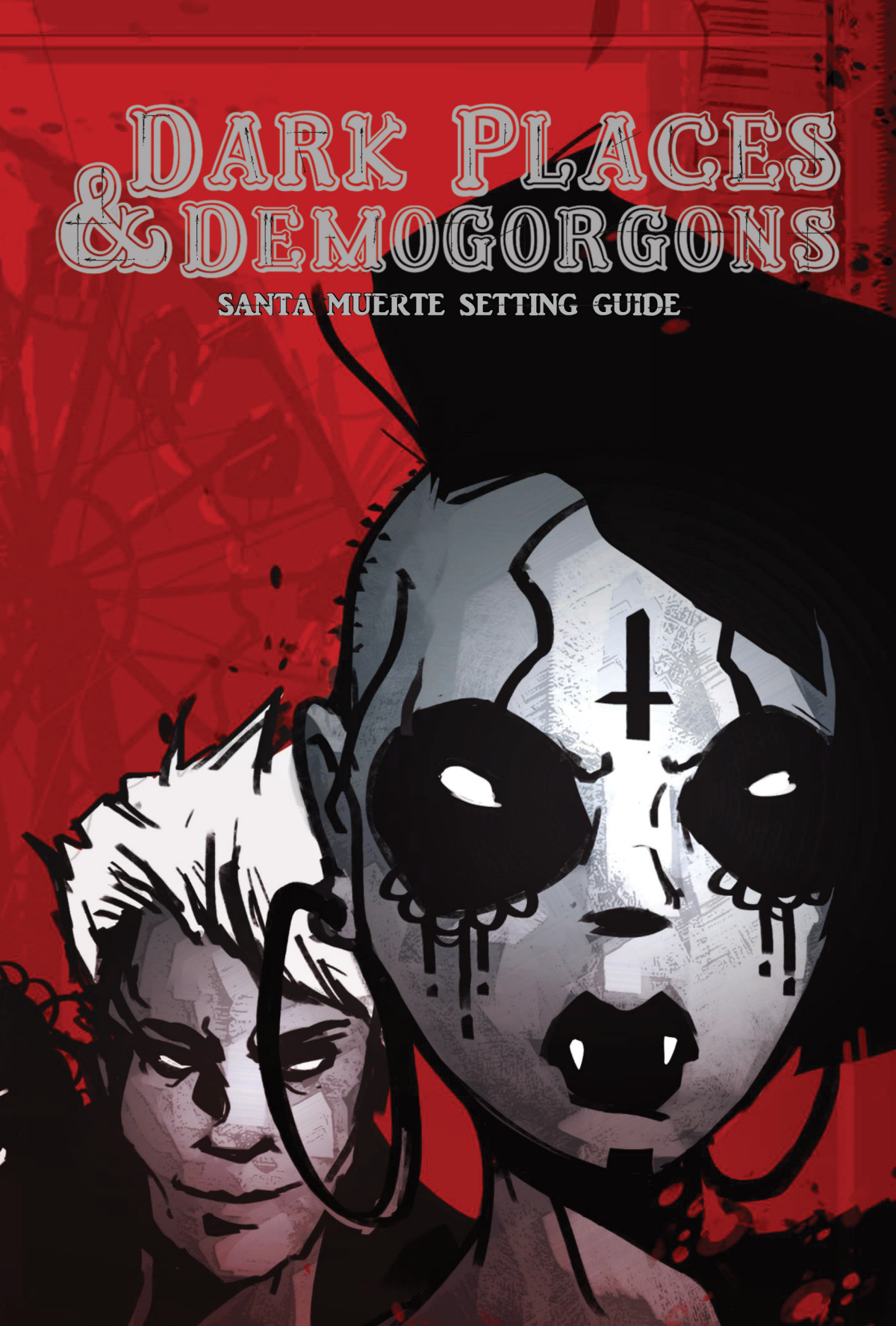


DARK PLACES & DEMOGORGONS

SANTA MUERTE SETTING GUIDE



Santa Muerte Setting Guide for Dark Places & Demogorgons

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FIRST PRINTING

“There was one great tomb more lordly than all the rest; huge it was, and nobly proportioned. On it was but one word,
DRACULA.”

- Bram Stoker, Dracula

Sleep all day
Party all night
Never grow old
Never die
It's fun to be a vampire
- The Lost Boys

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Welcome to...

ANTHROPOMORPHIC

MISSING PERSONS
CAPITOL OF THE WORLD



Santa Muerte, California

City of The Dead

Named after the Folk Saint of Mexican and Mexican-American Catholicism, who is the personification of death in the Folk Catholic beliefs, the city of Santa Muerte, also is the geographical equivalent of death for many of its residents. However, unlike the Saint Santa Muerte, there is no protection or safe passage to the Other Side in the City of The Dead.

Located in Santa Muerte County, in southern California, the coastal city Santa Muerte has an estimated population of 36,000. Still, that number can balloon as high as 50,000 due to the large transient population of drifters, homeless and runaways. Santa Muerte seems to draw the unwanted and unloved like a giant magnet. Because of this, Santa Muerte has acquired the unwelcome nickname of the *"Missing Persons Capital of the World."* Despite this, the locals prefer to refer to their city as The City of the Dead, or The City of the Undead!

County: Santa Muerte State: California

Time Zone: Western Standard (same as Los Angeles & Seattle)

Population: 36,000

Elevation (Average): 40'

Household Income (Average): \$26,000 (Household)

Geography & Climate

The mild-desert-like ecosystem makes the soil a mixture of mostly sand and red-rock. Santa Muerte experiences mild weather akin to that of San Francisco, with daily highs ranging between 66-81 degrees throughout the year. It rains about 24 inches a year, and though it can get chilly, it seldom goes below 32 degrees. At nighttime, there is often medium to heavy fog that rises from the Red Bay and blankets city, trapped by the Carla Cliffs of the Muerte Mountains. To the north, an ancient Redwood Forest can be found with giant fossilized trees, some large enough to drive a car through.



History

PRE-SPANISH SETTLEMENT

Before the Spanish Settlement, the area that has become known as Santa Muerte County was inhabited by a small group of Native Americans known as the Awaswas. Numbering less than 1,000, this small group lived in relative peace, protected by the Muerte Mountains and Redwood Forrest. The only real evidence that remains of their time hear is Old Indian Burial Grounds.

SPANISH and MEXICAN SETTLEMENT

In the 18th Century, Spanish soldiers, missionaries, and colonists arrived on the shores of now Muerte Beach. The Spanish settlers referred to the Awaswas as Coastanoans. No one is sure if the Awaswas were just absorbed into the Spanish population or killed off by the Spanish Soldiers. Still, one thing is for sure, within 50 years of the arrival of the Spanish to the area, the only evidence of the Awaswas existence that remained was their burial grounds, that the Spanish feared as they thought it was haunted or known to give bad luck to those who dared to trespass.

The newly independent Mexico assumed control of the area based on account of Franciscan missionary and noted explorer Juan Crespi's report of the city and the need for Catholic outreach. Following the secularization of the Mission in 1834, town officials renamed the area that they had been calling Ranchos to Saint Muerte. The name was never changed again, even after the Mexican-American War in which Mexico reluctantly ceded the territory of Alta California to the United States in 1850. The town of Santa Muerte was then officially incorporated under the US control in 1866.

THE BIG ONE

In 1906, a devastating earthquake hit San Francisco, wreaking all kinds of destruction and nearly burning the city ground in the days that followed. That earthquake was caused by the same fault line that runs under Santa Muerte. When the Big One hit, the fault line split in two, directly beneath the city, and swallowed the majority of Santa Muerte buildings and downtown area before closing back on itself just moments later.

