

COLLECTION

OF

HORRORS

INTRODUCTION

A Storytelling Adventure System anthology for Hunter: The Vigil

WHITE WOLF PUBLISHING, INC.
2075 WEST PARK PLACE
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STONE MOUNTAIN, GA 30087

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Special thanks to our voice actors for giving up a Saturday to help us out:
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Check out White Wolf online at <http://www.white-wolf.com>

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What Is This?

To talk about this, we first have to talk about something else. The **Horror Recognition Guide** is a book for **Hunter: The Vigil** detailing files of supernatural events that various hunters have uncovered and compiled. It's written much like our recent clanbooks for **Vampire: The Requiem**: as an "in character" collection of sixteen cases that various hunters have run across in the Vigil. The idea behind this group of works, the **Collection of Horrors**, is to provide an anthology of Storyteller tools inspired by the **Horror Recognition Guide** that you can either use in conjunction with the **Guide** or as part of your existing chronicle.

Each story in the **Horror Recognition Guide** has a corresponding story kit in the **Collection of Horrors**, which you can buy individually, as a bundle or as a subscription. Each kit contains a variety of appropriate tools; usually an SAS scene, a character with a character sheet, and props ranging from maps and reports to print out and hand to your players, to short imbedded audio files that you can play at your gaming table. These kits represent a collection of evocative story tools that you can write a story around, drop into an existing SAS or even string together as characters are given the **Guide** in-chronicle and decide to look into each of these events. They aren't stories in their own right, but rather pieces that you can snap together into whatever shape you want. Using the **Guide** can add even more props and ideas to this anthology, but it's not required to use the various story kits in the **Collection of Horrors**.

ABOUT THE STORYTELLING ADVENTURE SYSTEM

If this is your first Storytelling Adventure System (SAS) product, you've chosen a fine place to start. To keep these story kits lean and focused, though, we haven't included a lot of the core premises and Storyteller suggestions that are at the heart of the SAS. Whether you're a new Storyteller or an old hand, be sure to read the **free SAS Guide**, found at the SAS website:

www.white-wolf.com/sas

Welcome to the Collection

To give you a taste of what each kit contains, we've provided a short description of each, along with all of the SAS scene cards for easy reference.

1) THE RAZORKIDS:

An underground band of un-aging musicians starts to fall apart with the recent disappearance of a nosy reporter.



2) HOST OF THE CLUTTER:

A hunter does an autopsy on a strange cat, and is now under the control of a colony of demonic creatures.



3) FRANKENSTEIN'S MOBSTER:

The ghost of a Russian scientist tries to make amends for his involvement with an extremely tenacious mobster named Oleg Chernenko.



4) EMPTY SPACE:

A child traumatized by the death of his parents draws pictures with an empty space in them. Why do the other children all defer to him?

**5) THE MAN WITH THE GRAY BEARD:**

A mysterious hunter legend with government pull has the answer the hunters need on their current case.

**6) MEETING THE FROSTBITE GIRL:**

Shakes, a young changeling, wants to give over some files from her dead boyfriend, a hunter. But something else hunts her as well.

**7) GETTING HER BACK:**

The notorious slasher Emily Gillen has come back from the grave to take something precious from the cell.

**8) BODY OF EVIDENCE:**

Hunters stumble across crime scenes all the time. But at this scene, the detective is acting very strangely.

**9) CAVEAT EMPTOR:**

A mysterious market buys and sells unusual items that appear to be worthless. Let the buyers beware.

**10) NO ESCAPE:**

A dangerous changeling has the ability to use any door to escape to a strange world. Do the hunters dare follow?

**11) GOOD FOR THE SOUL:**

A small bar in Philadelphia has a strange bartender that never asks for secrets but always keeps them.



12) SERPENT'S TOOTH:

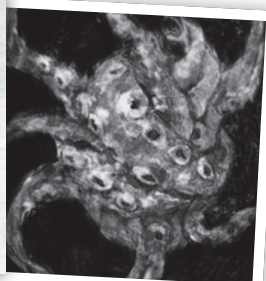
The cell Finds a broker of secrets who can give them what they need in return for an act of symbolic destruction.

