplines:

70/85/100 Alert (see pg. 96 for details), Empathy
67/82/102 Hole (see pg. 103 for details)
84/99/119 Puppet (see pg. 106 for details)
Three other disciplines (CM choice)

Indistinguishable from a human, a Soul Chaser is an evil being that kidnaps a human and removes his life force (also known as its incorporeal being or soul), and prevents it from re-entering its body until the Soul Chaser is finished with it or the victim is dead.

Once a life force is pulled from its body, it can only survive for a short time. For every hour spent outside the body, after an initial 72 hours, the incorporeal being must expend 1D10 + 5 points of Current WPR in order to remain alive. If the victim has the Leave the Body Discipline, the WPR cost is only 1D10 per hour.

Note that the Incorporeal Imprisonment Discipline (see pg. 116 for details) can be used by a corporeal character to preserve a victim of a Soul Chaser until his body is freed.

A Soul Chaser can control up to 5 "living bodies" at one time but can control 1D10 + 5 bodies if their life forces are already dead.

If the incorporeal being is still alive, the Soul Chaser is capable of animating the victim's body. As a result, the creature often places the body close to itself and uses it as a human screen. That is, if the Soul Chaser is attacked, it animates the body and causes it to attack its opponents.

Once an incorporeal being is dead, the Soul Chaser gains complete control of its physical body and mind. In this case, the body has the same voice, appearance, basic abilities, and skills the victim had while "living" but does not have the memories that person had while possessing a life force. Thus, a body still has its ability to play tennis, but it cannot remember particular games or opponents from its past.

To a Soul Chaser, domination is a waiting game. It often subtly enters a community and slowly takes control of its most noteworthy inhabitants. When discovered by humans, a Soul Chaser singles out an opponent and attempts to pull his soul out of his body. If successful, the Soul Chaser uses its Puppet Discipline and makes the body commit a violent crime or murder and then lets the victim's soul reenter its body, thus incriminating its victim for a crime of which he had no control.

To pull a person's life force out of his body, a Soul Chaser makes an Opposed WPR Check against the Current WPR of its intended victim. If the creature's result is higher, the attempt is successful. Each attempt, successful or not, costs the creature 2D10 points of Current WPR.

A Soul Chaser suffers normal STA Loss and wound damage from all forms of attack. If it is reduced to zero (0) Current STA but still has Wound Boxes, a Soul Chaser collapses and appears to be dead. In 1D10 rounds, however, it emerges from this state of feigned death with its Current STA equal to its original STA. A Soul Chaser can only be destroyed by reducing its Wound Boxes to zero (0) or less.

When a Soul Chaser is destroyed, its incorporeal victims automatically reenter their bodies, and living corpses become comatose and can only regain consciousness if reunited with a soul.

Srin-po (shrinn-poe)

"... Colonel Howe and myself had encountered many other creatures and had learned to deal with the strange and unusual by this time. We saw the lengthened canine teeth and the blood trickling down the creature's chin, we heard the hissing-snarl it uttered, and knew a real vampire stood before us. Smug, Colonel Howe uttered a curse word, and we ran for the stream, just a leap ahead of the creature. On the other side, we stopped and prepared to decide upon our plan of attack while the creature approached the opposite side of the running water. Unfortunately for us, the Srin-po did not stop when it came to the stream..."

SAVE Washington D.C. debriefing:

Wong Soo, envoy
December 31, 1992

AGL: (45 + 2D10) or 60

DEX: (45 + 2D10) or 60

PCN: (35 + 2D10) or 50

PER: (10 + 2D10) or 25

STA: (60 + 2D10) or 75

STR: (55 + 2D10) or 70

WPR: (25 + 2D10) or 40

EWS: (110 + 2D10) or 125

ATT: 1/2; (50 + 2D10) or 65

SR: 4/3 (bite/claws)

WB: N/A

Fear: -20 only if recognized

MV: 150' (L), 45' (W), 50' (A)

Type: Independent, Servitor

Class: C

Disciplines:

65/80/100 Alert (see pg. 96 for details), Summon

82/97/117 Change Self, Gnarl

70/85/105 Hypnotize, Influence, Sleep, Terrorize
(see pg. 107 for details)

Automatic Unique Age (see below for details)

Srin-po appear as normal men and women to all who view them, save that they cast no reflection in a mirror. They are a form of lesser vampire that can move freely about in daylight or cross running water, and their bite never creates "new" undead. However, their bite does age their victims by one year per wound inflicted. Srin-po are repelled by garlic, red roses, holy symbols, and wolfsbane. They can shift form as do vampires, but only at night. Once daylight comes, they are locked in the form last assumed until dusk, when they automatically revert to human form.

Srin-po never take wounds, but they suffer normal STA Loss from all wooden weapons (clubs, arrows, staves, etc.); they are impervious to all other weapon types. They can be killed by reducing their Current STA to zero (0) or lower and burning their decapitated bodies.



Stalker

"... It was after the third victim fell that I became involved in the 'Slaughter of '92.' Summer camp had just started—a time of mixed emotions, as our property bordered the camp and the camp was one for troubled youth from the inner city.

"Everything was quiet until a street-smart sixteen-year-old burst through our front door and said that a maniac was right behind and he was trying to kill her. I was going to dismiss the whole thing but my dog, Baron made such a ruckus that I got dad's 20-gage, single-shot shot gun from the gun rack and watched outside.

"Within two minutes this big guy, covered in blood and wearing a stocking cap pulled low over his brow, came toward the house. The baseball bat he carried still dripped blood. As Baron saw him from his pen, he gave a yelp and disappeared into his dog house, a strange reaction from a trained hunting dog!

"The guy walked like he was on a mission. His long methodic steps never varied. My first shot hit him in the chest, leaving a fist-sized hole in his chest. He stumbled back and presumed his steady pace toward the house. The next shot hit him in the chest again, but he kept on coming. . . ."

SAVE Portland debriefing:

Tim Pride

July 4, 1992

AGL: (55 + 2D10) or 70

DEX: (45 + 2D10) or 60

PCN: (65 + 2D10) or 80

PER: (2D10) or 15

STA: (70 + 2D10) or 85

STR: (100 + 2D10) or 115

WPR: (90 + 2D10) or 105

EWS: (110 + 2D10) or 125

ATT: 1 (70 + 2D10) or 90

SR: 5 or per weapon

WB: 40+

Fear: -25 only if recognized

MV: 175' (L)

Type: Independent

Class: C

Disciplines:

92/107/127 Ignore, Terrorize

80/95/115 Slow (see pg. 108 for details), Teleport

84/99/119 Blunder (see pg. 109 for details),

Transparent Vision (see pg. 111 for details)

Automatic Unique Teleport (see below for details)

Two other disciplines (CM choice)

A Stalker appears as a mutilated or disfigured human who, in life, was an evil man or woman who thrived on committing violent acts without being legally punished. Often a serial killer, the Stalker tortured and disfigured its victims without reason or for its own amusement. A Stalker may have been arrested and got off on a technicality or may have never been discovered by the law. Freddy, Jason, and Michael are movie versions of the Stalker.

A Stalker feeds on murder, debauchery, and destruction, often graphically killing its victims with any object or weapon within reach. While motivated to kill, a Stalker is not without intelligence. This creature often chooses an isolated location, such as a mountain resort, where it cuts off all communication with the outside world and systematically destroys all living inhabitants in the area. The desolate area a Stalker chooses often has some connection to its former life. It may be the place where its human form was born, destroyed, or experienced a traumatic experience leading to the creature's life of annihilation. For example, during its human existence, a Stalker may have been a doctor whose patients often died unexpected, lingering deaths. Killed by a victim's vengeful loved one, such a Stalker may return to the community where it was a doctor to destroy the town's inhabitants.

As a Stalker tracks its victim, it uses its Blunder and Slow Disciplines on him, making him easier to pursue. Upon its victim's death, a Stalker becomes stronger by absorbing his Wound Boxes. For example, when a Stalker kills an individual with 30 Wound Boxes, its own Wound Box total is increased by 30. Later, if the Stalker kills an animal with 5 Wound Boxes, the creature's Wound Box total is increased by another 5, and so on. A Stalker can increase its Wound Box total in this manner until it reaches a maximum of 75. Thereafter, its killing is done purely for its own self-satisfaction.

A Stalker does not receive Wound Boxes for injuring a victim, only for killing. Often, a Stalker attempts to hide itself and the bodies of its victims until reaching its full strength of 75 Wound Boxes. Thereafter, it chases victims and openly taunts them for amusement before destroying them.

A Stalker is often disoriented (effects at CM discretion) when confronted with the few items he loved as a human (i.e., beautiful women, stuffed toys, pizza, etc.).

A Stalker suffers half the damage from all forms of attacks and never suffers STA Loss. As a natural process, a Stalker loses 5 Wound Boxes per day. When its Wound Boxes reach zero (0), its Automatic Unique Teleport Discipline activates and moves the Stalker to a desolate area where it lays in a dormant state 2D10 + 2 months.

To completely destroy a Stalker, its head and heart must be removed and buried in an unmarked grave in a local cemetery. The remainder of its body must be buried at the spot to which it teleported.

Swan-May

When I told Juliette of the horrors of the Unknown and of the many bloodthirsty creatures of the dark which preyed upon humanity, she laughed, masking her mirth as best she could with her cupped hand. When at last she subsided, I wanted to know why she thought a horrible and mutilated death was so funny. She had a strange look cross her face, and then she handed me her coat. Taking her strangely beautiful golden medallion in her hand, she closed her eyes, her lips moving silently in an unheard invocation.

I don't know if it was the heat, or perhaps some subtle form of mesmerism, but I blinked, and then where Juliette had stood rested a calm and beautiful white swan. The swan didn't seem to have any fear of me, and I was able to pet it without being pecked. I was also able to identify the amulet securely fastened about the swan's long, slender neck . . .

From the journal of Susan Feldman, envoy

June 5, 1989

AGL: (65 + 2D10) or 80
DEX: (65 + 2D10) or 80
PCN: (60 + 2D10) or 75
PER: (70 + 2D10) or 85
STA: (30 + 2D10) or 45
STR: (30 + 2D10) or 45
WPR: (50 + 2D10) or 65
EWS: N/A; 120 equivalent
ATT: 1; (40 + 2D10) or 55 (swan form only)
SR: 3 (peck)
WB: 20
Fear: 0
MV: 20' (L), 50' (W), 100' (A)
Type: Independent
Class: C
Disciplines:
84/99/119 Empathy, Telepathy
77/92/112 Dreamsend, Influence, Spook (see pg. 107 for details)

A Swan-May is a lycanthropic white swan that can assume the shape of a slender and graceful young female with the aid of a magical talisman. If the talisman is removed, the Swan-May immediately reverts to swan form. The talisman allows any female virgin that is 25 years old or younger to change form at will. However, for every day the virgin wears the talisman, there is a cumulative 10% chance that she will remain in swan form. Also, if the young female loses her virginity, she must remove the talisman or suffer 1D10 STA Loss per round until her Current STA reaches zero (0). At this point, the female dies.

A Swan-May prefers to stay near water and may attack only if attacked first. Those users of the Art that are within 50 yards of a Swan-May automatically get a modifier of +10 on all Art-related matters.

A Swan-May is unaffected by all weapon attacks and suffers normal STA Loss and wounds from all Evil Way Discipline attacks. A Swan-May is dead when both its Current STA and Wound Boxes are reduced to zero (0). If only one or the other of these statistics is reduced to zero (0), appears dead but is brought back to its maximum of the statistic in 2D10 rounds.

Time Thief

"... I entered Leo's room and saw a woman standing over him with her hands on his diaphragm. I looked down at Leo and saw him aging before my eyes. I let out a scream and the woman vanished."

· SAVE Orlando debriefing:

Violet Cirelli

April 29, 1991

AGL: (50 + 2D10) or 65

DEX: (45 + 2D10) or 60

PCN: (60 + 2D10) or 75

PER: (50 + 2D10) or 65

STA: (50 + 2D10) or 65

STR: (40 + 2D10) or 55

WPR: (90 + 2D10) or 105

EWS: (105 + 2D10) or 120

ATT: 1; (60 + 2D10) or 75

SR: 3/* (age drain/as per weapon)

WB: 35

Fear: -15 only if recognized

MV: 125' (L)

Type: Master, Independent

Class: C

Disciplines:

Any (see below for details)

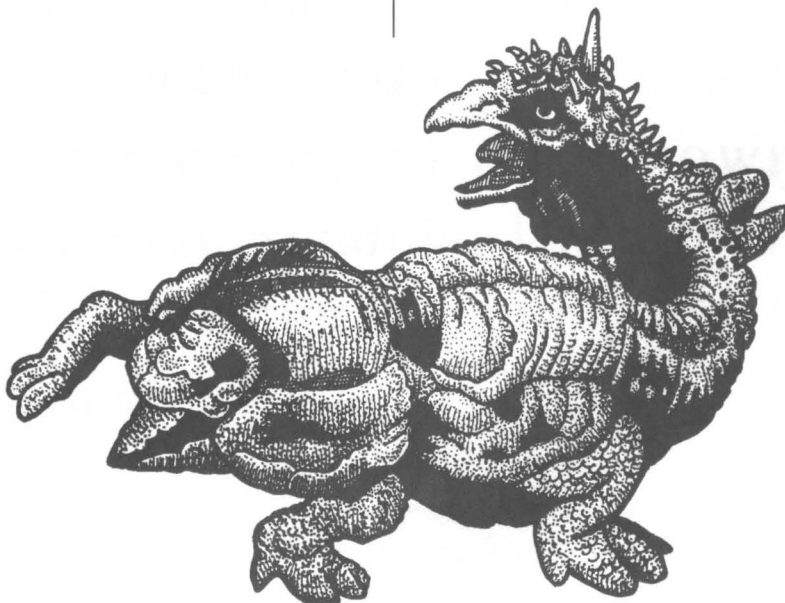
A Time Thief is a human who has given his life-force to the Unknown in exchange for eternal life. As a result, it lives for centuries without aging.

A Time Thief is capable of mastering many skills, accumulating great knowledge, and discovering several Disciplines of the Evil Way. For every 50 years of existence, a Time Thief learns 150 CIPs worth of skills and can learn 1 discipline. Thus, the CM must determine how long the Time Thief has lived and assign skills and disciplines to the creature.