The aftermath of the earthquake nearly ended the existence of the city itself as over half of Santa Muerte's residence lost their lives, their homes, their jobs, and their way of life in just minutes. The surviving populace was offered government jobs to assist in the rebuilding of San Francisco, but after much debate, the town's leaders of Santa Muerte decided to stay and rebuild their city. They set new guidelines that buildings and dwellings would be no higher than two stories tall, and the town would spread as far geographically as it could to limit the damage of another catastrophic earthquake hopefully.

Through cracks and crevices in the ground on the Faultline, it was soon discovered that while the buildings and homes were swallowed whole by the earth, some of these structures remained somewhat intact underground. City officials quickly condemned the sunken structures and fenced off entrance ways to the areas below. This has, of course, done little to dissuade the curious and the homeless from entering these catacombs and exploring and, in some cases, making them their homes. The Catacombs are deep and expansive and prone to collapse and other dangers. Those who dare to go in their sometimes don't come out. It is assumed that many of the missing persons' cases that plague the town could be solved in only the catacombs could be thoroughly searched.

PEOPLE ARE STRANGE WHEN YOU'RE A STRANGER

The citizens, or permanent residents of Santa Muerte, are a breed unto themselves. It's an eclectic and art-centric community comprised of primarily outsiders and non-social conformists. Coming from all walks of life, cultures, ethnicities, and ancestries, mixed with the laid back, almost whimsical, Californian way of life, one could assume that Santa Muertans would be an overly welcoming community with open arms outreached to the lost and often forgotten souls that seem to flock in masses to this city, but they'd be wrong.

To earn your welcome, it takes time. See, the people of Santa Muerte have seen more than their fair share of odd, strange, and even horrific occurrences. While many have experienced something that could be categorized as supernatural, no one talks about these experiences or share what they know with anyone else. It's like each permanent resident holds a single piece to a gigantic puzzle that could only be solved if their pieces were all combined, then the puzzle would reveal the big picture of what's going down in their town. However, at least for the time being, everyone is too scared to talk.

Because of this, the drifters, vagrants, and runaways that roll into town are not often greeted with open arms and warm smiles. Often, having to earn the trust of the residents or prove themselves in some way before gaining acceptance.

SO MANY DAMN VAMPIRES!

For many years, Santa Muerte has been a hotbed of suspected vampire activity. People disappear and are found exsanguinated weekly. Plus, the unusual and transient nature of the town adds to the aura of mystery, adding to the vampiric rumors. A city full of freaks and runaways would be a perfect place for vampires to settle. Most “vampires” in Santa Muerte are just wannabes that love the attention or are those that embrace the dark style with hopes that people fear them.

There are a few actual vampire clans in town and a few renegade bloodsuckers that are causing problems for the groups that wish to remain hidden in the shadows.



NEW CLASSES FOR SANTA MUERTE

DRIFTER

FINAL GIRL

MOST-EXCELLENT DUDE

REVENANT

ROCKER

TALKING ANIMAL

TEENAGE RUNAWAY

UNDEAD HUNTER



DRIFTER

The Drifter is a character without a home. You move along, from town to town, never staying long enough to call any place home. You may tend to wear out your welcome and to rub some people the wrong way. While at the same time, you have learned to benefit from some people that take pity on such a young person forced to live on the street. Because of this, you never unpack, and you never own more than you can carry. You feel more at home on the road, hitching rides, and sleeping under the stars than you do staying inside.

PREREQUISITES: SUR of at least 10.

Level 1: Fighting: Brawling, First Aid, Intimidation or Persuasion, Outdoorsmanship, Sleight of Hand, Stealth, Street Smart at +2, and 2 other Skills. Toughness +1, and you can Run x3 your Move.

Level	Advancement
2	+1 to AC, +1 to Initiative, +1 to each Saving Throw stat
3	Advantage on First Aid or Sleight of Hand checks
4	You gain 2 new Skills and Advantage on Stealth or Outdoorsmanship
5	You can use an extra SUR point on any failed roll. Can Run x4 your Move.
6	Hard Life: Advantage on Street Smart, +1 to each Saving Throw stat & you can make clothing and supplies last longer than usual. Gain an extra Action each round.
7	Toughness +1, +1 to AC, +1 to Initiative

Starting Equipment: Ragged set of clothes, boots, backpack, pocket knife, hunting knife, tattered sleeping bag, a bag of personal items from your past life (pics, knickknacks, letters, etc.), d10 ketchup packets and about 75 cents in change.

*“Here I go again on my own. Going down the only road,
I’ve ever known. Like a drifter, I was born to walk alone.”
Here I Go Again, Whitesnake*

FINAL GIRL

You have survived some horrible ordeal in your recent past that has shaped your current life and state of mind. You are always looking over your shoulder and are nervous about strangers. Even though you have developed a nervous disposition, you have begun to hone your mind and develop your body so that you will be ready for the next time something bad happens to you.

PREREQUISITES: Female, Survivor of a horrific event

Level 1: Basic Athletics, Fighting- Select one, First Aid, Investigation and 4 other skills. You gain +3 to the Courage save stat, +2 to SUR, and when you make a re-roll using a SUR point, you may add or subtract 1 from that roll.

Level	Advancement
2	Toughness +1, +1 to Initiative, +1 to AC
3	You can use an extra SUR point on any failed rolls
4	Fearless & the first time you get knocked Out of Action each day, you immediately awaken with d6 HP.
5	Gain Outsmart and an extra Action each round
6	+1 to SUR, +1 to all Saving Throws stats, Advantage on spot and listen checks
7	+1 to 3 different attributes & Toughness +1

Starting Equipment: Your choice of clothes (nice, goth, punk, prep, etc.), bicycle, several knives, library card, extra locks on your bedroom door & 10d6 dollars.



“Stalked in the forest, too close to hide. I’ll be upon you by the moonlight side. High blood drumming on your skin, it’s so tight. You feel my heat; I’m just a moment behind.” – Hungry Like the Wolf, Duran Duran

MOST-EXCELLENT DUDE OR DUDETTÉ

You are the poster-child for the California way of life. You enjoy spending your days at the beach, surfing the waves and catching some rays, and find this a most-excellent use of time. Your overly optimistic and casual way of life annoys every adult you meet. The thought of getting a job or growing old is what you find most-bogus. You would rather be gnarly, and you fight authority every step of the way. Some say you are a ditz or a dunce, but you know you are totally tubular, despite what others say. Also, you say dude way too much!

PREREQUISITES: CHA of 10.

Level 1: Dancing, Fashion, Knowledge: Local, Knowledge: Pop Culture, Video Games and 3 other Skills. You have Advantage on skill checks involving finding a party or hangout. You can party all night, allowing you to stay up for 24 hours with no ill effects.

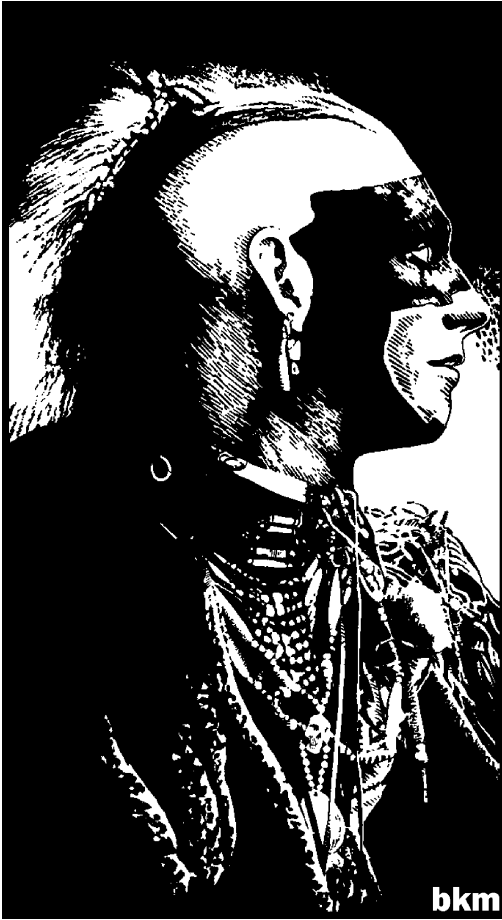
Level	Advancement
2	Advantage on all Saving Throw attempts involving alcohol, drugs, or poisons. All friends within 60' gain +1 to all Saving Throw stats.
3	Immunity to Fear & Terror. Add your CHA modifier to your Armor Class
4	Immunity to Telepathy. +1 to CHA.
5	You may use an extra Survival point on any failed CHA related roll. +1 to SUR.
6	Extra Action each round. +1 to any 2 attributes.
7	You may use 2 extra Survival points on any failed CHA related roll.