**13) THE MOTHER OF ALL WRONG TURNS:**

Bad luck lands the cell in a mysterious and dangerous world where only a fanatical employee of the Cheiron Group goes willingly.

**14) MOTHER TO MONSTERS:**

A frantic 911 call leads the cell to a pregnant woman whose baby is part of a secret Lucifuge project.

**15) DEAD TO ME:**

The cell Finds a corpse that looks like one of the hunters. Who made it, and what are the strange relics holding it together?

**16) MR. THÉLÈME:**

An old Frenchman stands in a stack of corpses, but claims to be innocent. Can the cell trust him?



SCENE: The Razorkids

1

MENTAL •• PHYSICAL • SOCIAL •••

HINDRANCES

Asking about her addiction (-3), directly mentioning vampires (-2), offering money or bribes (-2), negative statements about her history (-2), indicating possible violent acts against the vampire patrons (-3)

HELP

Complimenting her music (+2), flirtation (+2), trash-talking the rest of the band (+3), empathizing with her personal history (+3), offering vampire blood (+5), offering help in distancing her from the band (+2)

OTHER

Audio of Eddie Ford's last report.

STs

Use Fifi as an opportunity to find Eddie Ford, and root out the local vampire culture.

PCs

Question Fifi about Eddie and her addiction.

SCENE: Host of the Clutter

2

MENTAL • PHYSICAL ••• SOCIAL •

HINDRANCES

Saving Mallory Oakes: Mallory will throw herself in harm's way to protect the Clutter, cannot resist until all the cats are destroyed

Subduing Mallory Oakes: Clutter will focus on character holding Mallory captive.

HELP

Saving Mallory Oakes: Killing each demon cat releases a part of her soul, causing her to look younger.

OTHER

Audio of Mallory's autopsy.

STs

Establish Mallory as a reoccurring contact, unsettle the players by mixing the mysterious and familiar.

PCs

Free Mallory Oakes from the parasitic demons.

SCENE: Frankenstein's Mobster

3

MENTAL •• PHYSICAL •• SOCIAL •••

HINDRANCES

Character mentions Oleg in a neutral fashion (-1), character mentions Oleg in a positive fashion (-3), character expresses interest in learning how Oleg was created (-2), character has been exposed to radiation within the past 24 hours (-1). Each of these hindrances applies to a single roll only.

HELP

Character repudiates Oleg or makes it clear they don't work for him (+1), character indicates a desire to destroy Oleg (+3), character mentions positive aspect of Yudenich's mortal life (wife, children, his humanitarian work with nuclear containment and cleanup, +1), character can prove that he has fought Oleg in the past (+2). Each of these benefits can apply to a single roll only.

OTHER

Encrypted notes.

STs

Give the characters information on Oleg Chernenko. Possibly establish the ghost as a contact.

PCs

Depending on the chronicle so far, anything from discover Chernenko's existence to finding out how to defeat him.

SCENE: Empty Space

4

MENTAL ••• PHYSICAL ••• SOCIAL •••

HINDRANCES

Interviewing Jason: Rebecca is present (-3), interviewer appears old (-1 to -3, depending on apparent age).

Seeing the Unseen: Openly skeptical (-2), dramatic failure on previous observation rolls (-2)

HELP

Interviewing Jason: Familiar face (+2), interviewer appears to be in their teens to mid 20s (+1), direct offer of protection for him or Rebecca (+1).

Seeing the Unseen: Jason points to Old Tom (+2), deciphering the pictures (+1)

OTHER

Samples of Jason's drawings.

STs

Confront your players with an inexplicable horror from a position that they can't do anything about immediately.

PCs

Uncover Jason's situation, and find out who or what is Old Tom.

SCENE: The Man with the Gray Beard

5

MENTAL •••

PHYSICAL •

SOCIAL •••

HINDRANCES

HELP

OTHER

The cell has made a lot of mistakes and does sloppy work (-3), the cell has murdered a lot of sentient, intelligent targets (-2 or more)

The speaker has made a name for himself as a hunter (status 3 or more) (+2), the cell has captured a number of their targets alive and passed them on to higher-ups in respective organizations (+3)

Episode from Network 0 audio podcast.