To maintain its youth and vitality, a Time Thief must drain the youth from the lifeforces of its victims. This is done by approaching unconscious humans and touching them for several rounds. During each round a Time Thief touches a victim, it steals one year of the victim's life and gains one day of youth for itself. Thus, by touching a victim for 30 rounds, a victim ages 30 years and the Time Thief maintains its appearance an additional 30 days. Some Time Thieves are subtle, stealing a year or two from hundreds of individuals, while others prefer to completely drain fewer victims.

Draining victims prevents a Time Thief from aging, but it does not prevent the Time Thief from being killed by unnatural means such as auto crashes, murder, etc. Therefore, a Time Thief may be killed in the same way as humans. Although an occasional Time Thief uses the Sculpt Discipline (see page 101 for details) to change its appearance, it always appears the age it was when it first made contact with the Unknown.

When a Time Thief is killed, the corpse disintegrates.



The Evil Way

The Evil Way is the most powerful force of the Unknown and rarely shows itself in the Known world. However, as the Unknown increases its hold on the Known world, powers of the Evil Way that were once rare or non-existent have become painfully apparent.

As with Evil Way Disciplines discovered in the past, these disciplines fall into six schools according to their nature. The schools include Communicative, Distortive, Elemental, Mental, Psychokinetic, and Sensory. The disciplines listed herein are listed by school in alphabetical order.

Authorities claim that users of the Evil Way, both humans and creatures alike, plan to bring everything in the Known world under their dark shadow. Unfortunately, as present history reflects, their plans to do so have been succeeding.

Communicative

(EWS + PER) ÷ 3

Alert

Cost: 10 WPR/min.; 50, 30 WPR/use Roll Required: H
Range: Sight Area: 100 yds. to 1/4 mile
EWS: 115+

"No matter how often I tried to speak with Silas McKenzie about the murders that had taken place in his neighborhood, he always seemed to evade me."

This discipline allows a creature to hear a particular sound whenever a certain person approaches. The sound gets louder as the person nears the creature and softens as the person gets farther away. The sound emitted can be heard by other creatures possessing this discipline and by incorporeal creatures in the same vicinity. In this way they know if the individual poses a danger to their existence. For example, a creature who believes John Cole to be a threat can assign a specific "alert sound" to Mr. Cole. Thereafter, whenever Cole approaches the creature, the creature hears the warning sound.

At Student Level, this discipline allows a creature to assign an alert sound to one person for 1D10 + 14 hours at a cost of 10 WPR. It alerts the creature whenever the individual is within 100 yards. At this level, the creature can only use this discipline once every 24 hours.

At Teacher Level, a creature can assign an alert sound to one person for 1D5 days at a cost of 10 WPR, or permanently at a cost of 50 WPR. The creature may use this discipline on several persons simultaneously although WPR must be expended for each target. The discipline alerts the creature whenever the individual is within 220 yards.

At Master Level, a creature can assign an alert sound to a person for 1D10 days at a cost of 10 WPR or permanently at a cost of 30 WPR. The creature may use this discipline on 1D5 persons simultaneously without expending additional WPR as long as all individuals are within sight and assigned the same alert sound. At this level, the creature can be alerted whenever the individuals pass within 440 Yards (1/4 mile).

Creatures with this discipline may dispel its use at any time. Persons who are permanently affected by this discipline can only dispel it by killing the creature.

Broadcast

Cost: 10 WPR/min. Roll Required: M
Range: 1000', 1 mile, 10 miles Area: 1 electronic device

EWS: 100+

"To relax our nerves and forget about the dangers of the day, we turned on the local news station. To our surprise, the TV anchorman addressed each of us by name and instructed us to leave the village immediately or be killed. . . ."

The Broadcast Discipline allows a creature to interfere and distort messages that are received through wire lines or airwaves. It can be used to affect television and radio signals, telephone conversations, and CB radio transmissions. It intercepts the actual message received and replaces it with a message the creature desires.

While watching an ordinary television broadcast, a creature can affect the signal so the viewers of a particular TV set see the actors saying and doing anything the creature desires. Other TV sets, even in the same house, broadcast the actual programming without being affected by the discipline. This discipline is primarily used to terrify and trick victims. For example, a creature can affect a radio broadcast so envoys are convinced they are being hunted by police for the creature's killings.

Similarly, a creature can use Broadcast to convince unwary victims that police are on the way or that they are losing their sanity by witnessing conversations and broadcasts that no one else witnesses.

At Student Level, the creature's range is 1000 feet, and the affected transmission lasts for 30 seconds.

At Teacher Level, the creature's range is 1 mile, and the affected transmission lasts for 3 minutes.

At Master Level, the creature's range is 10 miles, and the affected transmission lasts for 30 minutes.

Infest

Cost: 20 WPR/use or 20 WPR/rnd.
Range: Sight

Roll Required: M
Area: 1 being or
area

EWS: 115+

"It was the most hideous sight I had ever witnessed and one I shall not soon forget. I was paralyzed by my own fear while Charles stood before the creature, cursing it. That is, until he began to gasp and choke. Grasping his neck, Charles fell forward, attempting to release the objects lodged in his throat. As he did so, worms and maggots spilled from his mouth to the floor."

This horrible discipline allows a creature to call forth and create hundreds, or even thousands, of earthworms and maggots. The worms or maggots can be used as a means of distracting and scaring potential victims, as well as a means of attacking them. When focused on an area, worms and maggots completely cover it. In fact, floor space is covered by the parasites, thickly enough to cover trap doors, air ducts, etc. If the creature designates an area where a victim is sleeping, worms cover the victim and crawl into the sleeping person's nose, mouth, ears, etc. Unless the victim's mouth is open for several rounds without the victim waking up (highly unlikely considering the circumstances) the worms do no damage. Maggots feed on the flesh of the sleeping individual, doing SR 1 damage every fifth round.

Within 1D5 + 5 hours of this discipline's use, maggots begin hatching into large flies and swarm the targeted area until they are dispelled or destroyed.

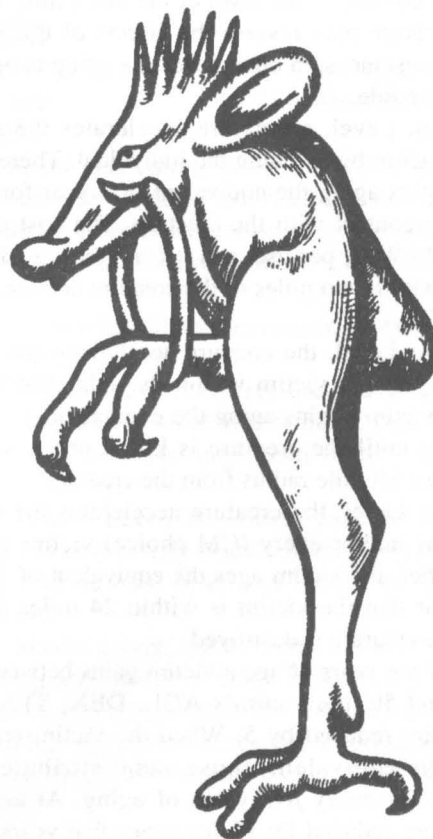
At higher levels, by focusing this discipline on an individual, the parasites can be created in a victim's throat. This causes the victim to gasp and choke and might eventually lead to death after several rounds.

At Student Level, the creature can use this discipline to attract maggots and worms to a 10-foot area. The parasites begin appearing within 1D10 rounds. Thereafter, they continue appearing until the area is covered with the parasites. This costs the creature 20 WPR.

At Teacher Level, the creature can attract the parasites to a 20-foot area, at a cost of 20 WPR. Additionally, the creature can focus the discipline on a single individual and cause parasites to materialize in the victim's throat. This

costs the creature 20 WPR per round. When this happens, the victim suffers choking damage at SR 3 for each round the discipline is in use. Subsequently, unless the character is assisted immediately, the victim suffers damage at SR 2 for 3 rounds after the discipline ends, while parasites are cleared from the victim's throat. The victim must make a Specific WPR Check, an F result indicates the victim has developed a phobia relating to worms and maggots.

At Master Level, the creature can attract these parasites to a 30-foot area, at a cost of 20 WPR. The creature can also focus on a particular victim and inflict choking damage at SR 4 per round, at a cost of 20 WPR per round. Subsequent damage to the victim at SR 3 lasts for 3 rounds after the discipline's use, unless the character is immediately assisted by others. The victim must make a Specific WPR Check; an M or lower result indicates the victim develops a phobia of maggots and worms.



Distortive

(EWS + STA) ÷ 3

Age

Cost: 25 WPR/use

Range: Touch or Sight

EWS: 120+

Roll Required: M

Area: 1 character

"I had dropped Charles and Walter at the deserted house and promised to return at sunrise to retrieve them from the creature's abode. When I got there the next morning though, two men were waiting that I did not recognize. It was them, but Charles' dark hair had turned grey and thin and Walter's face was wrinkled. In less than 24 hours they had each aged more than 10 years!"

This discipline allows its user to accelerate the aging process of its victim. Creatures often use the discipline to intimidate humans and attempt to scare them away. In some cases, however, creatures have been able to accelerate the process at such an unusual rate that victims have died of old age over a period of days or hours.

The speed a victim ages and the duration of the discipline varies according to the level of the discipline. While killing the creature may reverse the effects of this discipline in some instances, in other cases the aging is permanent and irreversible.

At Student Level, a creature accelerates the aging process of a victim by touching the individual. Thereafter, the victim begins aging the equivalent of 1 year for each day following contact with the creature. The cost of the discipline is 25 WPR per use, and it continues as long as the victim is within two miles of the creature and the creature is "alive."

At Teacher Level, the creature accelerates the aging process of any single victim within its sight. When this happens, the victim begins aging the equivalent of 1 year every 8 hours until the creature is killed or the victim passes outside a 10-mile radius from the creature.

At Master Level, the creature accelerates the aging process of any and/or every (CM choice) victim within sight. Thereafter, the victim ages the equivalent of 1 year for every hour that the victim is within 24 miles of the creature or the creature is destroyed.

For every *ten* years of age a victim gains between the ages of 20 and 50, the victim's AGL, DEX, STA, and STR Scores are reduced by 5. When the victim reaches age 50, or the equivalent, those same attributes are reduced by 5 for every *five* years of aging. At age 65, those scores are reduced by 10 for every *five* years until reaching age 85. The minimum attribute score due to aging is 15, and death due to old age is at CM discretion.

Once a creature using the Age Discipline is killed, victims of the discipline (who have not already died) regain their youth at the same rate the age was lost. However, any hair which has fallen out does not return immediately, although it may grow back at its normal growth rate. Any hair that has turned grey remains so, even after the creature is destroyed.

Create Object

Cost: 20 WPR/use

Range: Sight

EWS: 110+

Roll Required: M

Area: 1 object

"Watching from the shadows, we saw a most peculiar and eerie sight. Alexander Cole pulled a rope from thin air and ordered the creatures to tie our former companion. Then, Cole looked darkly in our direction and a cage appeared from nowhere, encompassing us."

By using this discipline, a creature can create non-living objects. Objects created are permanent for as long as the creature remains alive. Upon a creature's death, however, all objects created during the creature's life that are larger than 3 cubit feet automatically disappear. The CM then makes a General WPR Check using the dead creature's WPR Score to determine whether objects smaller than 3 cubic feet disappear. Each object is to be checked separately; an M or higher result indicates the object remains.

At Student Level, a creature creates an object that fits in an area of 2 cubic feet. Objects created at this level are limited to items constructed of vegetable components, such as wood, string, etc.

At Teacher Level, objects are made of natural earth components such as metal, clay, etc. The size of the object must fit in an area of 5 cubic feet. Items of precious metals or stones turn into non-precious equivalents immediately after being created.

At Master Level, objects can be made of any natural or synthetic material. The size of objects created can fill an area of 10 cubic feet. While precious metals and stones cannot be created, excellent forgeries of these stones and metals are possible.

False Flesh

Cost: 30 WPR/use
Range: 1 creature
EWS: 90+

Roll Required: G
Area: 1 creature

"As I caressed Angela's face, the skin peeled away revealing the grisly remains of a skull. To my horror, I discovered that the woman I had rescued from the flames was one of the very creatures we had tried to destroy."

Through this talent, a creature can cover itself or another creature with a thin layer of artificial, but seemingly life-like, skin. Easily capable of hiding a creature's true appearance, the flesh feels warm and vibrant and stands up to all but the most tedious medical inspection, appearing as living flesh.

While the flesh is capable of hiding a creature's appearance, it is not able to simulate life. Thus, an undead creature using False Flesh would still lack a pulse. Furthermore, False Flesh has some weaknesses.

At Student Level, the flesh is only tenuously attached to the creature. As a result, stress such as the creature's attack, lifting weights in excess of 50 lbs., or combat damage tears away areas of the False Flesh, exposing the true appearance of the creature. The flesh lasts 1D10 + 5 hours or until disturbed.

At Teacher Level, the flesh is attached normally, allowing the creature to sustain damage as a human would. However, there is a 25% chance that any puncture wounds cause the flesh to tear. Such tears remain until the discipline ends or new flesh replaces it. The flesh lasts for 1D10 + 5 days.

At Master Level, the flesh attaches normally and can sustain puncture wounds without tearing. Additionally, punctures in the skin seal immediately after the object puncturing it is removed. The creature, however, sustains normal damage from the weapon because only the false skin regenerates.

At any time the creature chooses, it may remove the False Flesh. Humans unfortunate enough to witness the sight however must make a Fear Check with a modifier of -15.

Gaze

Cost: 50 WPR/use
Range: Sight
EWS: 125+

Roll Required: S/O
Area: 1 being

"... Harry just stood there like a waterless fountain. As was Harry's worst habit, he didn't listen to me when I told him to avert his eyes from the medusa's gaze. What do you do with a friend made of stone? ..."

Successful use of this discipline causes the victim to suffer a horrible malady; however, the usual effect is that the victim turns to stone. The creature using this discipline must look in the victim's direction, and the victim must be looking at the creature. Victims may be humans, animals, or creatures.

This discipline requires an Opposed Check against the potential victim's Current WPR Score; it is successful only if you, the CM, roll a higher result than the victim's player.

Mimic

Cost: 2 WPR/word
Range: Self
EWS: 85+

Roll Required: G
Area: Self

"I heard Max calling to me for help and immediately ran to meet him. When I arrived, he was nowhere to be found, and I heard a scream coming from the house. This time, my ears had not deceived me. Elaine had been murdered. ..."

This discipline allows a creature to exactly duplicate any sound or voice.