Starting Equipment: Stash of booze and/ or drugs, 10d6 dollars, several pair of sunglasses, cool clothing, ironic clothing, bicycle, book of connections, a proper fake ID, pocket knife, toga, boom box & some cassettes (Beastie Boys, INXS, Iron Maiden, Prince, etc.).

*“I’m gonna have a good time tonight. Rock and roll music gonna play all night. Come on, baby. It won’t take long.”
Good Times, INXS & Jimmy Barnes*



REVENANT



You have recently been brought back from the dead to avenge a terrible wrong inflicted upon you and one of your loved ones, close friends, or something you cared about. When you awaken, your purpose is made clear. You know who you must vanquish to set your soul at rest. Perhaps you must kill them, or maybe just bringing them to justice will work. You may roll on the charts below to determine your purpose & primary enemies, or you may select your own idea.

PREREQUISITES: SUR of 11

Level 1: Basic Athletics, Brawling or Martial Arts, Intimidation, Investigation, Knowledge: Local, Ranged Weapons, Stealth & 2 other skills. You can run at x3 your Move & you have Toughness +1.

Undead Abilities

- You are undead, but you are not rotting and do not smell bad. You do not breathe, eat, drink, sleep, or feel physical pain. You cannot be healed by normal means; in fact, you take damage from mutant, psionic, and magical healing. You regenerate 1 HP each round, and you can reassemble or regrow lost body parts. You are immune to Shadow damage, which heals you (1/2 rate). You are also immune to poisons, diseases & radiation.
- Any time you are knocked Out of Action, you are returned to the fray after d4 rounds, with d10 HP.
- Select or roll a Purpose, Enemy, and Weakness

Revenant's Purpose

Your death and your purpose are what has driven you to return to life. Once you avenge your death, clear your name, defeat your enemies, etc. you can rest in peace.

(d20)

1	Expose a secret
2	Loss of money
3	Death of parents
4	Death of significant other
5	Death of a pet
6	Destruction of community
7	Destruction of the environment
8	Destruction of priceless relic
9	Atonement of wrong
10	False imprisonment
11	Rescue people/pets
12	False accusation (murder)
13	False accusation (rape)
14	False accusation (arson)
15	False accusation (theft)
16	False accusation (crime ring)
17	Gather lost or stolen items
18	Death of best friend/ partner
19	Death of sibling
20	Hard luck! (re-roll twice)

Revenant's Primary Enemies (d20)

Roll	Enemy	Roll	Enemy
1	Dirty Cops	11	Crooked Justice System
2	Racist Street Gang	12	Serial Killer(s)
3	Bullies	13	Punk Rock Gang
4	Sports Team	14	Vampire Gang
5	School Clique	15	Werewolf Gang
6	Former Best Friend	16	Biker Gang
7	Evil Teachers	17	Corrupt Church
8	Witches	18	Satanic Cult
9	Corrupt Corporation	19	Some horrific monster
10	Corrupt government agency	20	Conspiracy (re-roll twice, ignoring this result in the future).

Revenant's Weakness

Weakness. Each Revenant has a weakness that can hinder their pursuit of revenge and justice. Weakness to a type of damage doubles the damage. Your GM may wish to incorporate more effects your weakness may cause.

(d12)

Roll	Weakness
1	Light & Daylight
2	Psionics
3	Earth & Nature
4	Air & Sound
5	Water
6	Electricity
7	Fire
8	Ice
9	Magic
10	Blunt damage
11	Edged weapons
12	Your soul is linked to an animal that follows you around. If the animal is harmed, you are also injured.

Level	Advancement
2	+2 to Courage save stat & Advantage on Investigation checks
3	+1 to AC, +2 Initiative & you can fall from any height without taking damage
4	+2 to attack & damage against your enemy type(s). You may use an extra Survival point on any failed roll.
5	Fearless, +1 AC & gain an extra action per round
6	Toughness +1 & +2 to attacks
7	You can run at 5x Move & Toughness +1

STARTING EQUIPMENT

You start with some ragged clothes.

“Running, on our way.

Hiding, you will pay.

Dying, one thousand deaths.

Searching, seek and destroy.” – Seek & Destroy, Metallica

ROCKER



You stepped off the bus out into the city streets. Just a small-town kid with a six-string across your back and suitcase by your feet. You came to California with the dream of making big and getting rich and famous. You will be the next king of MTV. You will show those losers back home that they were wrong ever to doubt you! But that was months ago, and now you are waiting tables, sweeping floors, doing dishes, and taking out the trash. Anything to make a buck to pay for that flea-ridden hotel room you now call home. You know you will still make it big! Just pay your dues, bide your time, and wait for your big break.

PREREQUISITES: CHA of at least 9.

Level 1: Art & Music at +2, Driving, Knowledge: Heavy Metal/ Hard Rock and 3 other Skills. Select an instrument (or singing). You gain Advantage on any skill checks involving that instrument (or singing). Toughness: Sonic +1.

Level	Advancement
2	+1 to Art & Music, +1 to AC and all attack & skill rolls if listening to music you like.
3	All allies within 60' may add or subtract your CHA modifier to any re-roll they make that came from using a SUR point. +1 to CHA and +1 any other attribute.
4	You have the touch. You have Advantage on your SUR re-rolls. You have Advantage Knowledge: Heavy Metal/ Hard Rock.
5	You can use an extra SUR point on any failed roll.
6	Extra Action each round and +1 to CHA.
7	Toughness: Sonic +5

Starting Equipment: Metal wardrobe, work clothes, guitar (or instrument of your choice), small tape, CD and/or record collection, pocket knife, 5d6 dollars, book of dude's/ chick's phone number

“Let me give you some good advice, young man. You better learn to play guitar.” Play Guitar, John Cougar-Mellencamp

TALKING ANIMAL

It is a rare and delightful occurrence for one to encounter an animal with human intelligence. These animals have the ability to speak, sometimes to any everyone, and other times they can select who can hear them talk. The origin of these creatures is rarely known to those close to the animal, and some time to themselves. If you choose to play a Talking Animal as a character, be careful not to get discovered outside of your friend group. You never know who may want to own such a magnificent beast, or would want to do horrible lab experiments upon it to see how it ticks.

PREREQUISITES: None

Level 1:

- Basic Athletics at +2, Outdoorsmanship at +2, Stealth and 3 other skills (remember that you are an animal when selecting skills). Loyalty: When defending or aiding a close friend or family member, you gain the following: +1 to AC, attacks, saving throw stats, and skill checks. Excellent low light vision: all of the animals can see better in darkness than ordinary people.
- Choose whether you can speak to those you wish or if everyone can hear you talk.
- Have your GM select a secret origin for you. Maybe you are a lab experiment? Magic? Cursed? A possessed animal?

Level	Advancement
2	All friends & family within 60' gain +1 to all save stats. +1 to Initiative.
3	All friends & family within 60' gain +1 to all skill checks & AC.
4	Your Loyalty bonus is now a +2 instead of +1. +1 to any attribute.
5	Telepathy: You can communicate telepathically with any close friend within 200'. All friends & family within 60' gain +d4 to HP (This can exceed their Max HP. When lost, they do not regain the HP for 24 Hours).
6	Extra Action each round. All friends & family within 60' gain +1 to attack and damage.
7	You can use an extra SUR point on any failed roll.