STs

Drop information into the cell's lap, whether it's to get them back on track, plant a future story seed or send them in the wrong direction.

PCs

Collect the clue. Determine if you want to dig any deeper into this mystery.

SCENE: Meeting the Frostbite Girl

6

MENTAL ••

PHYSICAL •••

SOCIAL ••

HINDRANCES

HELP

OTHER

The meeting takes place in a wilderness area (-2), the meeting takes place at night or somewhere dark (-1)

The meeting's location is a wide-open space (+2), the characters establish some sort of organized perimeter when approaching the meeting (+1)

Audio blog to distribute Bryan's files.

STs

Get one of Bryan Rafferty's case files into the characters' hands. Illustrate the uncertainty of the hunter's life. Show a human side to the monsters that hunters pursue.

PCs

Acquire one of Bryan Rafferty's case files from Shakes.

SCENE: Getting Her Back

7

MENTAL •••

PHYSICAL •••

SOCIAL ••

HINDRANCES

HELP

OTHER

Time is running out (-1), characters don't know the area well (-2), characters have found no information on Emily Gillen or have otherwise spun their wheels over the course of the hunt (-3)

Characters suspect that they're looking for Emily and have some basic information about her, including a description or her coroner's report (+2), characters gain access to and read the information on Emily presented in the Horror Recognition Guide (+4).

Coroner's report

STs

Establish Emily's modus operandi before setting her against one of the characters' loved ones. Emphasize the passage of time.

PCs

Find the abducted before time runs out. Possibly stop Emily from taking any other lives.

SCENE: Body of Evidence

8

MENTAL •••

PHYSICAL ••

SOCIAL ••

HINDRANCES

HELP

OTHER

Speaker introduces self as a TF:V agent (-2), Chalmers's smell has been revealed (-1), speaker approaches in a group (-3), speaker reveals knowledge of the Strix (-5)

Speaker gives description of a more influential person (+2), speaker presents herself as directly influential (+3), speaker feigns ignorance (requires a successful Manipulation + Subterfuge roll, +2 if successful), speaker reveals knowledge of the Strix and feigns obeisance (+3)

Task Force: VALKYRIE voicemail message.

STs

Add an X-factor to an existing police investigation in your story.

PCs

Uncover the mystery of the Strix. Perhaps deal with the monster.

SCENE: Caveat Emptor

9

MENTAL ••

PHYSICAL •

SOCIAL •••

HINDRANCES

Tricked the vendor before (-2), item's value is exaggerated or is inferior to the item asked for (-1 to -3), speaker insults the vendor's wares (-2)

HELP

Speaker genuinely compliments vendor's wares (+1), item offered greatly exceeds value of the item to be acquired (+1 to +3)

OTHER

Flyer for the market.

STs

Offer new insights for the players to explore. Avoid the idea that the market is just a place to buy new equipment for characters.

PCs

This market seems to have it all. There are great treasures to be had, but why is there such a sense of dread surrounding it?

SCENE: No Escape

10

MENTAL •••

PHYSICAL ••••

SOCIAL ••

HINDRANCES

The character has left the area that contains the doorway he entered through (-2), Bob is actively chasing them or thwarting their search (-3), the character has been in the sanctuary for more than 2 hours (-1 for every 2 hours after the first two hours)

HELP

The character has not left the immediate area he entered in from (+2), the character is ensorcelled by means of a Pledge (+1)

OTHER

Map of Bob's sanctuary.

STs

Bring the characters into direct contact with Bob. Expose them first hand to the otherworldly space that he calls home.

PCs

Capture and interrogate Bob. If necessary, escape back into the world you know and understand.

SCENE: Good for the Soul

11

MENTAL ••

PHYSICAL ••

SOCIAL •••

HINDRANCES

Character has fallen victim to Priest's In Vino Veritas Numen (variable penalty), character is intoxicated (-1 to -3, depending on how intoxicated), character has succeeded in resisting degeneration within the last week (-2).