At Student Level, the creature can only duplicate a voice or sound with which it is familiar. Familiarity comes after hearing the sound more than twice or a voice for 5 minutes or longer.

At Teacher Level, the creature can mimic a voice or a sound it has only briefly heard before. Briefly is defined as hearing a sound once or a voice utter one two-syllable or larger word.

At Master Level, the creature has a 50% chance of mimicking any sound or voice it chooses, even if it has never heard it before. Thus, if the creature is in an alley and wants to lure a victim to it, there is a 50% chance the creature could mimic a voice that would sound familiar to the individual.

Poison

Cost: 30 WPR/use
Range: Touch, Sight
EWS: 120+

Roll Required: M
Area: 1 substance

"Had I not made the dinner myself, I would have suspected foul play, like the others did. Ambulances were called to our assistance in time, the police quickly attributed our near-death experience to poisoning and wrongly issued a warrant for my arrest."

This discipline allows a creature to poison victims temporarily or permanently by affecting their supply of food and water. Poisons created by this discipline are nearly tasteless and difficult to detect. While consuming food or water affected by this discipline, victims make a Specific PCN Check with a modifier of -10. If the check ends with an H result, the individual notices a peculiar taste to the food or drink after ingesting a small amount. As a result, the damage inflicted by the poison is reduced by half. If the victim's PCN Check ends in a C result, prior to tasting the food or water, the character notices that the fare appears indescribably "strange."

If the check ends in an M or lower result, the victim does not realize the food or water is poisoned and suffers the full effects of the poison until an Antidote Discipline is used (see pg. 119 for details) or medical attention is provided.

At Student Level, the creature must touch the food or water supply it chooses to poison. Poisoning inflicted by this discipline is not immediately apparent. Rather, the effects of the poison begin within 1D5 hours of ingestion. Then, anyone eating the food begins to feel chest pains or cramps causing internal damage at SR 3 every half hour for 1D5 hours. Thereafter, the poison dissipates from the victim's system. The creature may poison the food of 2 individuals at Student Level.

At Teacher Level, the creature must touch the food or water in order to infect it. The effects of the poison can be immediate or can be delayed up to 6 hours, depending on the creature's desire. Also, the internal damage caused by the poison may be at SR 4 for 1D5 hours (pains experienced every half hour); or at SR 2 for every hour until the victim receives medical attention or is subjected to the Antidote Discipline. A creature may poison the food of 5 individuals at Teacher Level.

At Master Level, the creature need only see where the food or water is stored prior to using the discipline. The effects of the poison can be immediate or delayed up to 12 hours, depending on the creature's desire. Additionally, the pain caused by the poison may be experienced every half hour, at SR 5 for 1D5 hours or at SR 3 for every hour, until the victim receives medical attention or is subjected to the Antidote Discipline. A creature can poison the food of 10 individuals at Master Level.

Reduce

Cost: 2 WPR/min.
Range: Sight
EWS: 90+

Roll Required: M
Area: 1 item

"... As we retreated to the van, the creature screamed with laughter. It was moments later when we realized why. Somehow, the van had been reduced to no more than a foot in height!"

This discipline allows a creature to shrink objects to nearly one-tenth of their original size and weight. It does not work on living creatures, but a creature could wait for a person to enter an object before reducing its size. In these cases, it is possible for a victim to take crushing damage (see *Catastrophic Damage* on pg. 103 of the *Chill* rulebook for details). The time it takes to reduce an item, however, usually allows time for persons inside to escape. Also, the durability of items lowers as they reduce in size. For example, a 2" x 4" piece of wood reduced by one-half would have the durability of a 1" x 2" piece of wood.

At Student Level, a creature can reduce an item that is 4 cubic feet in size to half its normal size. This reduction takes 2 minutes.

At Teacher Level, a creature can shrink an item that is 8 cubic feet in size to one-fourth its original size. This reduction takes 4 minutes.

At Master Level, a creature can shrink an item that is 16 cubic feet in size to one-tenth its original size. This reduction takes 10 minutes.

For each minute, an object is reduced by the fraction of total minutes. Thus, in three minutes, an item would be one-third its size; in five minutes, one-fifth, etc.



Sculpt

Cost: 15 WPR/use
Range: Self
EWS: 90+

Roll Required: G
Area: Face

"It was unbelievable . . . I raised my rifle and aimed at the creature's head, knowing it was the only way to destroy it. Suddenly, through the magnified sight of my rifle, was the smiling face of my brother, Gregory. Somehow, the creature had put my brother in its stead. . . ."

This Discipline, used only by humanoid characters, allows a creature to duplicate the face of any person. The face is an exact duplicate, indistinguishable from the actual person's face.

At Student Level, the creature can duplicate any face it has seen in person within the past 24 hours. The face lasts for 1D5 hours.

At Teacher Level, the creature can duplicate the face of any person it has seen in person at least once in its lifetime. The face lasts for 1D5 +5 hours.

At Master Level, a creature can duplicate the face of any person it has seen in person or from a photograph or painting, during the entire course of its life. The face lasts 1D10 + 10 hours.

Once the face is removed it cannot be restored without again using the discipline with the expenditure of 15 WPR points. Additionally, if the sculpted face gets wet, the creature must expend an additional 1D5 WPR to maintain it. The creature is only required to do so once, however, whereafter the wetness has no effect on the sculpted face.

Frequently used with Disciplines such as Mimic and False Flesh, this discipline is an excellent means of disguise and infiltration.

Seclusion

Cost: 50 WPR/use
Range: 1 location
EWS: 125+

Roll Required: M
Area: 1 location

"We reached the exit to the caverns and decided to go for help. As we attempted to leave, though, we noticed the area around was concealed in a darkness that our torches could barely separate. No matter how far we travelled from the mouth of the cave into any direction of the darkness, we eventually found ourselves back at the cave's mouth. . . ."

This powerful discipline allows a creature to beckon powers from the Temporal Void of the Unknown and separate a location from the rest of the Known world. The Temporal Void surrounds a designated area (usually one building or piece of property), and creatures within the location are unable to leave. While the borders of the location are visible, attempts to move beyond the borders always lead back to the location. Not even the creature using the discipline can move outside of the area without dispelling it first.

People outside the range of the Seclusion Discipline observe the location in its natural state. Therefore, if this discipline is used on a house, neighbors and passers-by see the house in its normal state. In fact, a mailman could step onto the porch of the house and deliver mail without detecting anything abnormal. Envoys trapped in the Seclusion looking out of a window would not be able to see the mailman, and the mailman would be unable to see envoys looking outward or hear any noises made from within the house. Similarly, ringing the doorbell or knocking on the door would not be heard. However, if someone outside the Seclusion enters an opening, such as a door or window, into the secluded area, he becomes trapped. The duration of Seclusion varies according to the creature's level of mastery.

At Student Level, this discipline lasts for 24 hours or until the creature using it is destroyed.

At Teacher Level, Seclusion lasts for 1 week or until the creature is killed.

At Master Level, Seclusion lasts until the creature dispels it or until the creature is killed.



Shape Change, Other

Cost: 50 WPR/use

Roll Required: S/O

Range: Sight

Area: 1 object or being

EWS: 125+

"... Seeing Michael's flesh awaken and stir, I looked away in pity, hearing his bones crackle like popcorn in a fireplace. When the sounds ceased, I opened my eyes again; a mangy dog stood in his place with Michael's possessions surrounding it."

This powerful discipline allows a creature to alter the physical structure and appearance of objects and creatures. While objects may be altered automatically, all living victims are allowed a Specific WPR Check against the creature's discipline. If the creature's result is higher than its victim's, the victim's appearance is altered. If the victim's result is higher, the creature's attempt fails. A tie indicates that the victim is partially successful in resisting the discipline's effects. In this case, the victim is partially transformed, at CM discretion. For example, if a creature attempted to turn an envoy into a toad, and the envoy's and creature's checks were equal, then the envoy might become covered with warts. On the other hand, a CM might have the envoy develop unusual leaping abilities and a fondness for eating live insects.

Anything affected by this discipline remains in its new form until the creature that changed it is destroyed. When being changed into something else, a character must make a Specific STA Check. An F result indicates that the character is either killed during the transformation or that he must permanently maintain his new appearance.

At Student Level, a creature can only alter the form of objects that are smaller than man-sized. Additionally, the original size and weight of the object must be the same for its new form, and the new form can only be an object, not a living being.

At Teacher Level, a creature can alter the form of man-sized or smaller objects. The desired form of the object must be the same size as the original or smaller, and no living creature can be within an object while it is being changed. At this level, a creature can also alter living beings, although the general size of the changed being cannot alter.

At Master Level, a creature can alter the form of objects the size of a single-story house (exact size limitations are at CM discretion). The object resulting must be the same size or smaller, and no living creatures can be within the object while it is changing. Living beings can be changed into forms that are the same size or smaller than their original size. The changed victim acquires the form and physical abilities of the creature into which it has been changed, while retaining its own mind, STA, WPR, and Wound Boxes.

Elemental

(EWS + STR) ÷ 3

Gravitational Push

Cost: 20 WPR/min.

Roll Required: H

Range: Sight

Area: 100'+

EWS: 115+

"We had unarmed the creature and were about to destroy it when the world seemed to turn upside down. Suddenly, we were thrown against the ceiling and objects fell upward around us. Only the creature itself stood unchanged on the bare floor. If not for its sinister laughter and evil glance to my right, I might not have noticed the disfigured corpse of Robert, mutilated by the room's chandelier."

Creatures using this discipline can reverse the direction of gravity in an enclosed area, causing all objects, creatures, and liquids to fall upward. When this occurs, objects take damage as if they were falling the same distance. Thus, if gravity were reversed in a room with a 20-foot ceiling, victims of this discipline would take 20 feet of falling damage. In addition, ceilings that are not reinforced may collapse upward (40% change) causing additional damage at SR 1 to 4, depending on if the ceiling is made of suspended ceiling tiles, plaster and lathe, etc.

Anyone affected by this discipline who attempts to leave the range of the push must find a way to climb down, or else take falling damage when returning to normal gravity.

At Student Level, a creature can create a gravitational push in an area of approximately 100 square feet, with a ceiling no more than 30 feet from the ground. At this level, the creature is unable to prevent itself from being caught in the pull and takes normal falling damage.

At Teacher Level, a creature can create a gravitational push in an area of approximately 1,000 square feet, with a ceiling no more than 100 feet from the creature's ground level. The creature can direct the push in such a way as to remain unaffected itself.

At Master Level, a creature can create a gravitational push in an area of approximately 10,000 square feet, with no ceiling-height limit. In addition, the creature may focus the push on 1 victim, object, or group of victims; however, when this occurs, the creature must get an H or better result on its initial Specific Discipline Check. Thereafter, objects or persons targeted are allowed to make an Opposed WPR Check against the creature's WPR. Targets who roll equal to or higher than the creature are unaffected.

Hole

Cost: 20 WPR/use
Range: Sight
EWS: 100+

Roll Required: M
Area: 20, 40, 75 cubic feet

"Running through the darkened cavern, we shouted joyfully when we found the exit. Our joy was dashed swiftly, though, as we found ourselves plummeting through what was once solid earth. . . ."

Hole is a Discipline that enables a creature to remove solid mass. This can be used to create an exit or entrance to an ordinary building or to create a pit. The amount of matter a creature can displace and the length of time displacement exists varies, according to the creature's level of expertise. When the matter is displaced, it simply disappears until the discipline lapses, whereupon it returns to its previous location.

At Student Level, a creature can displace 20 cubic feet of mass. This enables a creature to create a passage through any wall, floor, or ceiling by removing the equivalent amount of matter. The discipline lasts for 2 rounds, whereafter the matter returns. If the creature uses this discipline to create a pit, victims within the pit find themselves gradually returned to ground level, as the earth fills in below them. Similarly, a hole created in a wall would gradually shrink in size after 2 rounds. It takes 2 additional rounds for the matter to be completely restored.

At Teacher Level, a creature can displace 40 cubic feet of mass, and the hole lasts for $1D10 + 5$ rounds. At this level, the creature can also hide the hole with an illusion for 2 rounds. Thus, if the creature created a pit, the ground would appear to be normal for 4 rounds. Thereafter, the hole or pit created becomes apparent until the discipline lapses. Victims making a successful Specific PCN Check, ending in an M result or better, sense that there is something strange about the area.

At Master Level, a creature can permanently displace 50 cubic feet of mass or 75 cubic feet of mass for $1D10 + 10$ rounds. Additionally, the creature can hide the hole until it is disturbed. Thus, the creature could create a camouflaged passage indefinitely, as long as no one touched the illusion. Once touched, the hole becomes visible only to the person disturbing the illusion.

Master Fire

Cost: 1 WPR/min. Roll Required: M
Range: Sight Area: 15', 15'+, 30'+
EWS: 90+

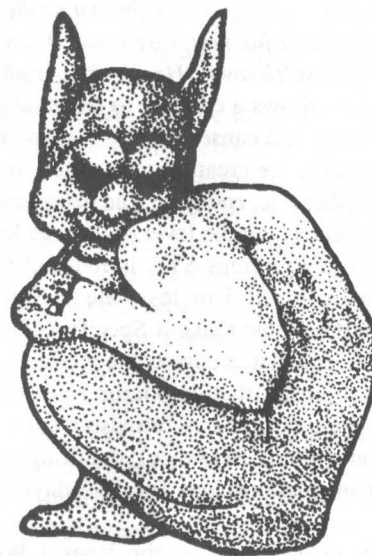
"A fiery torch appeared from nowhere above the creature, revealing our hiding spot. Then, the flame spread like a demon encompassing Joanna. . . ."

This discipline allows a creature to control fire. A creature can vary the size and intensity of the fire according to its level of ability. If used as a weapon, flames cannot be thrown individually, as if they were missiles. Rather, the entire blaze spreads from its location, encompassing everything between the location and the target.

At Student Level, the creature cannot control the duration or intensity of the fire enough to use the blaze as a weapon. The fire begins the size of a torch and lights an area 15 feet around the creature. The flame can be spread up to 5 feet, and may start a building on fire within 20 minutes after contact. The fire does SR 2 damage and gets no higher than 2 feet in height until the structure (CM discretion) becomes ablaze.

At Teacher Level, the blaze has a SR of 4. It can spread up to 15 feet from its source, doing so at 5 feet per round, or slower if the discipline-user wishes.