Starting Equipment: Collar (with your name and address), a secret stash of food



Type of Animal (Choose or Roll d8)

The GM may customize these stats for specific breeds of these animals.

#	Animal	Notes
1	Dog, Small	Move 14. Can Run at x3 Move. +2 to AC, +4 to Spot, Smell & Listen checks, +1 to Courage save stat. Bite does 1 HP damage. Maximum Attribute Cap: 6 STR, 14 CON
2	Dog, Large	Move 18. Can Run at x3 Move. +1 to AC, +1 to Melee attacks, +3 to Spot, Smell & Listen checks, +3 to Courage save stat. Bite does d4 damage. Maximum Attribute Cap: 14 STR, 16 CON
3	Cat, Domestic / Raccoon	Move 18. Can Run at x4 Move. +3 to AC, +3 to Spot, Smell & Listen checks, +4 to Stealth, Advantage on Climbing checks, Bite or Claws do 1 HP damage. Maximum Attribute Cap: 6 STR, 14 CON
4	Horse	Move 12. Can Run at x5 Move. +2 to AC, +2 to Spot, Smell & Listen checks, Toughness +2. Bite does 1 HP damage. Kick does d6 damage.
5	Monkey	Move: 12 Can Climb at normal Move. +3 to AC, +2 to Spot, Smell & Listen checks, Advantage on Climbing checks, Bite or Claws do 1 damage. Maximum Attribute Cap: 7 STR, 15 CON. You have a thumb!
6	Wolf	Move 16. Can Run at x3 Move. +1 to AC, +2 to Melee attacks, +4 to Spot, Smell & Listen checks, +1 to Courage save stat, Toughness: Cold +3. Bite does d4 damage. Maximum Attribute Cap: 12 STR.

7	Snake	Move: 12. Can Climb & Swim at normal Move. +2 to AC, +2 to Spot & Smell checks, Advantage on Poison saves, +2 to Stealth, +1 to Melee attacks. Bite does d4-1 damage (plus 1 additional Poison damage unless they make a Poison save). Maximum Attribute Cap: 4 STR, 12 CON
8	Mouse/ Gerbil	Move: 6. Can Run at x3 Move. +3 to AC, +3 to Spot, Smell & Listen checks, +6 to Stealth. Maximum Attribute Cap: 4 STR, 11 CON.

*“Don't you know when you're going to shock the monkey.
Fox the fox.
Rat the rat.” Shock the Monkey, Peter Gabriel*

TEENAGE RUNAWAY

Unlike the Drifter, who seems to wander from place to place aimlessly, without rhyme or reason, your movements have been intentional. You are running away from something or somebody, and you just want to get as far away as fast, and you can. And your road has led you here, to Santa Muerte, and now that you are here, you are not quite sure what you are going to do. The only thing you know for sure is that no matter what happens, you can never, ever go back!

PREREQUISITES: SUR of at least 9.

Level 1: First Aid, Persuasion, Outdoorsmanship, Sleight of Hand, Stealth at +1, Street Smart and 3 other Skills. Create a simple back story of what you are running away from. You gain Advantage on all rolls involving avoiding your past.

Level	Advancement
2	+1 to Initiative, +1 to each Saving Throw stat
3	Advantage on a Skill of your choice. You can Run x3 your Move
4	You gain 2 new Skills and Advantage on Stealth or Outdoorsmanship
5	You can use an extra SUR point on any failed roll. Toughness +1.
6	Hard Life: Advantage on Street Smart, +1 to each Saving Throw stat & you can make clothing and supplies last longer than normal. You gain an extra Action each round.
7	Toughness +1, +1 to Initiative

Starting Equipment: Ragged set of clothes, simple shoes, backpack, pocket knife, hunting knife, tattered sleeping bag, d10 ketchup packets and about 75 cents in change. *"Daddy's girl learned fast all those things he couldn't say."*
Runaway, Bon Jovi



UNDEAD HUNTER

You know your town is full of undead. Whether it be bloodsuckers, ghastly ghouls, brain-eating zombies, or dummy mummies, you and your fellow brother and sister Undead Hunters are the only ones that can stop them from taking over the world.

PREREQUISITES: SUR 9

Level 1 – Athletics, Outdoorsmanship, Paranormal at +2, Knowledge: History or Local, Ranged Weapons, a Fighting style of your choice, 1 other skill, and +3 to Courage save stat.

Undead Hunting (you get the following bonuses against the Undead): +1 to attacks, +1 to damage, +1 to Track, +1 to AC against them, and Toughness +1 to their attacks.

Level	Advancement
2	Advantage on any checks on the Undead. +1 to any save stat.
3	Your Undead bonus is +2 instead of +1. +1 to any attribute.
4	Toughness +1 and you may Outsmart the Undead
5	Extra Action, each round and you, are Fearless.
6	Your Undead bonus is +3 instead of +2. +2 to 2 different attributes.
7	You may spend an extra SUR point on any failed Survival roll

STARTING EQUIPMENT: survival/hunter's clothes, hunting rifle/ 100 rounds of ammo, survival knife, pocket knife, silver knife, camping/survival gear, maps of the area, books on the undead, bug out bag, binoculars, mountain bike, 5d6 dollars

*"Here comes the night, the bedroom in shadows.
Candlelights, I don't know where it's coming from. But I, I
keep moving on." Lost in the Shadows, Lou Gramm*



Places of Interest

Blazing Sun Church

The penitent followers of the Blazing Sun know the darker side of humanity. Not only do they stand as a bastion against evil, but they also provide a bulwark against the coming darkness. Their blazing faith serves them as armor, protecting them from the eternal damnation of hell's endless legions. Seen by many residents of the city as a cult of whack-jobs and religious fanatics, those who adhere to the faith know that they may be the only shield between ordinary folks and the vampiric hordes, that feed upon them like wolves among unguarded cattle.

The Blazing Sun Church itself is housed in a crumbling Spanish Mission style cathedral, reinforced countless times by a patchwork of fresh mortar, and replaced brickwork. While the building aesthetically resembles some Frankenstein-ian creation, it perfectly mimics the multitude of adherents who comprise this unyielding, and oft-times stubborn, faith.

Death stalks the residents of Santa Muerte as each evening falls, and it is the eternal mission of the Blazing Sun clergy to bring the light of day to those who dwell in darkness. Father Manuel Garcia is the elder minister overseeing the flock of faithful worshipers daily. He lives within a small apartment that adjoins the rear of the church, spending much of his time during the daylight hours in prayer and much of his nights in leading mobs of parishioners against beings of hell. Any time he is encountered, Father Garcia will have a minimum of four attendants accompanying him, with an upward amount of ten.

Adventure Seeds:

- Father Garcia is on the warpath and sets his ever-burning gaze upon you, or one of your friends, claiming you treat with devils. Can you clear your name before he launches the full weight of his crusade upon you?
- The Blazing Sun Church falls under siege by ordinary folk who wish to not be ever under the scrutiny of Father Garcia and his crew of fanatics. They begin surrounding the church and threaten to burn the place to the ground. Do you side with Father Garcia, or grab your pitchfork and join with the angry mob?
- Rumor has begun to spread concerning a member of the Blazing Sun Church. It is said that the church was harboring a creature of darkness deep within the bowels of the building and that Father Garcia was overseeing cruel and unusual torture of said creature. Someone should investigate and see if there is any truth to this rumor...



The Boardwalk

Near the edge of Red Bay is a wide wooden walkway that stretches nearly the entire length of the bay. It is a haven for lovers and fishers who seek a place not overly populated like the sands of Muerte Beach. While semi-secluded, the Boardwalk is a catch-all for random debris that floats down from Muerte Beach and can be at times during the summer, a rather disgusting floating garbage dump.