HELP

Bar is crowded and noisy (+2), character has failed to resist degeneration within the last week (+2)

OTHER

Flyer for Shy's Kill bar.

STs

Introduce Shy's Kill as a mysterious location. Establish Priest as a contact for the characters.

PCs

Learn that something strange and probably supernatural is happening at Shy's Kill.

SCENE: Serpent's Tooth

12

MENTAL •••

PHYSICAL •

SOCIAL •••

HINDRANCES

None

HELP

Occult library (+3)

OTHER

Letter from Edward Rutledge.

STs

Involve the cell in a conflict that is symbolic rather than physical. Introduce Robin Garter and set him up as a potential future contact or enemy.

PCs

Acquire the merchandise that Garter is offering. Understand more about the symbolic conflict to which Garter alludes.

SCENE: The Mother of All Wrong Turns (13)

MENTAL •• PHYSICAL ••• SOCIAL ••

HINDRANCES

The cell is chased by JJ (-3), none in the cell are familiar with the part of the city they were in when they found their way into the alternate geography (-4)

HELP

JJ is assisting them find the way out (+3), the cell has encountered alien landscapes before, such as the Hedge or Twilight (+2)

OTHER

Cheiron Group verbal report on JJ.

STs

Expose the cell to alternate geographies. Introduce them to JJ and the Cheiron Group's interests.

PCs

Figure out where you are, and how to get the hell back home.

SCENE: Mother to Monsters (14)

MENTAL • PHYSICAL ••• SOCIAL ••

HINDRANCES

Calming Cassandra: Hunters have used violence already (-2), hunters look like trouble (-1)

Removing C-93/H: Improvised tools (-2), operating in a moving vehicle (-2)

HELP

Calming Cassandra: Hunter is female (+1)

Removing C-93/H: State of the art surgical theater (+2), full surgical team (+2)

OTHER

Audio report on C-93/H from Dr. Glass.

STs

Create a tense conflict between the hunters and Cassandra. Introduce Cryptid 93 and its hybrid forms, along with the Lucifuge conspiracy.

PCs

Save Cassandra Briers and kill the Thing inside her. Find a lead on what the Thing is and who is using it to create hybrids.

SCENE: Dead to Me (15)

MENTAL •• PHYSICAL — SOCIAL —

HINDRANCES

Examine the Body: The characters are disturbed by the corpse (-2)

Crime Scene Investigation: Discovered body at night (-2)

HELP

Examine the Body: Body is thoroughly examined, including an analysis of the stomach contents or an autopsy (+2)

Crime Scene Investigation: Crime scene investigated under optimal conditions (plenty of light, little foot traffic to disturb scene) (+2)

OTHER

Conspiracy website printout.

STs

Ensure the discovery of Prometheus's Blood. Play up the freakish nature of discovering your own corpse.

PCs

Learn as much as possible about the body before deciding exactly what to do with it.

SCENE: Mr. Thélème (16)

MENTAL ••• PHYSICAL • SOCIAL ••••

HINDRANCES

First Aid: Darkness (-2), police are arriving (limited dice rolls), no first aid kit (-2)

Explaining What Happened: Thélème: Injury (-2, already calculated). Hunters: identifying themselves as Task Force: VALKYRIE agents (-3)

Scattering: The characters wait until they can see the police cars before running (-2); the characters try to drag Mr. Thélème, who seems unconcerned by the arrival of the cops, along with them (-3).

HELP

First Aid: Field surgical kit (+1)

Explaining What Happened: Hunters: expressing obvious contempt for TF:V (+2), helping with his injuries (+1)

Scattering: The characters break and run immediately they hear the sirens (+2); the characters run within 10 seconds of hearing the sirens (+1).

OTHER

Recording of a Task Force: VALKYRIE interview with Mr. Thélème.

STs

Get the cell to meet Mr. Thélème.

PCs

Find out what happened here. Get out of here before the cops arrive.