At Master Level, the blaze does SR 6 damage and can spread up to 30 feet from its source, doing so at 10 feet per round, or slower if the discipline-user wishes. Burns resulting from a blaze created at Master Level require medical attention and cause permanent scarring.



Sunscreen

Cost: 1WPR/min

Range: Self

EWS: 90+

Roll Required: M

Area: 2 yds.

"Descending the dark steps to the basement, we knew this was the only place left for the creature to hide. The beast was cornered. Approaching its coffin, we knew its destruction was at hand. When we lifted the lid, however, the box was empty. Somehow the creature had escaped into the light of day. . . ."

Through the use of this discipline, any sun-sensitive creature may venture for a short time into the daylight. This discipline creates a shadow around the user extending outward. No sunlight damage is taken by the user while this discipline is in use.

At Student Level, the creature is capable of creating a shadow approximately 2 yards in diameter, which follows the creature as it moves. At this level, the shadow can be seen, on the ground surrounding the creature. Additionally, the creature cannot use other disciplines while this discipline is in use, otherwise the Sunscreen Discipline is dispelled, and the creature must take normal daylight damage.

At Teacher Level, the shadow extends the same distance, still in sight, but the creature can use other disciplines while maintaining the Sunscreen.

At Master Level, the shadow surrounding the creature cannot be seen and the creature can use other disciplines while maintaining the Sunscreen.

Touch of Frost

Cost: 15/WPR rnd.

Range: Touch/Sight

EWS: 90+

Roll Required: M

Area: 1 being or object

"Poor Franklin . . . we had thought that he died of fright. His body was rigid and his hair was white. Then I touched him and a rime of frost fell away. He was frozen stiff. . . ."

Touch of Frost allows a creature to freeze objects gradually or immediately and cause freezing damage to victims. To use this discipline, the creature must touch the object or victim in order to direct its energies. The nature and strength of the discipline varies with the level of the user level.

When a victim's Current STA is reduced to zero (0) and Wound Boxes are at 5 or less, the victim is frozen solid. Frozen victims must make a Specific STA Check to determine the damage that occurs as the victim thaws out.

An F result indicates that the victim loses 1D5 Wound Boxes while thawing out. The victim also receives irreparable damage to one limb (CM choice), requiring amputation. The victim remains unconscious for 1D5 days after being thawed out.

An L result indicates the victim loses 1 Wound Box while thawing out and suffers irreparable damage to 1D5

digits (CM choice) requiring amputation. The victim remains unconscious for 1D10 + 5 hours after being thawed.

With an M or higher result, the victim remains unconscious for 1D10 + 5 hours, but takes no additional damage while thawing.

When the temperature of an object reaches 32° Fahrenheit the object is frozen solid. When the temperature of a normal hollow object is reduced to -30° F, it can be shattered. The temperature at which a solid object can be shattered is -60° F.

At Student Level, the creature must have contact with the victim or object during each round Touch of Frost is used. At this level, the rate of freezing is gradual.

ROUND	DAMAGE
1st	None
2nd	SR 1
3rd & 4th	SR 2

During each subsequent round, the SR of the attack increases by 1. Thus, during the 6th round of use, the victim would sustain SR 4 damage. All objects that are within a 5-foot area or smaller may be frozen gradually, with their temperature being reduced by 20° + 2D10° per round.

At Teacher Level, the creature must have contact with the victim or object during every other round. At this level, freezing damage begins at SR 2 during the first round and increases by 1 SR each additional round of use. Objects within a 10-foot area or smaller may be frozen gradually, with their temperature reduced by 50° + 2D10° per round.

At Master Level, the creature is only required to touch the victim or object during the first round the discipline is used. Thereafter, the creature can continue using this discipline on the item or victim without touching it. However, the victim must be in the creature's sight for the attack to continue. Freezing damage begins at SR 3 during the first round and increases by 1 SR per round of use. Objects within a 15-foot area or smaller can be frozen solid during a single round.

Mental

(EWS + WPR) ÷ 3

Confession

Cost: 25 WPR/use
Range: Sight
EWS: 120+

Roll Required: M
Area: 1 being

"I knew that the action was one I could not directly account for, yet I felt bound to take responsibility for severing the limbs of my colleagues. . . ."

By use of this discipline, the creature affects the mind of its victim, forcing him to admit to actions he did not commit. Fortunately, the discipline's effects are temporary.

Unfortunately, the ramifications of giving a false confession can be difficult to reverse, especially when the wheels of justice have begun to turn. Once a person confesses to savage slayings, police officers are more likely to prove the victim's insanity than accept a story attributing slayings to vampires, zombies, or ghosts.

When under the influence of this discipline, the creature somehow transfers its own memory of the actions that took place. Thereafter, the victim believes the memories are his own. Since the memories seem "hazy" to the victim, a creature's use of Evil Way Disciplines in an incident is rationalized. (For example, if a creature killed someone by using the Master Fire Discipline, a victim of the Confession Discipline would rationalize that he must have started the fire with gasoline or some flammable liquid, but he isn't sure exactly what he used.

In addition to transferring memories of the action, the creature also creates a sense of guilt in the victim, making him feel a need to take responsibility and seek forgiveness for the actions that occurred.

At Student Level, the discipline only works on individuals with a WPR Score of 30 or less. The discipline's effects last for 1D5 hours, whereafter the character realizes that he had no connection with the actions to which he confessed.

At Teacher Level, the discipline works on individuals with a WPR of 60 or less. For victims with a WPR Score of 30 or less, the discipline's effects last for 1D10 + 2 hours. For victims with a WPR Score of 31 to 60, the effects last 1D5 hours.

At Master Level, the discipline works on individuals with a WPR Score of 85 or less. Victims with a WPR Score of 30 or less maintain their guilt for 1D5 days. Victims with WPR Scores between 31 and 60 maintain their guilt for 1D10 + 2 hours. Victims with WPR Scores of 61 to 85 maintain their guilt for 1D5 hours.

The Confession Discipline never works on individuals who have WPR Scores of 85 or higher.

Whenever this discipline is used, victims are allowed to make a Specific Current Willpower Check. A C result prevents the discipline from affecting its intended victim.

Ignore

Cost: 20 WPR/use
Range: Sight
EWS: 105+

Roll Required: M
Area: Sight, 1/2 mile, 1 mile

"In an effort to evade the walking corpses, we entered a shopping mall. Since it was only a few weeks before Christmas, we knew that there would be too many witnesses for the creatures to follow. Unbelievably, they entered the mall behind us, with their grotesque smell and rotting flesh, walking freely among shoppers. It was as if no one even knew they were there."

Creatures using this discipline can prevent humans who have never seen a creature from the Unknown from noticing them. Thus, a creature using this discipline could confront envoys in the middle of a city sidewalk, and people would pass by without realizing the horror surrounding them. If a creature attacks someone "ignorant" of its presence, the discipline is dispelled. However, the discipline is not dispersed if the creature makes unintentional contact with "ignorant" humans. For example, a creature could bump into "ignorant" people and even be thrown into them, knocking them down. However, the creature could not strike an "ignorant" individual without making everyone aware of its presence. (Note, however, that being knocked over by a non-existing entity could bring on complications of its own. Results are at CM discretion.)

Powerful creatures can also make people ignore the presence of other creatures from the Unknown and humans (such as the creature's victim) who see the creatures. When this happens, the victim is ignored during any attempt to ask for assistance, even if the victim strikes someone who is ignorant.

At Student Level, Ignore lasts for 15 minutes. At this level, the creature is only able to mask its own presence from persons unfamiliar with the Unknown. The discipline affects the normal area of the creature's sight.

At Teacher Level, the discipline lasts 30 minutes, during which the creature can make people unaware of its own presence and the presence of other creatures from the Unknown. None of the creatures may intentionally injure "ignorant" persons without dispersing the discipline's effects. The discipline covers a 1/2-mile area.

At Master Level, Ignore lasts 1 hour. The creature makes people unaware of all creatures present from the Unknown. Additionally, the creature can make people unaware of other humans that are present, such as its victims. The discipline affects a 1-mile area.

Since this discipline only works on people unaware that creatures from the Unknown exist, SAVE envoys are

usually unaffected. Rather, they are likely to witness occurrences ignored by the people around them. This frequently leads persons who are unable to see the creatures to believe that those who can see creatures are lunatics.

Puppet

Cost: 5 WPR/min.

Roll Required: M

Range: 5 miles

Area: 1 being

EWS: 110+

"We stood around the map, contemplating the best way to proceed. Suddenly, Margaret began to cackle in a bizarre voice. No matter what path we chose, she said we would die. She tore the map into pieces and fell into unconsciousness. . . ."

This discipline allows a creature to control the voice and actions of an individual for a short span of time. Although the creature uses the victim's voice and body, his tones and actions are always unnatural. Creatures using this discipline cannot make the puppeted victim injure themselves or others.

When using this discipline, the creature takes complete control of the victim's body and voice. However, the victim is conscious during this time and witnesses his actions the same as other individuals without being able to control his speech or movement.

At Student Level, the creature can only use the victim's voice to relay messages or statements it wishes to make.

At Teacher Level, the creature can either control the victim's voice or the movement of the victim. However, the creature cannot control both simultaneously.

At Master Level, the creature can control its victim's voice and movement simultaneously.

Sphere of Destruction

Cost: 4D10 WPR/use

Roll Required: G

Range: 1 area

Area: 10' or 20' area

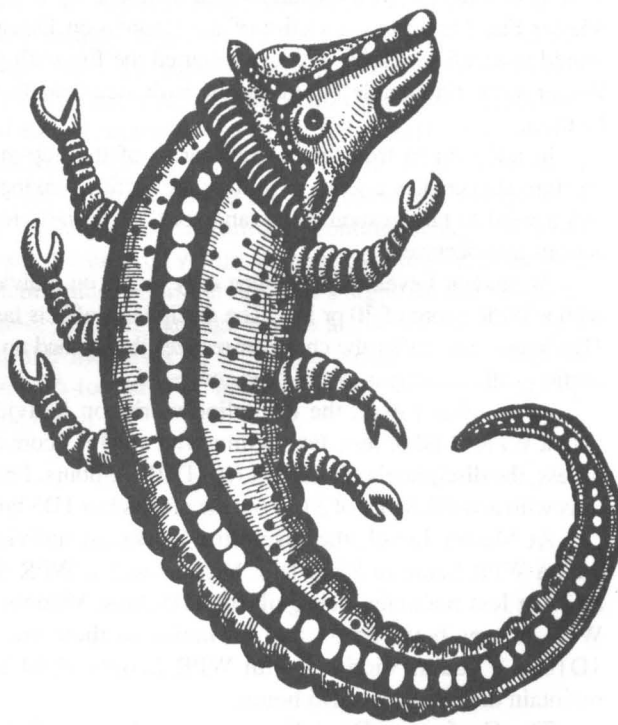
EWS: 125+

"As the creature approached, Gordon raised a field of protective energy around us. Had the field not dissipated as quickly as it was formed, he would have escaped through the window with us and lived. . . ."

This discipline allows a creature to raise an invisible sphere that encompasses any field of power, such as a Sphere of Protection, and renders it powerless. Any creature within the field of power when it is removed suffers damage similar to a minor electrical shock, doing SR 2 damage.

A Sphere of Destruction only works completely against powers that are at the same level or lower. If the person is using a Sphere of Protection at a higher level, a Sphere of Destruction can only weaken the force. Thus, if a creature uses a Sphere of Destruction at Student Level, it does not destroy a Sphere of Protection cast by an envoy at Master or Teacher Level. Rather, it diminishes the power of the Spheres, making them act at the next lowest level.

A creature can only use this discipline once within any 24-hour period.



Spook

Cost: 5 WPR/use
Range: Unlimited
EWS: 90+

Roll Required: S/O
Area: 1 being

"... Seeing the rabbit, for the first time in my life I realized the horror of its menacing claws and enlarged teeth. I ran, but at every backward glance its glowing eyes pursued me..."

This discipline enables a creature to generate fear in its victims. The fear may be centered on any single object or creature and, if a creature has this discipline at Master Level, the confrontation may provoke lasting phobias in otherwise fearless characters.

At Student Level, a creature can cause its victim to make a Fear Check against the object with a penalty of -30. If the victim fails the check, he develops a fear of the object or creature until making a successful check.

At Teacher Level, a creature automatically provokes fear of an object or creature in its victim. In addition, the victim imagines that the object or creature is somehow pursuing it. An object appears and disappears from places and rooms the victim enters. This happens until the victim makes a successful Fear Check at -30, after being "chased."

At Master Level, a creature automatically provokes fear of an object or creature. In addition, it creates a phobia. After this, whenever the victim confronts a similar object, Fear Checks (with a -20 modifier) have to be made. The phobia goes away only after the creature that cast the discipline is destroyed.



Terrorize

Cost: 5 WPR/use
Range: Sight
EWS: 85+

Roll Required: S/O
Area: 1 being

"Although we knew the creature to be nothing more than a jann, the weakest of the djinn ilk, Cecil and I had the urge to run. It was like the gates of hell opened just a few inches behind us..."

Depending on the level at which the discipline is used, Terrorize allows the creature to send a wave of fear through one or more targets.

The varying results of the Terrorize Discipline specify the amount of Current WPR lost by the terrorized victim(s), or the length of time the victim runs in terror and the amount of Current STA lost. Note that a victim of this discipline cannot regenerate WPR or STA when this discipline is in use. This discipline is opposed by a Current WPR Check. The results are as follows:

- The result rolled for the victim is higher than or equal to that for the creature: the attempt fails.
- The result rolled for the creature is 1 level higher than that for the victim: the victim loses 1D10 Current WPR and is unable to take actions for 1 round due to fright, OR the victim loses 1D10 Current STA and runs from the discipline's user for 1D5 rounds.
- The result rolled for the creature is 2 levels higher than that for the victim: the victim loses 2D10 Current WPR and is unable to take actions for 1 round, OR the victim loses 2D10 Current STA and runs from the discipline's user for 1D10 rounds. (Maximum effect at Student Level.)
- The result rolled for the creature is 3 levels higher than that for the victim: the victim loses 3D10 Current WPR and is unable to take actions for 2 rounds, OR the victim loses 3D10 Current STA and runs from the discipline's user for 2D10 rounds. (Maximum effect at Teacher Level.)
- The result rolled for the creature is 4 levels higher than that for the victim: the victim loses 4D10 Current WPR and is unable to take actions for 5 round, OR the victim loses 4D10 Current STA and runs from the discipline's user for 2D10 + 5 rounds.