Adventure Seeds:

- Certain portions of the old boardwalk seem to be built of newer materials, even though no repairs have been done to it in nearly a decade.
- On nights when the wind is low, and the tides recede, the old boardwalk groans and pops, sounds which mimic human moaning and screaming.
- Decades ago, a priest from the Blazing Sun Church came and blessed the old Boardwalk as a sign of solidarity to the faith and the city. Unbeknownst to the general public, it has the power to repel Vampires and Ghouls. Neither creature can step upon the boards which make up its breadth.

Carla Cliff

Overlooking the Point

On the seaward side of Santa Muerte, overlooking the bay, sits Carla Cliff. Jutting slightly out further than the surrounding landscape is a part called the Point. Here teenagers come to partake in all manner of questionable activities. Rumor has it that years ago, a girl named Carla fell to her death from the Point after taking a dare from several of her friends to shotgun a beer then walks the edge barefoot. Her body was found several days later when the tide washed it up some two miles away. Her 'friends' were never identified, and none of them ever came forth to tell the tale. It's said that her ghost still inhabits the area and will appear in wet clothing when others are there partying.

Adventure Seeds:

- Several teens claimed that they talked with a girl, dressed in soaking wet clothing, on Clara Cliff a few nights ago. When they pressed with questions, she broke into tears. As they began to offer to help her, she faded into the darkness and disappeared. Were they genuinely encountering a ghostly apparition? Or was it a sick joke?
- Trina Grimley has gone missing. Her last known whereabouts - Clara Cliff Overlooking the Point...



Carla Rock Coliseum

In the heart of Santa Muerte sits a massive monument to the heart of rock n' roll, the Carla Rock Coliseum. Built only five years ago, the coliseum has seen major acts perform on its stage, the likes of Mega Mutants, Gyromophica, and the Wango Tango Trio. Shows are of moderate prices and are nearly always sold out. Reigning over the place is Geraldo Montenegro, an over the hill rock star who has traveled the world with his former band Slaves to the Grind. Scalpers can be found working the crowds on any given concert night, as well as those hoping to sell more nefarious items.

Adventure Seeds:

- Massive Hemorrhage has just taken the stage when the lights go haywire before shutting down completely, leaving the entire stadium in complete darkness. Is this a part of the show? A matter of faulty wiring? Or something even darker?
- After a typical night of debauchery and rock n' roll, all of the concert-goers file out of the coliseum, but one is left behind, a young girl who appears to be unconscious with two small puncture wounds in her neck.
- Drug dealers have begun distributing a new product during a show called Blue Butterscotch. It causes hallucinations of death and dismemberment, all while creating a euphoric feeling in the person who uses it. One, or more, of the PC's has come into contact with it...

Catacombs

Hidden deep within Felderman's Sunken Hotel is the entrance to the Santa Muerte catacombs. A century ago, this area would have been at street level and housed in the Memorial Gardens Cemetery. Still, years after the earthquake of 1906 left this place sunken and relatively forgotten. Now only those 'in the know' have any idea that this place of the resting dead even exists.

It has become a haven for those of ill intent, or those who dwell among the dead. Within this massive complex, some seven stories below ground, are complete mausoleums of those who once built the city. Here they have been interred and unremembered. Their overly extravagant resting place, once a beautiful resting place, is now a crumbling home for rats and the vampires who use the city as a feeding ground.

Adventure Seeds:

- In recent weeks, people staying within Felderman's Sunken Hotel have been reporting the sounds of muffled screams and scratching noises coming from behind the walls of their rooms. When they attempt to investigate, the noises cease. Perhaps the undead are about?
- You and your friends have been invited to attend a rave deep within the Catacombs. A close personal friend of your family warns you not to go. He claims that years ago a friend of his never returned from that cursed place. Do you go? Are the rumors of missing people true? Do you dare find out?

Day of the Dead Video Rental

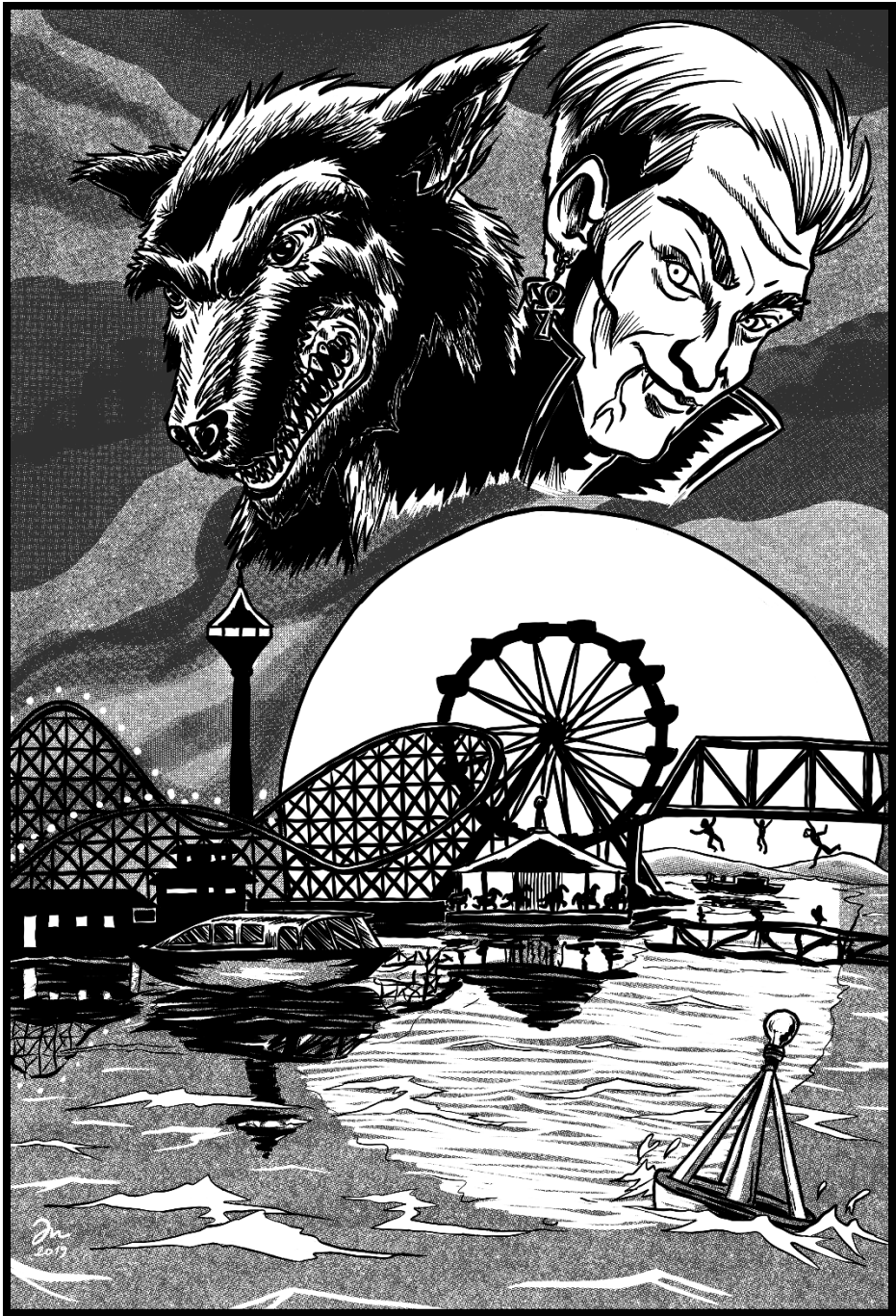
Across from the Toad Twins Comics stands a neon temple to cinema known as *Day of the Dead*. It is a large video store that caters to movie lovers of all kinds. They have a massive selection of the newest Hollywood hits, legendary classics, foreign fare, cult classics, and tons of horror of all types. The store has a unique layout, with tons of neon lights on the outside and the uniqueness of each section. Each section of the store has a visual theme equal to the part. The horror section looks like a bloody summer camp; the classics section looks like Rick's Café from Casablanca, the sci-fi section looks like a derelict, alien-filled space ship, the fantasy section looks like Thulsa Doom's throne room and the kids' section is a princess' castle.