Torture

Cost: 5 WPR/use
Range: Sight
EWS: 90+

Roll Required: S/O
Area: 1 being

"Sidney became stiff, as if he was frozen, his arms held tight to his side. He became drenched in sweat and began to tremble violently. His feet started to smoke and his pants cuffs started on fire. It was if he were tied to a stake and started on fire. . . ."

Torture is a discipline which allows its user to choose the form of torture used on the victim, usually the form of torture used on the creature in its prior life. For example, the tortured victim falls to the ground in a spread-eagle position. His limbs then begin to stretch away from his body until his tendons begin to pull away from the bone; this is the Rack form of this discipline. Or, the victim begins to grow weaker by the second. He soon becomes too weak to stand and shortly loses consciousness; this is the Starvation form of this discipline.

Whatever form of Torture is used, the victim suffers the same amount of damage per round of the torturing and cannot perform any action, as he is incapacitated by the discipline's effects.

Torture is opposed by a Current WPR Check. Results of this discipline are as given below:

- The result rolled for the victim is higher than that for the creature: the attempt fails.
- The result rolled for the creature and that of the victim are equal: the attempt fails.
- The result rolled for the creature is 1 level higher than that for the victim: the victim suffers SR 4 damage for 1D5 rounds.
- The result rolled for the creature is 2 levels higher than that for the victim: the victim suffers SR 4 damage for 1D5 + 3 rounds. (Maximum effect at Student Level.)
- The result rolled for the creature is 3 levels higher than that for the victim: the victim suffers SR 5 damage for 1D5 + 5 rounds. (Maximum effect at Teacher Level.)
- The result rolled for the creature is 4 levels higher than that for the victim: the victim suffers SR 6 damage for 1D5 + 10 rounds.

Anyone under the influence of this discipline who is reduced to zero (0) Current STA is unconscious for 10 D10 minutes due to the tremendous mental damage inflicted. If reduced to zero (0) Wound Boxes, the victim is irrevocably dead, and, therefore, does not get a LCK Check to see if he survived.

Damage done by this discipline must be healed by normal means (see pp. 105-106 of the *Chill* rulebook for details on healing).

Psychokinetic

(EWS + AGL) ÷ 3

Slow

Cost: 15 WPR/use
Range: Sight
EWS: 85+

Roll Required: S/O
Area: 10', 20', 30'

"Standing over the coffin, Michael raised the stake over the demon. Oddly, he paused before issuing the blow. Had that not been the case, he might have survived. . . ."

This discipline is used by creatures to slow the progress of its enemies. All actions, from picking a lock to firing a rifle, take the target longer than desired. Slowing a person makes them feel sluggish during actions or pause before acting. The action is opposed by a Specific WPR Check. If the victim's result is equal to or greater than the creature's, the attempt fails. If the attempt is successful, its effects vary.

If the creature's result is one or two levels higher than the victim's, the victim loses Initiative to the creature during each round of the ensuing battle.

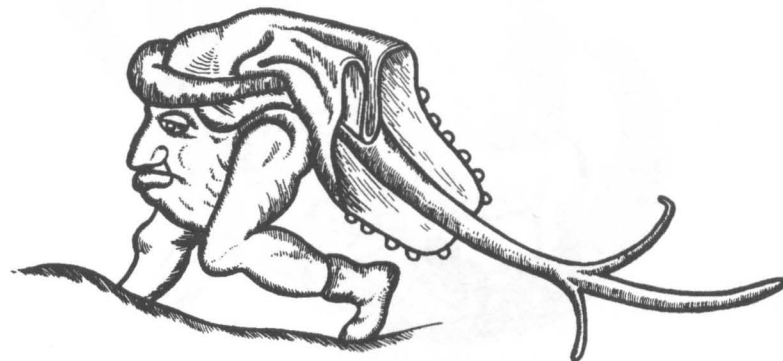
If the creature's result is three or four levels higher than the victim's, the victim can only perform an action on every other round.

If the creature's result is more than four levels higher than the victim's, the victim can only act once every 3 rounds.

At Student Level, this discipline covers a 10-foot area around the creature.

At Teacher Level, the effects cover a 20-foot area around the creature.

At Master Level, the effects cover a 30-foot area around the creature.



Sensory

(EWS + PCN) ÷ 3

Blunder

Cost: 5 WPR/rnd.
Roll Required: M
EWS: 85+

Range: Unlimited
Area: 10'+

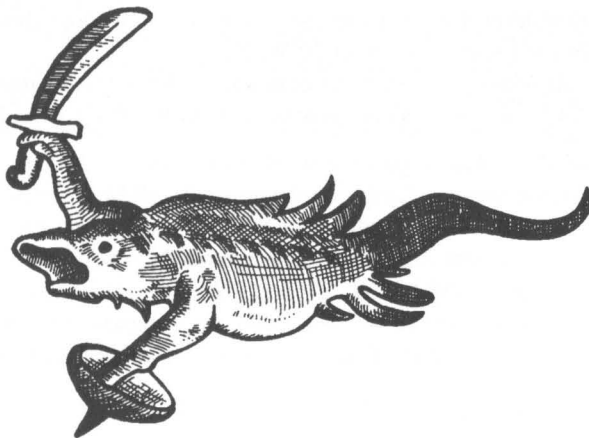
"The hand grenade was the only thing we thought might stand a chance of destroying the creature. We carefully approached the creature's lair and pulled the pin, but instead of throwing it, Charles let it slip awkwardly from his fingers. We tried to run, but we stumbled and fell as if the ground had been ice covered."

This discipline allows a creature to affect the actions of several characters simultaneously by disturbing their perception of the area surrounding them. While this area appears normal to them, it is slightly altered, making the actions of the characters awkward and clumsy. Running victims trip and fall, breakable items may be dropped and damaged, and victims attempting an action fail. Characters within the affected area must make a Specific WPR Check. A C result indicates the character is not affected and may act normally during that round. Characters with a lower result are affected by the discipline during its entire duration. As a result, actions taken by affected characters are only successful if their attacks end in C results.

At Student Level, a creature affects a 10-foot area for 3 rounds.

At Teacher Level, a creature affects a 20-foot area for 1D10 + 3 rounds.

At Master Level, a creature affects a 20-foot area for 1D10 + 3 rounds. At this level the creature may choose an individual victim on which to center the discipline. Thereafter, the discipline's area is centered around the victim, not the creature. If the victim moves, so does the area of affect. In addition, the victim is automatically affected each round.



Deafen

Cost: 5 WPR/min., 20 Wpr/use
Range: Sight

Roll Required: M
Area: 1, 2 - 6 characters

EWS: 85+

"Seeing the creature behind him, we shouted to Baker not to go near the edge of the rooftop. We screamed at the top of our lungs, but it did no good. It pushed him over the edge despite our warnings. . . ."

This discipline allows a creature to temporarily steal someone's hearing. When this happens, the victim's PCN is reduced by 20.

At Student Level, a creature can remove the hearing of 1 individual at a cost of 5 WPR per minute of use. However, the individual must be in the creature's sight when the discipline begins.

At Teacher Level, a creature can remove the hearing of 1 individual for 24 hours. The victim must be within the creature's sight when the discipline begins and costs the creature 20 WPR per use. At this level the creature can also simultaneously affect 1D5 + 1 victims for 5 WPR per minute.

At Master Level, a creature can steal the hearing of 1D5 + 1 individuals for a 24-hour period at a cost of 20 WPR per use. The victims must be in sight of the creature when the discipline begins.

Eavesdrop

Cost: 1 WPR/min.
Range: 1, 5, 10 miles

Roll Required: M
Area: 1 local or group of beings

EWS: 90+

"Despite several attempts to capture the creature and months of detailed planning, the beast was always one step ahead of us. Somehow, it knew our every move. . . ."

This discipline allows a creature to listen to its enemies without being detected. Thus, a creature can learn of envoys' plans and attempt to trap or avoid unsuspecting investigators. However, Eavesdrop does not allow a creature to view any materials that are written. For example, while the creature might hear envoys describing the locations they planned to attack, the creature would not be able to see maps used by the envoys or any movements by the envoys. Also, a creature would not know that an envoy was carrying a gun, unless the envoy mentioned it while the creature was eavesdropping.

At Student Level, a creature can eavesdrop anywhere within 1 mile. The creature does so by concentrating on the place upon which it wishes to focus.

At Teacher Level, the creature can use this discipline on any individuals located within 5 miles. To do this, the creature can concentrate either on a single area or on the group of characters it wishes to monitor. However, if the characters pass beyond 5 miles, the creature's ability to eavesdrop fails. If the creature concentrates on a group of individuals, it can listen to any who are located within the area of effect, regardless of whether the characters are together or not. Rather, the creature can switch its attention among the individuals as if listening to a radio and moving among channels.

At Master Level the creature can eavesdrop anywhere within 10 miles. It can focus on either a particular location or on the group of individuals it wishes to monitor. Once this discipline is in use, the creature can monitor individuals leaving the location or passing beyond 10 miles, until the creature ends the discipline. Once the discipline ceases, however, the creature must wait for the individuals to enter the 10-mile radius again before being able to monitor them.

Eyes of Minion

Cost: 20 WPR/use

Range: 5 miles, Unlimited

Roll Required: M

Area: 1 Being

EWS: 110+

"Knowing the location of the creature's abode, we set upon our plan to set the shack ablaze. However, when we made our way down the abandoned railway to where it was, the creature had escaped. It had somehow learned we were coming. . . ."

This discipline allows any Master-type creature to look through the eyes of its servitors and minions as if their eyes were its own. At higher ability levels, the creature also gains the ability to look through the eyes of any human or creature, without their knowledge. Creatures use this discipline to investigate actions and observe individuals directly without placing themselves in danger. The availability, range, and duration of this discipline depends on a creature's level of ability.

At Student Level, a creature can look through the eyes of 1 of its minions for 1D10 minutes. However, the minion must be within 5 miles of the creature.

At Teacher Level, the creature may look through the eyes of 1D5 + 1 of its own minions, regardless of their distance, for 1D10 + 10 minutes. Additionally, the crea-

ture gains the ability to look through the eyes of any individual or creature within 5 miles of its own location. When the eyes belong to someone other than a minion, the discipline lasts for 1D10 + 5 minutes, and the creature must know the name of the individual whose eyes are to be used.

At Master Level, the creature may look through the eyes of all its minions within 5 miles or may look through the eyes of any creature or individual, regardless of distance, as long as the creature knows the target's location within 100 miles. Therefore, a creature in Egypt could look through the eyes of a specific person in the United States, as long as the creature knew the general location of the person. If the targeted creature is a minion, the discipline has a duration of 1D10 + 20 minutes. If the targeted individual has no servitor relationship with the creature using the discipline, the duration is 1D10 + 5 minutes and the cost increases to 50 WPR.

Mute

Cost: 20, 10 WPR/use

Roll Required: M

Range: Touch, Sight, 1 mile

Area: 1 or more persons

EWS: 85+

"Detecting a broken window in the cellar, I knew the creature had entered the house and was among us. Immediately, I opened my mouth to yell a warning to the others, but my voice was silent. All I could hear was a faint growling from across the room. I couldn't even scream for help!"

The Mute Discipline allows a creature to temporarily steal a person's ability to make vocal sounds of any kind.

At Student Level, a creature can make 1 victim mute for 1 hour simply by touching the individual. The cost of doing so is 20 WPR.

At Teacher Level, a creature can make 1 victim mute for 6 hours. The victim must be within the creature's sight when the discipline begins. The cost is 10 WPR. Additionally, the creature can make up to 10 individuals mute for 1 hour at a cost of 20 WPR.

At Master Level, a creature can make 1 victim mute for 24 hours, or up to 10 victims for 6 hours. The cost is 10 WPR.

Reflection

Cost: 5 WPR/rnd.
Range: Unlimited
EWS: 110+

Roll Required: G
Area: Room

"We had the creature surrounded, each of us holding a torch capable of destroying it. As we closed in, the creature stood there glancing between us and smiling. Francis was the first to strike at it, but as he did so, the creature dissipated. It had all been an elaborate illusion."

Creatures with this discipline have the ability to create a three-dimensional image of themselves that can fool even the most intelligent envoy. When a creature uses this discipline, the image appears in front of them as if it were a mirrored reflection. Thereafter, the image and its voice are telepathically controlled by the creature (a creature does not have to have the Telepathy Discipline for this).

A creature can create an image or images of itself, depending on the level at which the discipline is used, and there is always a chance of people detecting the image as an illusion.

Once an image is successfully attacked, the field of the illusion is disturbed and the image disappears.

At Student Level, a creature can create a single image that is not capable of talking or making any sounds. Characters observing the image should make a Specific PCN Check, with an H or better result indicating that the illusion is detected.

At Teacher Level, the creature can create a single image that is capable of talking and making sounds which the creature controls. Characters observing the image cannot distinguish between the creature and its illusion. However, upon hearing the voice of the illusion, characters who have heard the creature's actual voice may make a Specific PCN Check, with an H or better result indicating that the character knows that the voice heard is not the creature's true voice.

At Master Level, the creature can create a single, talking image that is indistinguishable from the creature. The creature can also create 1D10 + 1 images simultaneously. These images are not controlled by the creature and act independently. For example, some may attack or threaten characters, while others wander aimlessly around the room, sit in a corner and watch, or circle the envoys.

Characters observing multiple images may make (during any single round) a Specific PCN Check regarding a particular image. If the check ends in an H or better result, the character knows the image is an illusion.

Transparent Vision

Cost: 5 WPR/min.
Range: 1/8, 1/2, 1 mile
EWS: 110+

Roll Required: M
Area: Self

"We entered the twisted maze of sewer tunnels in an effort to escape the creature that had just killed Davis. Passing quickly and haphazardly through the labyrinth, we felt secure enough to provide our bodies a minute of rest. Yet, even before we could catch a breath, the fiend was upon us."

This discipline allows a creature to see through all solid, non-living objects as if they were transparent. The creature can then see the forms of all humans and animals, which appear as shadows, rather than true images. Thus, while a creature could use this discipline to identify the number of people in a particular building and their locations within that building, the creature would not be able to easily distinguish among individuals or objects located within the building.

At Student Level, a creature can view an area extending an 1/8 of a mile. However, solid objects more than 4 feet thick do not become transparent.

At Teacher Level, the area is extended to 1/2 of a mile and solid objects are transparent unless they have a thickness of 10 feet or more.

At Master Level, the area expands to 1 mile and solid objects with a thickness of less than 16 feet become transparent.



The Art



There are many powers released from the Unknown, not all of which are sinister. Powers harnessed by the good are known as the Art. As with the Evil Way, new powers are continually unearthed as the lines between the Known world and the Unknown are chipped away, and individuals are brought closer to understanding the mysteries of the Unknown and its workings. New Disciplines of the Art are listed below.

It is important to remember that there is no magic in powers known as the Art. Rather, persons using the Art are conductors and transmitters of the natural positive energies discharged from the Unknown. Characters qualified to use the Art pursue Disciplines from four schools: Communicative, Incorporeal, Protective, and Restorative. The disciplines in this section are listed alphabetically under their schools.

Communicative

(PCN + PER) ÷ 3

Detect Unknown

Cost: 20 WPR/use

Roll Required: G

Range: Varies

Area: N/A

This discipline allows an individual to detect the presence of a creature from the Unknown and obtain a general understanding of the creature's abilities. While Detect Unknown can be helpful in the course of difficult investigations, SAVE discourages envoys from using this discipline too frequently, since it allows creatures to know the presence of the individual using it.

In order to use this discipline, the person must be able to touch an object in the context of that situation. For example, to detect whether an individual was killed by a creature from the Unknown, the user has to touch the victim's body or an object associated with the incident. The CM then makes a General Discipline Check (using the user's number for his level of ability as the Target#). When a Failure results, the user perceives the opposite of what is true. If the check is successful, the CM tells him the appropriate information.

At Student Level, an envoy can detect whether a creature from the Unknown has influenced a particular situation. However, at the same moment this discipline is used, the main creature involved in the case detects the presence of the user and is aware that he possesses the Art. The creature is also able to sense the user's general location (within 1 mile) during the 48-hour period following the use of this discipline.

At Teacher Level, the user can perceive whether creatures from the Unknown committed particular acts. For example, he would not only detect whether a creature was present at the murder site, but also detect whether a creature committed the murder. When this occurs, however, the creature knows the exact location of the envoy for 48 hours and thereafter, is aware whenever the user is within 1 mile of its location.

At Master Level, the user can obtain a general sense of the creature's powers. He can determine the schools of influence of the creature's Evil Way Disciplines, but not the exact disciplines. If the creature has the Chill Discipline or special abilities that do not belong to any particular school, the user detects their presence, but cannot identify their origin.

Creatures detected know the exact location of the envoy for 48 hours and, thereafter, know when the user is within a 1/2-mile of them. The creatures also know the disciplines the user possesses and if anyone within 50 feet of the user has the Art.

Locate Object

Cost: 25 WPR/use

Roll Required: G

Range: Varies

Area: Varies

This discipline allows the user to locate a single familiar object that has been stolen, moved, or lost. The user can locate any object, as long as he has had an opportunity to hold, observe, or identify the object. His ability to do so, however, depends on his familiarity with the object, its location, and his level of mastery in this discipline.

This discipline only works on objects and cannot be used to locate persons, although it can locate objects a person possesses. Furthermore, it only allows the user to locate a specific item and not a similar item. For example, the user of this discipline can locate his own .22 caliber gun (that he has touched several times), but could not use the discipline to locate any .22 caliber gun.

At Student Level, the user can only locate an object that he has held or touched. Additionally, he can only determine an object's exact location if it is within 10 miles of the location where the discipline is used. If the item is more than 10 miles away, the individual is aware of a general direction such as South or Southeast. If the object is more than 50 miles away, the discipline fails.

At Teacher Level, the user can identify the exact location of an object he has held or touched within a 25-mile area around the location where the discipline is used. General knowledge of the object's location is identified within 100 miles. If the object is more than 100 miles away, the discipline fails. The user also has the ability to pinpoint the location of an object (within 10 miles) that he has observed or touched. If an observed object is within 50 miles, the user can identify the object's general location. The discipline fails when objects that have only been observed are farther away.

At Master Level, the user has the ability to pinpoint the location of a touched object (if it is within 50 miles) and can determine the general location of such objects within 150 miles. If an observed object is within 25 miles of the user, he can pinpoint the object's location, and can find out an object's general location if it is within 100 miles. Furthermore, an object that the user has only witnessed indirectly, via a painting, drawing, or photograph, can be exactly located if it is within 10 miles and its general location can be known if the object is within 25 miles.

Voices

Cost: 25 WPR/use

Roll Required: M

Range: Sight

Area: Self

Voices is a Discipline that allows the user to hear conversations and actions that have taken place at a particular location in the past, as if he were a witness. To use this discipline, the user must know the general time the desired conversation or actions took place, and the user must be at the location where the past conversation or actions took place.

The reenactment the user witnesses is an exact duplicate of what took place at the location at the desired moment. The sounds and conversations divulged via this discipline cannot be recorded unless a person present has the Eidetic Memory Edge (see pg. 29 of the *Chill* rulebook for details).

At Student Level, the user can, for 30 seconds, listen to conversations or sounds that have taken place at a particular location any time within the preceding week. The user must be able to identify the exact date and hour where the desired conversation or action being monitored took place. The effects are only audible to the user, as if it were a tape recording.

At Teacher Level, the user can, for 45 seconds, listen to conversations or sounds that have taken place at a particular location any time within the preceding month. The user must be able to identify the week and day when the desired conversation or action being monitored took place. The effects of the discipline are only audible to the user.

At Master Level, the user can listen to sounds and conversations that took place during the preceding year. The user must be able to identify the month and week the conversation or action being monitored took place. Effects may be audible to all persons at the location when the discipline is used.

This discipline is extremely rare. Only characters with PCN Scores higher than 80 are eligible to learn the Voices Discipline at the Student Level. To learn the discipline at the Teacher or Master Level, a character's PCN Score must be greater than 90.



Incorporeal

(PCN + STA) ÷ 3

Incorporeal Imprisonment

Cost: 20 WPR/use

Roll Required: G

Range: Touch

Area: 1 object

Incorporeal beings can be captured temporarily or permanently with this discipline. By using Incorporeal Imprisonment, a user generates a force capable of strengthening an object's density so incorporeal beings cannot pass through the object. While captured in a container affected by this discipline, incorporeal beings are incapable of leaving. Similarly, while in an incorporeal prison the being cannot be affected by any outside forces. Rather, the incorporeal being is unaffected within the object until the seal of the object is broken or the discipline ends.

While imprisoned, the being ceases to lose Current STA or WPR that it would normally expend to remain incorporeal. Moreover, the creature begins to regenerate STA, Wound Boxes, and Current WPR that was lost, at a normal rate, during the time it is imprisoned.

A person can only use this discipline on objects that are smaller than 1 cubic foot in size. However, since incorporeal beings are comprised of a living force rather than physical matter, any object capable of being sealed can become an incorporeal prison. Size is not a factor. For example, an incorporeal being could be imprisoned within the locket of a necklace, if the locket was tightly sealed and under the influence of the Incorporeal Imprisonment Discipline.

Since this discipline provides treated objects with an incorporeal existence, an incorporeal being would be able to identify the objects and avoid entering them willfully. Similarly, because of the object's multiple levels of existence, incorporeal beings can handle the object in the same way as physical creatures can, without the use of Telekinesis. In fact, while trapped within an incorporeal prison, an incorporeal being can nudge the object in any direction by pushing against its inside. The imprisoned being can nudge the object approximately 1/2 inch per round, unless the object is fastened down or secured in some fashion.

At Student Level, the user generates an incorporeal prison that is capable of holding an incorporeal being for 1D10 rounds after the creature is sealed within it. Thereafter, this discipline is weakened and the affected object returns to its normal state, allowing incorporeal beings to pass through it. If the object is not used as an incorporeal prison within 6 hours of its conversion, the object reverts back to its normal physical state.

At Teacher Level, the user generates an incorporeal prison that can hold a creature for 24 hours or until the seal

of the object is broken, whichever comes first. If the object is not used as an incorporeal prison within 12 hours of its conversion, the object reverts to its normal physical state.

At Master Level, the incorporeal prison is permanent, unless the seal of the object is broken. However, if the object is not used as an incorporeal prison within 1 week of its conversion, it reverts to its normal physical state.

Incorporeal Lock

Cost 5, 10, 25 WPR/use

Roll Required: G

Range: Self

Area: N/A

To use this discipline, the user must also have the Leave the Body Discipline (see pg. 38 of the *Chill* rulebook for details). By first using his Leave the Body Discipline and then using the Incorporeal Lock Discipline, the user can leave his body and prevent other incorporeal creatures from taken over, entering, or damaging his body.

Prior to leaving his body, the user must specify that he is using the Incorporeal Lock Discipline. When this happens, the user's Current WPR is reduced prior to his attempt to use the Leave the Body Discipline. Additionally, if the user has this discipline at Teacher or Master Level, the CM should ask him what actions are to be taken if his body is disturbed (see below for details).

After the character successfully leaves his body, the CM makes a General Discipline Check to see if the Incorporeal Lock was successful. (At Teacher or Master Level, the user can determine whether the lock was successful by having someone immediately touch his body after leaving it. While the user is absent from the body, the body remains in a comatose state.

At Student Level, the user has no way of determining if the use of his Incorporeal Lock was successful. The lock remains in place for 24 hours, or until the user returns to his body. The cost is 20 WPR.

At Teacher Level, the user is able to sense whenever his body is physically touched for a 24-hour period. The lock remains in place until the user returns to his body. The cost is 10 WPR.

At Master Level, both the lock and sensing ability remain in place until the user returns to his body. The cost is 10 WPR.

Speak to Corporeal

Cost: 5, 10 WPR/min. Roll Required: M
Range: 50', 100', 450' Area: 1 being

This discipline allows the user, in incorporeal form, to communicate with corporeal beings. Communication is telepathically maintained to anyone the incorporeal user desires. However, the user must be incorporeal to use the discipline and the individual receiving the telepathic communications must understand the language used by the user.

This discipline may be initiated at any time the incorporeal user wishes.

At Student Level, the cost is 10 WPR per minute. The incorporeal user must be within 50 feet of the corporeal being who is to receive the communication.

At Teacher Level, the cost is 5 WPR per minute and the distance of the communication cannot exceed 100 feet.

At Master Level, the cost is 5 WPR per minute and the user can simultaneously communicate with 1D5 beings. The characters being spoken to must be within 450 feet (150 yards) of the incorporeal user.

Protective

(PCN + LCK) ÷ 3

Astral Armor

Cost: 10 or 15 WPR/rnd. Roll Required: G
Range: Self Area: N/A

Similar to a Sphere of Protection, Astral Armor allows a character to protect himself against attacks. Unlike a Sphere, however, Astral Armor only protects the user and does so by raising an invisible field of energy around the character that disturbs the field of accuracy for weapons striking the character. The Armor does not absorb attacks against the character; it reduces by half the damage a character takes (e.g., if the user sustains SR 6 damage equaling 18 STA Loss and 5 wounds, he only takes 9 STA Loss and 3 wounds; always round up). Note, however, that this discipline *does not* protect the individual from being attacked by other disciplines or from self-inflicted wounds.

Except for catastrophic damage experienced from explosives or falling, Astral Armor never allows a person's Wound Boxes to be reduced to zero (0); however, once it prevents an attack capable of doing so, the discipline terminates.

At Student Level, this discipline costs 15 WPR per round.

At Teacher and Master Levels, the cost is 10 WPR per round. Only persons having Astral Armor at Master Level are able to simultaneously use other disciplines.

Line of Defense

Cost: 1D10 + 15WPR/use Roll Required: G
Range: Sight Area: 5', 10'

Line of Defense is a rare Discipline allowing the user to create a transparent wall that creatures from the Unknown cannot pass through or above. To create the wall, the character must take a stick of ordinary white chalk and draw a line on the ground where the wall is to be created. If the ground is loose (i.e., excess dirt, gravel, mud, etc.) and the chalk unable to write on it, this discipline fails. Additionally, the user can only draw a straight line; attempts to draw polygons, circles, or rectangles on the ground causes the discipline to fail. Thus, while the user can seal a doorway from a creature by drawing a chalk line within the doorway, he cannot draw an enclosed area for complete protection.

The number of lines the user can simultaneously draw, their length, and the duration of this discipline's effects vary by the user's ability level.

At Student Level, the user can draw a single line, 5 feet in length, that creates a transparent wall for 1D5 + 5 minutes.

At Teacher Level, the user can either draw a single line, 10 feet in length, that creates a transparent wall for 1D10 +

10 minutes, or he can draw 2 lines, no more than 5 feet in length, that last 1D5 + 5 minutes.

At Master Level, the user can draw a single line, 10 feet in length, that creates a transparent wall until the chalk mark is removed. However, no other lines may be drawn by the user. The user also has the option to draw 4 lines—simultaneously activated—up to 10' in length, that last for 1D10 + 10 minutes.

Obstruction

Cost: 2D10 + 5 WPR/use

Roll Required: M

Range: Self

Area: 5', 10', 15'

By using this discipline, the user can temporarily prevent any disciplines of the Evil Way or the Art from working in a specific area surrounding him. Disciplines at Teacher or Master Level that are already in use before the Obstruction begins are not affected. Skills already in use at Student Level require an additional Specific Discipline Check, at -20 to remain effective.

At Student Level, Obstruction covers a 5-foot area around the user for 1D5 minutes.

At Teacher Level, the Discipline covers a 10-foot area around the user for 1D10 minutes.

At Master Level, Obstruction covers a 15-foot area around the user for 1D10+5 minutes.

While this discipline does not prevent characters or creatures within the obstructed area from entering combat, anyone within the area cannot use disciplines to attack or defend. However, anyone outside of the obstructed area may use disciplines to affect other characters or creatures outside the obstructed area.



Restorative

(PCN + STR) ÷ 3

Antidote

Cost: 20 WPR/use

Roll Required: G

Range: Touch

Area: 1 being

Characters affected by disease or poison can be temporarily or permanently cured via this discipline, depending on the user's level of ability. Basically, Antidote allows a character to convert ordinary water into a healing substance that halts the effects of poison, illness, or disease; a victim need only drink or be immersed in the substance.

The substance created by this discipline is only useful as an antidote if used within 1 hour of its creation. Thereafter, it again becomes ordinary water. The substance does not work on persons who have died and is capable of only halting the progress of a disease or poison. It does not restore STA or WPR Loss or Wound Boxes a victim has lost.

Antidote can also be used to purify drinking water.