The 19-year-old *Tiburon Sisters* run the store for their parents with help from the enthusiastic store manager, Hughes Carpenter, film expert, local historian, and general know-it-all that will gladly recommend what movie one should watch tonight. The Tiburon Sisters, Rosa, and Juanita Gomez are identical twins that love movies almost as much as they love surfing. When not in the store, the sisters can be found on the beach, catching waves and competing on the pro surfing circuit. They are nicknamed the Tiburon Sisters (shark in Spanish) because they wear bandannas painted with bloody, shark teeth on their faces during competitions.

Day of the Dead caters to the typical movie fan and late-night crowd, by being open 24 hours a day. They even have a pool behind the store, where they have weekly Midnight Movie Pool Parties. Even though this is a heavy crime area, the video store has never been robbed and is never targeted by organized crime.

Adventure Seeds:

- You need to find out some historical information about something that happened in Santa Muerte many years ago, but you cannot dig up any useful information. You turn to Hughes Carpenter for information. He says he can help you, but he gives you cryptic clues based on movies that he recommends you watch. Every time you go back, he recommends more videos for you to rent. Is this a trick to rent movies? Maybe all of the films and clues really will lead to the info you want?
- A *HELP WANTED* sign goes up at the store. You want a job there severely, and decide to try to impress the Tiburon Sisters with your surfing skills and movie knowledge.
- Why does *Day of the Dead* never get robbed or shook down like almost every other business in the area? Maybe you and your friends can figure out why?
- This week's Midnight Movie Pool Party is *Ghostbusters*! But it sold out immediately! How are you all going to get tickets?



El Diablo Amusement Park

Near the Boardwalk of Red Bay sits the El Diablo Amusement Park, complete with high thrill rides and some slower ones for the weak of heart. The park also houses one of the world's most magnificent haunted fun houses, The Tower of Zed, which draws folks from all over the country. Within people find a new meaning of vertigo and fear. Each weekend, and most weekdays, the park is full of patrons seeking excitement and loads of carney food.

Adventure Seeds:

- Someone, or something, is preying on carnival-goers. Several folks have gone missing in the last week. The police seem to be no help at all, claiming that those who have disappeared will “turn up eventually.” When someone they know happens to go missing, the PC's may need to investigate themselves. What will they find once they go sticking their noses in such dangerous affairs?
- Those going into the Tower of Zed tend to come out in catatonic states, and those who do recover began babbling about monsters and deadly traps. Is this some weird new drug causing attendees to start tripping? Or is something sinister happening in the Tower?
- It's never good when someone changes the recipe for Aunt Edna's Famous Elephant Ears. What was once a staple treat of the park's attendees, has now been relegated to trash cans and complaints. Edna claims her recipe hasn't changed in years and fears that someone is trying to sabotage her food truck business. She enlists the PC's to look into it for her.

Felderman's Sunken Hotel

From the street level, this unimpressive structure looks like many of the other one-story buildings which surround it. Truth is this, among other buildings of its like, sunk rather suddenly during the big earthquake in 1906, though remained mostly intact. A single revolving door offers entrance to a wide foyer dominated by a long reception desk. The walls are covered in murals depicting the city of Santa Muerte as it had been in the 1930s.

What this small hotel lobby doesn't reveal is a massive six-story structure that descends deep into the firmament of the city itself. Beyond the Felderman Hotel's main entrance is an elegant, and somewhat decadent, building full of amenities not found in other similar establishments. Themed rooms and specialty 'services' are only a few of the offerings that Felderman's provides.

Adventure Seeds:

- A prominent guest of the hotel has claimed that a briefcase that he owns has gone missing from his room. He is wary of revealing what the contents of that briefcase was but is making it very evident that it is vital to him that it is returned.
- Several guests of the hotel have taken ill, possibly including one of the Player Characters. It may be of interest for the PC's find out what the cause of the sickness is...



Fresh Catch Outdoor Shop and Fisherman's Market

Near the Red Bay sits a ramshackle little kiosk surrounded by a bevy of tables and stalls. Mr. Federline, the proprietor of the Fresh Catch Outdoor Shop and Fisherman's Market, can be found here five days a week dispensing his wares and dishing dirt on a number of different businesses nearby. Filling the tables and stalls are a multitude of assorted items from fresh fish fillets to tackle and fishing gear.

Adventure Seeds:

- Mr. Roger Federline is somewhat of an eavesdropper and catches more information than he does fish. Anytime the Player Characters need to gather clues on a particular person and or business, in and around the Red Bay area, there is a 45% chance that Mr. Federline can spill some tea for them. He can answer up to three questions for them before he becomes distracted or runs out of information.
- One of the young men that work at the market always seems to bring in the freshest and most choice seafood daily. Once you swore, you saw him swimming off the coast, and he looked like he had fins. Maybe is a merman or some other kind of mutant?

Grandpa's Peppers and Pies Stand

Grandpa Fred Nickerson is the proud proprietor of the Peppers and Pies Stand food truck. After retiring as a high school math teacher, Fred decided all his free time could be better utilized by exploring his lifelong hobby of baking. Taking a portion of his life's savings, he purchased an old box van and converted it into his proud new business. Within the truck, one can find a variety of delectable items, including Pot Pies, spicy Pepper Dogs, sausages, and walking tacos, as well as several other things.

Adventure Seeds:

- People tend to find Fred Nickerson easy to talk to and a strong Grandfather like figure, who always has excellent advice to dispense. As such, he is a repository of rumors and tips for anyone looking to investigate the local area. His price is only that you purchase some of his culinary goods. What does Ol' Nickerson know about? A successful Persuasion check will yield 1d6 general answers to any questions the PC's might ask. Intimidation checks always fail when attempted. Grandpa Fred spent too many years as a teacher of high school kids to be easily bullied.
- Some local kids have been raiding Fred's pepper patch, stealing many of the peppers and vandalizing his tool shed. He has hired you and some of your friends to stakeout his pepper patch and stop the hoodlums.

Lady of Holy Death Cathedral

This large stone church dominates the southern part of the city of Santa Muerte. Constructed in 1953, the Lady, as she is known amongst her parishioners, sports two massive bell towers, a flagstone facade, and an iron-bound entrance door. Tall stained-glass windows line the sides of the building depicting macabre scenes drawn directly from the bible. Within, a vast sanctuary occupies most of the structure. Filled with dozens of wooden pews and carved pillars, it terminates in a large marble altar hung with tapestries. Though German in style, Ministers here raise their prayers to the Saint of Holy Death, Santa Muerte herself. And unlike the Church of the Blazing Sun, they do not hate death, but actively embrace it as a means to salvation.

Adventure Seeds:

- The ministers of the Cathedral are members of a secret cult of death. A cult that sees death as a means to life everlasting. Ever at odds with the parishioners of the Blazing Sun church, there is an ever-growing tension among the followers of both. A tension that may bubble over into the local population if not placed in check, but how does one stand up in the face of such fanatical devotees?
- The beast that the Blazing Sun church holds prisoner within their bowels is, in fact, a vampire priest of the Lady of Holy Death. There is good money, and loyalty of death, in helping the worshipers in freeing their leader...

Muerte Beach

Muerte Beach is the local summertime retreat for most of the residents of Santa Muerte. A mile-long stretch of sand and surf that runs along the northwestern side of the city, it is the inland shoal of the sea and harbored by a ring of coral that provides a crystal-clear swimming retreat for visitors. During the day in the hottest months, the beach can be found packed to the gills with bikini-clad folks looking to either soak up some solar rays or stave off some of the heat in the lapping waters. Further out, beyond the coral wall, surfers find eternal enjoyment in the rising and falling waves that head in towards the city.