At Student Level, the character is only capable of creating a substance that suspends the effects of poison or drugs for a 24-hour period. Additionally, the character can purify enough drinking water for 6 individuals.

At Teacher Level, the character is capable of creating a substance suspending the effects of poison for 48 hours, or of halting the effect of any minor illness or disease for a 24-hour period. The character can purify drinking water for 15 individuals.

At Master Level, the character creates a substance that permanently stops the effects of any poison or minor illness and halts the effects of a major disease, such as cancer, for a 24-hour period.

Heal

Cost: 30 WPR/use

Range: 1 being

Roll Required: Varies

Area: N/A

This discipline allows a character to heal the internal and external wounds suffered by things from or tainted by the Unknown. (The definition for "tainted" is a person, animal, or item that is affected by a discipline wielded by a creature from the Unknown, etc.) The user heals such damage by summoning positive forces of the Unknown and directing them through his touch. When this happens, the natural healing process is accelerated at a phenomenal rate.

Healing external wounds with this discipline always leaves scars on the individual being restored, because it repairs skin and tissue rather than regenerates it. If wounds are healed on a person's face, the PER Score of the victim is permanently reduced by (1D5).

Heal cannot be used to attach severed limbs or counteract damage resulting from disease or poison; it is limited to repairing direct physical damage. Wounds restored by a character can never exceed the victim's total number of Wound Boxes.

At Student Level, the user can restore 1 to 4 Wound Boxes. This is done by making a Specific Discipline Check. If the result is an L, the victim restores 1 Wound Box. An M result indicates the victim restores 2 Wound Boxes, an H result indicates the victim restores 3 Wound Boxes, and a C result indicates the victim restores 4 Wound Boxes. At this level, a character cannot heal himself.

At Teacher Level, the user restores 1D10 Wound Boxes. This is done by making a General Discipline Check. If the check is successful, 1D10 Wound Boxes are restored. The user can restore 1 to 4 Wound Boxes to himself by using the method described above under Student Level.

At Master Level, the user can restore 1D10 Wound Boxes to either himself or another individual. This is done by making a General Discipline Check. If the check is successful, 1D10 Wound Boxes are restored.

Sustenance

Cost: 30 WPR/use

Range: Self

Roll Required: G

Area: N/A

This discipline allows the user to endure hardships for a prolonged period of time without being greatly affected. For example, the user can go for a number of days without food or water without collapsing, or trek several days in a winter storm without adequate clothing and without suffering ill effects. While this discipline helps protect the user from prolonged hardships, it does not protect him from taking rapid damage. For example, while this discipline would allow the user to endure a three-day hike through the desert, it would not protect him from taking damage caused by a fire.

Similarly, this discipline does not prevent the user from taking combat damage, but it could be used to eliminate the pain associated with the damage until the person receives medical attention.

At Student Level, an individual can endure prolonged hardships 2 times longer than normal (STA Loss is halved). Although damage from wounds is not reduced, the pain resulting from the wounds is reduced by half (WPR Loss, if applicable, is halved).

At Teacher Level, an individual can endure prolonged hardships 5 times longer than normal (STA Loss is divided by 5, fractions rounded down) and pain is reduced by three quarters (WPR Loss, if applicable, is multiplied by .25).

At Master Level, prolonged hardships can be endured 10 times longer than normal (STA Loss divided by 10, fractions rounded down) and pain from wounds can be eliminated, although damage is not reduced.

Unless a person has the Survival Skill at Teacher or Master Level in addition to the Sustenance Discipline, the user cannot use other disciplines of the Art while Sustenance is in effect. Once another discipline is initiated, Sustenance is broken.

Items of Power

Throughout its investigations and research, SAVE has been rewarded with more than the destruction of creatures from the Unknown. After all, the organization's greatest challenge is to further its understanding of the Unknown. SAVE does this in many ways: it studies obscure writings and texts, including those recovered by envoys during their investigations; photographs and catalogs ancient and recovered artifacts that appear to be influenced by the Unknown and its powers; researches old fables and tales for any clues to or hints of references to the Unknown and its denizens; and, of course, mounts many backed and unbacked investigations in Unknown-related incidences.

SAVE collects, studies, and, if necessary, destroys artifacts and items that are somehow linked to the Unknown, to prevent their powers from wreaking havoc on and bringing destruction into the Known world.

After seeing such artifacts and texts destroy the wills and lives of numerous envoys, SAVE officials are both ardent and firm about having artifacts recovered by envoys placed in SAVE's custody. Envoys suspected of withholding artifacts are immediately investigated by SAVE for the good of both the organization and the individual, who is at risk of becoming a victim of the Unknown. Some of the artifacts that have been completely studied and cataloged by SAVE are recorded herein. Other items yet to be discovered by SAVE are also included. In any case, all items are listed in alphabetical order for your convenience.

Book of Nightmares

These books always appear as ordinary, hardbound horror novels, consisting of 200 to 500 pages. Such a book can appear as an antiquated tome or as a new best-seller. However, the book is always written by an unknown author.

If thumbed through or glanced at, the pages seem filled with words and an occasional illustration. However, when a person begins reading the book, the setting is always that of the reader (i.e., if he is in a small town in Northern Wisconsin on a cold, March day, the story takes place in a small, Midwestern town on a cold, wintery day).

As the story progresses, the reader begins reading about an unnamed character who shares the reader's general appearance. Once having read 10 pages, the reader must make a General WPR Check with a -20 modifier. If the check is failed, the reader must continue reading the book, as its contents are too engrossing to put down (i.e., he calls in sick to work, cancels all previously made engagements, and goes as far as not eating if his place of residence contains no food). If the check ends with a successful result, the reader can put the book down at any time. However, for every additional 10 pages he reads, the reader must make a General WPR Check with a cumulative -10 modifier (so, if a reader is on page 40 and has not become engrossed in the story, he must make a General WPR Check with a -50 modifier). If the WPR Check is failed at any time, the reader becomes engrossed and cannot put down the book.

As the story continues, the reader reads about a strange and perverse creature that stalks the character in the book. When this occurs, the character's name is revealed and is strangely similar to the reader's (i.e., Jennifer Joyce reads about Joyce Jennings, Thomas Simpson reads about Thomas Simms, Nicole Friedman reads about Frieda Nicolson, etc.). The words and illustrations following then begin to change as the reader creates the story; the creature becomes real and the reader becomes stalked. This "story changing" can only be noticed by a non-engrossed reader who makes a Specific PCN Check ending in an H or C result.

The only way to stop the story from reaching a conclusion is to destroy the creature and the book, in that order. The book can only be destroyed by fire or acid. If the book is destroyed before the creature or is not properly destroyed, it reappears in the reader's residence (in a drawer, on a shelf, etc.).

Since victims of these books often appear to die of natural or unexplained causes, the number of these books in existence is not known. Additionally, when a victim attempts to show the book to others, the story appears to be just another story with only vague similarities—if any—to the reader's life.

Chain of Protection

Made of heavy iron links, this chain is probably one of the most enduring artifacts ever found by SAVE. Except for a light "dusting" of rust, the chain is untouched by time. The Chain probably originated in China, with isotope analysis indicating that it was created some time around 500 B.C.

When spread out, the chain can form a 5-foot diameter circle, that creates an indefinite, immobile Sphere of Protection—as per the Art Discipline of the same name—at no cost to those inside. This protection lasts for as long as the chain remains untouched by living flesh. Those beings not in any way under the influence of the Evil Way may enter or leave the circle as they desire, but should the chain be disturbed, the effect ceases and cannot be reused for at least 1 week.

The Chain of Protection is currently in the possession of SAVE, and it is not known if the chain can be destroyed. This decision, of course, is at the CM's discretion.



Chin's Dagger

This heavy, solid silver dagger is the only known artifact ever created by a SAVE envoy. The surface of the blade is marked by minute ruins of an unknown nature. The edges are tarnished, warped, twisted and very sharp, but undulled from its repeated use in eviscerating horrible Creatures of the Unknown.

Its creation began with Tommas Chin's need to destroy creatures that were largely unaffected by mundane weapons, without having to resort to expensive and wasteful silver bullets. Mr. Chin settled upon a dagger as being small enough to hide while large enough to "get the job done."

The Dagger causes SR 5 damage to Creatures of the Unknown, even those unaffected by common weapons.

Since its creation, Chin's Dagger has been used to dispatch over a score of horrible creatures, including its creator who, it appears, became undead or undying shortly after the dagger's creation. The dagger was, at last report, on loan to a crack team of envoys in California. This team has not reported back in over six months.

Disk of the Virus

This 3.5", unmarked, computer floppy disk is made of an indestructible substance that looks like plastic. The contents of the disk, which always appear as some game the user has wanted, cannot be erased.

When inserted into any type of computer that uses 3.5" disks, this disk immediately (but quietly) takes over the machine. It does so by a power similar to the Haywire Discipline (see pg. 163 of the *Chill* rulebook for details), which has complete control of the computer in 1D5 hours after its initial insertion. Once it has control of the computer, it uses an ability similar to the Hypnotize Discipline (see pg. 166 of the *Chill* rulebook for details) in an attempt to destroy anyone who uses the computer 1D5 days after it is first used. It compels the user to copy the program onto his hard drive and pass the disk on to others.

All deaths caused by this disk have appeared to be accidental (electrocutions, power surges causing screens to blow up, etc.).

Currently, the whereabouts of this disk is not known.

Evolution Pendant

This irregular pendent is made of a gold/platinum alloy which can take on a variety of different shapes. Its current appearance is indicative of the creature nearest the pendant's wearer. For example, if a werewolf is closest, the pendant might take the form of a crescent moon, wolf's head, paw, etc. For a vampire, it might assume the shape of a coffin, bat, wolf, cloud, etc. Note that the assumed shape may be vague; it is not always obvious what type of creature is nearest.

For reasons unknown, the pendant will not change while watched, and following each change, the wearer loses 1D10 Current STA.

The Evolution Pendant cannot be destroyed, and when threatened with destruction (i.e., placed in molten steel, struck with a hammer, etc.), it teleports to an area where it is likely to be found. The location to which it teleports is at CM discretion.

Since last worn, the Evolution Pendant has teleported to an unknown location.

Lantern of the Guiding Light

This heavy-duty kerosene lantern has a heavy, steel base and a leaded-crystal hood. The cap to the oil tank is missing, as is the knob for adjusting the intensity of the lamp's flame. The body of the lantern shows numerous dents and crimps, while the crystal hood is covered with a web of small fractures. Its appearance gives no indication of its special and dangerous properties.

When filled with kerosene and lit, the lantern illuminates a 15-foot area around the user (modifiers for fog, etc. are at CM discretion) and cannot be readjusted by any means. It will operate for about 4 hours on a full tank of kerosene and animates and draws any dead creatures toward it that are within 100 feet of the lantern.

Intelligent Undead within 100 feet of the lantern must make a successful General Current WPR Check in order to resist the lure of the light. All undead creatures drawn by the lantern's light will attempt to kill any living creature within the circle of light produced by the lantern.

The lantern automatically extinguishes itself when knocked over, is unaffected by fire of any sort, and is largely resistant to physical damage.

To date, SAVE is unaware of the Lantern of the Guiding Light existence.

Modivin's Figurines

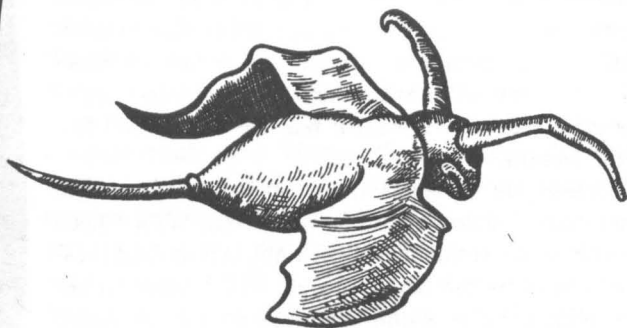
These delicate, blue leaded-crystal animal figurines are extraordinary examples of 14th Century Eastern European glass craftsmanship. They also possess great power.

These particular objects were crafted during the years 1357 - 1362 by the alchemist-monk Atremus Modivin (see *Modivin's Robe* below for more information) for a relatively unknown Polish Count, who claimed to have a problem with "Creatures that be of a hellish nature and cursed in the eyes of God."

The figurines were made of the finest glass which had been blessed by priest and shaped in an unnatural fire of holy oil and beeswax. Finally, Atremus laid down "special enchantments" upon the figures to "give man the power to destroy evil as evil would destroy man." Unfortunately, the Count died from the plague before the figures were delivered to him.

To this date, only one figurine, a crystal swan, has been obtained by SAVE. However, it is believed that at least five others are in museums around the world, and another few are in the possession of private collectors.

When touched by a Creature of the Unknown, the crystal swan produced the effects of the Evil Way Discipline, Chill, upon the creature (see pg. 153 of the *Chill* rulebook for details). However, after its use, the figurine shattered. It is also thought that each figurine has a specific, special ability, but this has not been proved.



Modivin's Robe

This plain brown frock of thickly woven wool cloth smells of the mustiness of the ages. Its weave is strong and sturdy despite its age.

Recently, SAVE discovered that this robe once belonged to the alchemist-monk, Atremus Modivin, who lived in Poland during the middle of the 14th Century. Although he was a little known "devil" hunter who spent much of his time traveling across Europe destroying creatures from the Unknown, his efforts have been recognized by SAVE, and he has been given Envoy Emeritus status by SAVE.

The robe was discovered in a small, unmarked tomb in Transylvania. Along with it were found the dusty bones of a man with a hunched back and a club foot. A note in high Latin was also found pinned to the robe. It read, "In times of need, when the cursed play with the Souls of Man, Wear my garb, Speak my name and I Shall Return."

A team of envoys attempted to follow these instructions twice. The first time, in the safety of the tomb, the instructions failed. The second time, during a desperate battle with a vampiric hellion in their hotel room, produced spectacular results. For the duration of the battle, the individual wearing the robe was transformed into a hunch-backed man who used tremendous powers of the Art to assault the creature. Following the creature's destruction, the hunchback and his robe disappeared. The envoy who was wearing the robe, however, remained and collapsed in the room, her back broken and her body covered with numerous gaping, bloodless wounds. She later recovered from these injuries but was rendered unable to walk without a limp.

Any human who wears Modivin's Robe and calls out "Atremus" while in the presence of a Creature of the Unknown is possessed by the spirit of Atremus Modivin. The life force of Atremus Modivin enters the wearer's body and "twists" it to appear as an elderly, hunch-backed, balding man. This process causes 3D10 wounds to the person so possessed, and may cause temporary hair loss, broken bones, or death.