Adventure Seeds:

- On a clear, bright afternoon, the cry of ‘Shark!’ fills the air as a lone underwater predator clears the wall of coral, usually protecting the beach and begins hunting some easy prey. The PC’s are witness to the lone shark’s destructive intrusion and can either be the target of its next attack or can dive to the rescue of other beachside attendees.
- Walking along the beach at night, the PC’s spot a lone figure floating in the water. Once retrieved and laid upon the beach, they find that the woman, fully clothed in casual business attire, is dead, and while there appears to be no physical damage to her body, there are two small bruises under her chin. It quickly becomes apparent that the woman did not drown, and is subject to some foul play...

Muerte Mountains

Bordering the eastern side of the city of Santa Muerte stands a line of mountains, separating the city from the rest of the country. It is said that several hundred years ago Lewis and Clark crossed this particular mountain ridge and found a valley of paradise which would later become the city of Santa Muerte. The Muerte Mountains are known to have claimed many a life of those brave enough to try and summit them, but they are still a beacon to those who seek adventure. The peaks of the mountains shine brightly, wreathed in snow year-round, and reaching a total height of 12,500 feet. The highway of US-97 winds its way through the foothills and passes over the lowest part of the range at the height of some 6,000 feet.

Adventure Seeds:

- Legend has it that the Muerte Mountains are home to several species of cryptid creatures, having long thought to be folklore tales. Reference the *Survive This!! Dark Places & Demogorgons Cryptid Manual* for suitable monsters and encounters for PC's who may wander into the mountains.
- Conspiracy theorists claim that 20 years ago, a UFO was seen disappearing into an open cave some 9,000 feet up the side of the mountains. No one has ever confirmed the validity of this claim until now...
- Several rumors of a vampire conclave living high in the mountains have been spreading throughout the town.

Nanook's Dog Rescue and Kennels

Located 20 minutes north of Santa Muerte, Nanook's Dog Rescue and Kennels is owned by a couple of ex-hippies, the Dunns. Joan Dunn is a veterinarian and primarily runs Nanook's. Her husband, Chris, helps when he's not working at his tattoo shop, Superunknown Ink. Nanook's is a canine paradise and is located on 10 beautiful acres of forest. The Dunns are helped out by their teenage son, Moonbeam. Until recently, MB (as his friends call him), was a normal kid with weird parents and liked to skateboard. However, his life changed drastically after an encounter with Marty Kessler and his pack. Moonbeam has secretly made a bargain with the pack. He gives them veterinary supplies, and in return, Nanook's is off-limits to the pack.

Adventure Hooks:

- One of the character's pets is sick and is seeing Joan. While visiting, they get a weird vibe from Moonbeam.
- Someone gets infected with lycanthropy, and when Moonbeam finds out, goes to aid them in their transformation.
- Marty and his pack break the truce, and Moonbeam needs help.

Old City Caves and Labyrinth

Just east of Muerte Beach, these large natural caves were carved out of the bedrock by hundreds of years of ocean erosion and opened during the nearly hundred-year-old earthquake. Over time the saltwater delved deeper, forming natural caverns and an endless array of tunnels that the locals now refer to as the Labyrinth. Many a teen has gone missing down there, either by getting hopelessly lost or drowning when the tide comes in and floods every nook and cranny. Among these twisting passages, many a treasure can be found, if one knows what they are looking for. Trinkets once lost at sea, have found their way into the caves and deposited, seemingly lost to the ages.

Adventure Hooks:

- It's been said that deep within the Labyrinth of the Old City Caves lie the ruins of a pre-Spanish Awaswas settlement, which once covered this entire region.
- Deep into the caves dwells a growing family of vampires.
- Deep into the caves dwells a sleeping pack of ghouls and zombies.

Old Indian Burial Grounds and Pet Cemetery

Near the northern edge of Santa Muerte stands the remains of the Old Indian Burial Grounds of the Awaswas. Earthen mounds protrude from the ground in a ring of low hill-like formations. It's sometimes said that on certain nights, in the fall, that the sound of chanting and drumming can be heard coming from the mounds.

Adventure Seeds:

- The Clarkston Construction company, while excavating nearby, has uncovered a wayward grave, and its contents have been laid open to the sky. The police have set up a barricade until the proper authorities can arrive and assess the situation. During the wait, several people have hopped the line and taken valuable artifacts from the grave....
- Several pets from nearby the Burial Grounds have gone missing. Those who do come back are weird and not the familiar furry friends their owners remember...
- A local Native American resident of Santa Muerte, Louis Redhawk, has been seen performing ritual-like activities in the mounds on full moon nights. What exactly is he doing in there?

Portal to The underworld

This popular pizza joint is decorated in old South American decor and is always pumping loud Mexi-Punk metal music. On any given late night, this place is packed with young diners and after-party attendees. The Portal's owner, Abdon Xalos, opened this place six years ago in an abandoned warehouse, which had once been a haven for a group of homeless folk and vagrants. While the Portal is often a place of excitement and fun, it holds a sinister dark secret. Abdon himself is a ghoul who lords over a small cabal of other ghouls deep within the Catacombs beneath Felderman's Sunken Hotel.

While the Portal's stone-fired pizza has been voted the best in Santa Muerte, it's a running joke that it's because human meat is the sweetest...

Adventure Hooks:

- The most obvious hook here is the rumor of human meat being used in the dishes the restaurant serves. It's not common knowledge that Abdon is a ghoul. What would happen if that knowledge was discovered and leaked to the public? What if the meat truly is of the human variety, where exactly is the chef getting that supply from? What if one of the PC's is targeted as the next ingredient of tomorrow's soup du jour?
- A turf war is quickly coming to the brink between Abdon's crew and the vampires who seek this location to establish a nightclub. What happens if that war does break out? What are the implications on the human population if one side or the other comes out on top of this grudge match?

Red Bay

On the southwestern side of Santa Muerte, some 40 minutes south of Muerte Beach, lies Red Bay. So named for the bright sunsets which seem to turn the waters a deep crimson, it draws many who seek a quieter place than other such sites in the north. Red Bay is bordered by the massive Boardwalk, which is maintained by the city works commission of Santa Muerte.

Adventure Hooks:

- A body of a massive fish has washed up among the other debris filling the bay. It's like nothing anyone has ever seen. What is it? And where did it come from?
- A couple who snuck down to the bay for a little 'alone' time claim they saw a young child emerge from the water, though they knew no one was swimming that night. It growled at them before skulking off beyond the boardwalk.
- Sometimes when the moon is new, people report dancing lights hovering about the water of Red Bay. Crazy old MacFarland claims they are Willow Wisps, the spirits of those who drown in the bay...

Redwood Forest

This large stand of ancient trees borders the eastern side of Santa Muerte and acts as a border to the arid lands beyond. Hundreds of feet high, these redwood trees dominate the landscape and choke out the sunlight to the ground beneath. Within the forest land mostly untouched by human hands, though the edges of the woodland sports areas of graffiti and refuse from the city, further in most dare not tread. Due to the overhanging canopy of leaves, dusk seems to hold sway even on the brightest days continually. Though some ferns and ground cover sprout up from place to place, it is mostly free of vegetation, other than the giant boles of the Redwoods themselves.

Adventure Seeds:

- At least once a year reports come in that some wayward teen has gone missing in the forest. It is a common dare amongst teens to venture deep into the woods and come back with something unique. This year is no different, and the police have put out a missing person report for 16-year-old Delia Thompson, though it has been weeks since the news has gone out, and not a single clue has surfaced. Do the PC's have enough Moxy to enter the forest and seek Delia out?
- Some folks say the Redwood Forest is home to creatures unknown to the rest of the world. Cryptic creatures that defy logic. Are these stories true, and if so, what sort of beasts lurk under cover of leafy darkness? (*see the Survive This!! Dark Places & Demogorgons Cryptid Manual for ideas on what creatures might reside here*)

Santa Muerte

Mausoleums and Graveyard

In the 1950s, after the apparent destruction of the old Memorial Gardens Cemetery, a new site was hallowed for the city to bury their dead. The Santa Muerte Mausoleums and Graveyard were constructed outside the Lady of Holy Death Cathedral, which serves as a bastion to the faithful who live in the city. This five-acre graveyard is filled with those lucky or rich enough to be related to members of the church. Their bodies are laid to rest with pomp and ceremony deserving of royal families found elsewhere in the world.