Once the creature is dispatched, the robe departs with the life force of Atremus Modivin and reappears at some other, random location on earth, where the forces of the Unknown may be at work (CM discretion).

It is not known if Modivin's Robe can be destroyed or harmed in any way, as it has never come to harm, so far. The whereabouts of this item is not known.

Moonward Pendant

Described as a coin-sized pendant made of a strange alloy of silver and iron strung upon a chain of gold, its face bears the likeness of the moon, and its backside is unmarked. It is believed that the chain is not a part of the original artifact.

The Moonward Pendant gives a creature who is vulnerable to sunlight the ability to tolerate exposure for a short time. It gives the creature wearing the pendant the benefit of the Evil Way Discipline, Sunscreen (see pg. XX of this book for details), at twice the WPR cost. Also, as per the discipline, the creature does not need an EWS of 90+ to use this item.

If worn by a living being, the Moonward Pendant functions in an opposite fashion; that is, when such a being wears the pendant, he suffers 1D10 Current STA Loss when in direct sunlight.

SAVE is currently unaware of the existence of the Moonward Pendant, which is now in the possession of a creature.

Painting of Insight

There are many well-known portrait paintings in which the eyes seem to follow anyone looking at them. It seems that some of these paintings were painted by Creatures of the Unknown. SAVE has discovered two such paintings which allowed their painters to see everything the painting could if it were alive. Therefore, if such a painting were hung on the wall of a SAVE meeting room, the creature that painted the piece of art could see as if it were the person in the portrait. The creature could not, however, hear what was being said in the room. Also, if the painter has night vision, it can see through the painting even in the dark.

So far as is known, these paintings can be rendered useless by cutting out or painting over the eyes. However, this ruins the beauty and lowers the monetary value of the painting.

It is not known how many Paintings of Insight exist, but it is thought that some masters became famous because of deals made with the Unknown or that, because of such deals, creatures painted the works of art, leaving the credit to the so-called painter.

Red Badge of Courage

This talisman of red silk, woven from a peculiar thread, is most certainly of Oriental origin. When pinned to the clothing of a human, it gives that person a +10 modifier on all Fear Checks. It also reduces the repercussions of failing a Fear Check by 1 result level and adds a +10 modifier to the wearer when Sensing the Unknown.

Once the Red Badge of Courage is removed or torn, all bonuses disappear, rendering it useless.

It is believed that there may be more than one of these Red Badges in existence, although the only known copy is being stored at a SAVE headquarters.

Staff of Life

A staff made of an obscure alloy of silver and tin, the Staff of Life is about 6 feet tall, hollow, and weighs about 5 pounds. Its gleaming surface is covered by tiny cuneiform markings, which have not been successfully translated but are indicative of some sort of ancient Mesopotamian invocation.

This Staff was discovered by Egyptian Police during a raid on a black market antiquities dealer. A few radical SAVE envoys decided to "borrow" it from a local museum that was studying it. Their intention was to use it to battle an Egyptian mummy. Unfortunately, their plans went awry and the staff was taken by the mummy and used against them with horrible effect.

The Staff strikes as a club (SR 3 damage), but on any hit that achieves a C result, it drains an additional 1D5 Wound Boxes from the being struck and gives those Wound Boxes to the wielder of the Staff. These additional Wound Boxes can be used to regenerate damage already taken by the wielder but may never take the wielder's Wound Box total over his normal maximum number. If a successful strike ending in a C result is made on a creature that does not have Wound Boxes, the Wound Boxes drained by the Staff are absorbed from the wielder of the Staff.

The current whereabouts of the Staff of Life is unknown.

Name	AGL	DEX	PCN	PER	STA	STR	WPR	EWS	ATT	SR	WB	Fear	MV	Type	Class	Page
Acheri	65	50	60	60	85	50	70	110	2; 50	3	N/A	-25	100' (L)	I	C	8
Adlet	90	75	135	75	90	90	75	85	3; 45	3/4	25	-30	150' (L)	I, S	C	9
Afreet	120	120	120	120	120	120	130	130	2; 70	5	N/A	-25	250' (A)	M, I, S	S	46
Afrit	75	N/A	100	100	N/A	70	110	90	1; *	N/A	N/A	-25	150' (L)	I	I	10
Ahi	85	30	85	30	115	95	80	100	95	6	N/A	-30	150' (W)	I	G	11
Ahuitzotl	75	75	95	85	65	80	45	110	1; 65	4	40	-35	150' (L)	I	C	12
Aigumuxa	45	50	40	35	85	90	40	110	2; 70	4	45	-55	75' (L)	I, S	C	13
Airi	25	30	40	25	50	30	75	135	1; *	N/A	N/A	-50/-30	50' (L)	I, S	I	14
Ajatar	90	75	60	75	135	75	135	125	1; *	4	N/A	-15	150' (L)	I	I	15
Anchanchu	70	70	35	80	65	45	70	95	1; *	4	N/A	-25	150' (L)	I	C	16
Animator	45	55	75	50	115	75	90	105	1; 60	*	N/A	-25	150' (L)	I, S	C	17
Apauk-kyuit Lok	75	75	100	75	*	50	100	110	1; *	N/A	N/A	-35	100' (L)	I	C	18
Apophis	65	50	70	40	100	130	60	135	1/2; 90	4	N/A	-25	175' (L)	M, I	C	19
Azlie Dahka	70	70	70	60	90	115	90	125	1/2; 90*	5/4	30	-25/-5	150' (L)	M, I	C	20
Balam	85	50	80	50	70	70	75	125	1/2; 85*	5*	40	-25	225' (L)	M, I	C	21
Basilisk	70	50	30	5	85	60	35	125	2; 60*	4	25	-50	75' (L)	I, S	C	22
Beastmaster	85	85	110	20	100	65	105	120	2; 55	3/*	40/*	-35/*	75' (L)	M, I	C	23
Berbalang	75	75	50	40	130	110	80	125	3; 90	4	45	-35	225' (L)	I	C	24
Berchta	75	75	90	60/90	100	90	105	125	*	N/A	N/A	-25*	175' (L)	I	C	25
Bertinchuk	80	85	70	55	105	90	90	110	1/2; 85	4	N/A	-25*	100' (A)	S, M	C	26
Black Annis	95	70	80	55	80	65	75	120	1; 65	5	35	-25	150' (L)	I, S	C	27
Blemyae	65	80	95	40	N/A	105	90	115	1; 85	1	N/A	-25	150' (L)	I, S	I	28
Bone Hound	65	N/A	75	N/A	55	65	45	N/A	2; 65	2/4	40	-35	160' (L)	I, S	C	29
Bone Spider	105	115	95	N/A; 70	55	35	85	95	2; 55	3	N/A	-35	150' (L)	I, S	C	30
Bridge Tender	N/A	N/A	N/A	N/A	90	115	105	90	1; 115	3	N/A	-25	150' (L)	I	I	31
Bugbear	60	60	65	20	115	90	10	95	2; 75	5/6/4	40	-25	50' (L)	I, S	C	32
Bunyip	70	70	55	20	80	75	35	110	1; 60	5	45	-25	200' (W)	I	C	33
Closet Creature	100	100	100	100	100	100	100	150	*	*	N/A	-25	150' (L)	S	C	34
Corrupter	N/A	N/A	N/A	100	90	N/A	105	150	1; *	N/A	N/A	-25	150' (L)	I, S	I	35
The Creeps	60	60	105	35	N/A	*	90	95	1; 50	N/A*	N/A	-40	20'	I	C	38
Crypt Carrion	80	35	65	65	105	30	30	N/A	2; 55	3	N/A	-25	150' (L)	I, S	C	39
Dahlt	60	60	80	20	90	55	40	105	1/2; 55	3/4	20	-25	150' (L)	I, S	C	40
Dayan	40	60	65	75	80	50	75	115	2; 30	3	20	-40	150' (L)	I, S	C	41
Devil Doll	60	60	25	N/A	100	50	115	100	50	4/2/*	15	-35	100' (L)	S	C	42
Dust Devil	100	N/A	*	N/A	N/A	N/A	110	N/A	1; 85	N/A	N/A	-25	150' (L)	I, S	C	48
Ellerdice	50	50	75	50	80	95	75	130	100	8*	35	-35	100' (L)	I	C	49
Flame Zombie	*	*	*	N/A	95	55	*	*	2; 45	3	N/A	-35	150' (L)	I, S	C	50
Frozen Dead	45	45	60	N/A	85	85	60	90	55	*	50	-30	95' (L)	I, S	C	51
Gandarewa	90	100	120	100	135	120	120	150	100	4/5	50	-40	350' (W)	M, I	C	52
Gargoyle	85	50	65	N/A	85	105	50	85	1/3; 55	5/3	N/A	-20	225' (A)	I, S	C	53
Gatekeeper	55	45	85	N/A	60	70	95	90	2; 70	*	15	-35	90' (L)	I, S	C	54

Name	AGL	DEX	PCN	PER	STA	STR	WPR	EWS	ATT	SR	WB	Fear	MV	Type	Class	Page
Goblin	45	40	75	50	60	50	60	100	50	*	20	-20	75' (L)	I, S	C	55
Grave Mist	N/A	N/A	95*	N/A	N/A	N/A	N/A	N/A	N/A	3/4	N/A	-30	200' (A)	I, S	G	56
Grave Worm	50	25	65	25	50	50	50	N/A	1; 35	1	25	30	25' (L)	I	C	57
Helleton	65	50	80	50	80	80	150	135	65	5	N/A	-40	100' (L)	M, I	C	58
Heretic	95	N/A	N/A	90	105	N/A	115	140	1; *	N/A	N/A	-35	150' (L)	I	I	59
Hu-Hsein	70	70	85	75	50	40	60	135	40	1	25	0	125' (L)	I	C	60
Iblis	100	90	135	100	120	120	120	150	2; 45	*	N/A	-10	200' (L)	M	S	61
Jalpari	105	60	75	75	90	90	75	110	45	4/3	N/A	-25	250' (W)	I, S	C	62
Jinni	90	90	90	90	90	90	100	2; 50	4	N/A		-25	155' (L)	M, I, S	S	45
Jann	75	75	75	75	75	75	75	85	2; 45	3	N/A	-25	175' (L)	M, I, S	S	44
Jurua	90	60	70	40	75	70	50	115	2; 65	4	25	-25	250' (W)	I, M	C	63
Kakamora	60	75	60	60	90	120	75	90	60	5	40	-25	75' (L)	I, S	C	64
Knocker	N/A	N/A	95	75	N/A	85	N/A	140	1; 50	*	N/A	-25	150' (L)	I	C	65
Kul	60	60	70	25	60	50	65	120	55	5	35	-25	150' (W)	I, S	C	66
Lamia	75	50	65	45	50	110	70	110	1; 55	3/4/8	35	-30	100' (L)	M, I	C	67
Langsuir	60	50	50	45	75	45	50	115	1/2; 45	4/3	N/A	-25	135'' (L)	M, I	C	68
Larva	15	15	30	15	40	50	25	100	1/2; 50	4/3	N/A	-25	5' (I)	S	I	69
Liwa	15	15	30	15	40	50	25	100	1/2; 50	4/3	N/A	-25	5' (I)	S	I	69
Madrid	135	135	135	135	135	135	135	150	80	6	N/A	-25	275' (A)	M, I	S	47
Manes	90	90	80	85	120	65	75	N/A	1; 75	N/A	N/A	-5	125' (I)	I	I	70
Masan	50	50	50	20	100	75	60	100	65	4	N/A	-25	175' (A)	M, I	I	71
Marrow	105	75	75	75	90	90	75	100	1; 50	4	N/A	-15	200' (W)	I	C	72
Nakk	75	75	75	60	75	75	90	120	45	*	N/A	-5	100' (L)	I	S	73
Necromancer	95	70	105	55	120	80	100	135	90	2*	N/A	-40	120' (L)	M, I	C	74
Nhang	50	50	60	60	105	85	65	120	*; 65	4/3/*	40	-25	150' (L)	I, S	C	75
Paguk	40	40	40	20	95	90	35	105	3; 65	5/4	N/A	-25	100' (L)	I, S	C	78
Pisacha	60	60	80	65	85	70	50	115	1; 55	3/*	40	-25	150' (L)	M, I	C	79
Plat-Eye	70	N/A	40	30	75	55	35	90	1; 65	4/3/6	N/A	-30	250' (I)	I, S	I	80
Rakhoi	40	40	30	20	*	*	30	N/A	2; *	*	N/A	-25	60' (L)	I	C	81
Rats, Giant	90	65	50	15	50	50	25	N/A	1; 60	4*	15	-25	150'' (L)	S	C	82
Retriever	65	55	65	95	95	115	105	135	2; 65	4	N/A	-15	100' (L)	I, S	C	83
Scarecrow	95	90	85	N/A	80	110	105	120	2; 65	5	N/A	-25	145' (L)	M, I, S	C	84
Sending	50	50	7	7	95	75	80	100	1; *	N/A	N/A	-15	75' (I)	S	I	85
Siiu	100	55	85	45	115	85	90	125	80	4/5	N/A	-25	150' (L)	I	C	86
Skulk	45	55	80	45	70	50	55	95	1; 60	*	N/A	-30	120' (L)	I	C	87
Sludge	95	70	25	15	110	90	20	90	1; 80	*	N/A	-30	125' (W)	I, S	C	88
Soul Chaser	55	45	70	55	75	45	95	110	1; 55	2*	40	-35	150' (L)	M	C	89
Srin-po	60	60	50	25	75	70	40	125	1/2; 65	4/3	N/A	-20	150' (L)	I, S	C	90
Stalker	70	60	80	15	85	115	105	125	1; 90	5*	40	-25	175' (L)	I	C	91
Swan-May	80	75	85	45	45	65	120	*	1; 55	3	20	0	100' (A)	I	C	92
Time Thief	65	60	75	65	65	55	105	120	1; 75	3/*	35	-15	125' (L)	M, I	C	93

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**I advise you to fear the vampire, and the werewolf,
and the specter, and the spirit, do not misunderstand me.**

**But remember too that all of these beings are merely
pawns like yourself, and none can show you a horror you
haven't imagined.**

-from the journal of Robert A. Davidson

This sourcebook
contains over
85 all-new
Creatures of the
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over 45 new
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and the Evil Way,
and 12 Items
of Power—
enough ideas to
make your next Chill
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