Adventure Seeds:

- Rumors claim that on the night of the full moon, ghostly apparitions can be seen floating through the graveyard. Locals have a standing bet that anyone who can stay the night in the cemetery on such a night and come out with their sanity will win the pot of \$1000!
- Graves within the yard have been discovered open, and the bodies were missing. Is it the work of simple grave robbers, or something more nefarious?

Sam's Stuff

Located on the boardwalk, this frozen yogurt shop is the spot where all the trendy kids hang out. With 33 different flavors, the shop offers a large variety of frozen yogurt that's addictively good. It's said that once you have a taste of the stuff, you're hooked. This is true, but not because of some fantastic recipe. While he seems like a nice guy, Sam, the owner, is the mind-controlled slave of a frigid amorphous alien. The frozen yogurt served in the shop is laced with an addictive compound created by the alien. It allows the being mental control over those that consume it and eventually alters customers, making the puppets and mindless consumers.

Adventure Seeds:

- The players need a job, and Sam's Stuff is hiring. It's not a bad gig, though the manager is kind of weird...
- Grandpa Fred hasn't been selling as many pies as usual and thinks something is off about the place. He asks the characters to look into it for him.
- The Health Department closes Sam's down, and people start freaking out. Soon there is a full-blown riot!

Sutherland Railway Bridge

Down near the end of Randall Road, lies the Sutherland Railway Bridge. Its span reaches across a deep gully created when the earthquake of 1906 erupted. In 1962 the Sutherland Railroad Company decided it easier to bridge the ravine rather than run their rails around it. Six men died in its construction, and many more since then have fallen to the same fate. Built of massive Redwood timbers and steel girders, the bridge is an engineering marvel so sturdy that it will remain long into the future.

Adventure Seeds:

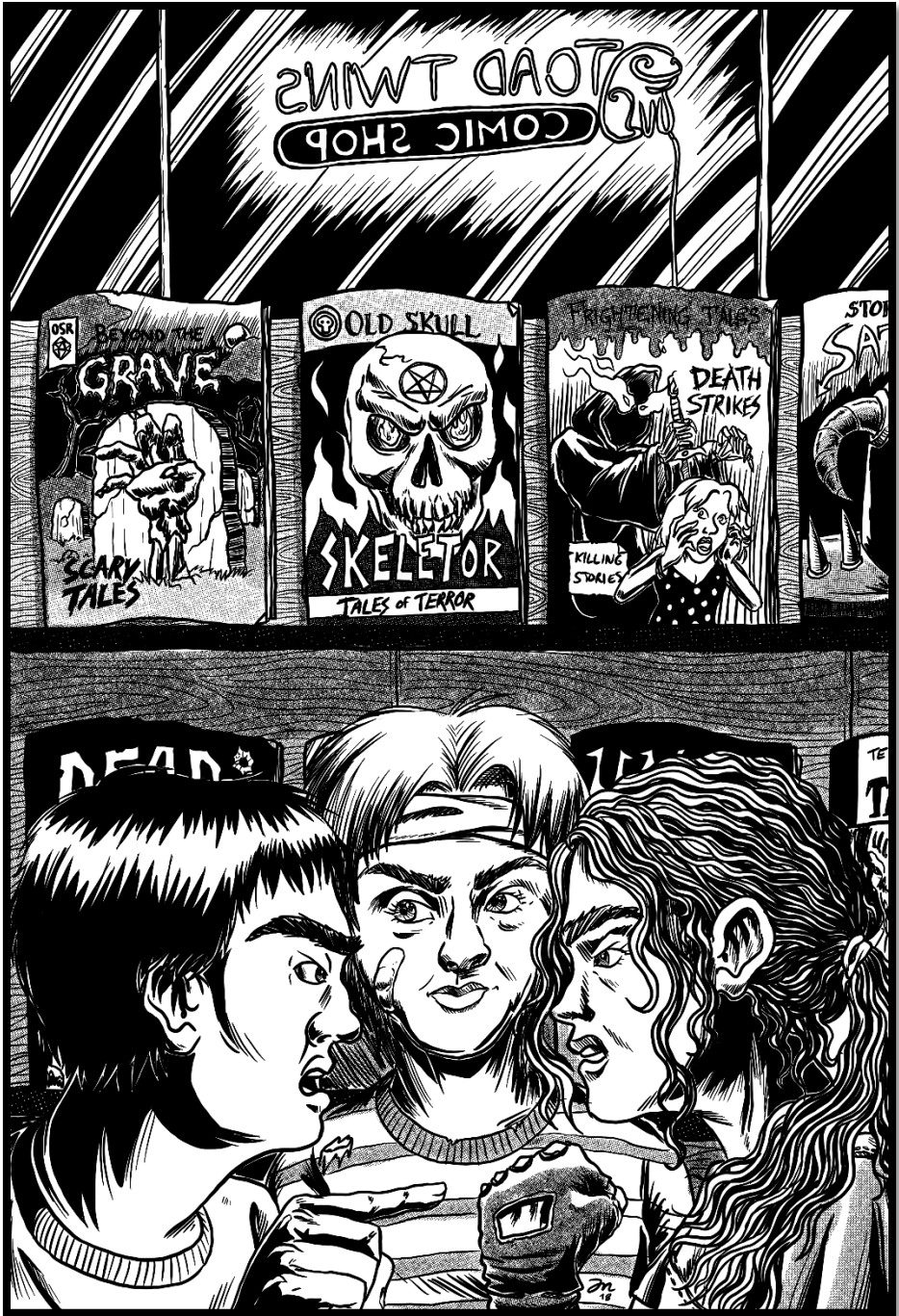
- It is a typical high school graduation challenge to run the length of the bridge while wearing only a birthday suit. Most exit the other end a bit chilled, but safely. Others have never come out, even though the runners are visible all along the breadth of the run, and none are seen falling into the gorge below.
- It's a well-known folktale that if you drive your car out onto the trestle, turn off the lights, and kill the engine, those within the vehicle will see the Lincoln Ghost Train approaching from the other end. Though the train appears to be racing towards the 'stalled' vehicle, it never reaches its destination. It's also part of the folktale that at least one occupant of the car will not survive the night...

Toad Twins Comics

Near the heart of Santa Muerte lies the glowing windows of Toad Twin Comics. Within are found all things nerdy, from hundreds of long boxes of comics to racks of roleplaying games. Jordan Byers, the owner, also sells an exciting assortment of trading cards, books, and a corner devoted to occult studies. From runestones to crystals, Toad Twins has the budding Wiccan covered.

Adventure Seeds:

- A group of local religious punks has been disrupting customers who shop at the store and threatening Jordan lately. They claim those who read comics, play RPG's and or buy occult-related paraphilia are going to hell and whisper of ways they might help them on their way.
- Jordan reports to the PC's that a strange lady was recently looking to buy a rare set of Satanic tarot cards. She seemed very intent on finding a set, but would not say why, but that it was crucial to get them soon...
- A series of vintage comic books have gone missing throughout a couple of weeks. At first, it seemed as if it might have been a rookie thief, but soon it was apparent that the comics all had a rather esoteric connection. What was that connection, who stole them, and for what purpose?



ADVENTURES & ADVERGARIES

Babysitters Beware

*"No expression. Hide my head I want to drown my sorrow.
No tomorrow, no tomorrow." Mad World, Tears for Fears*

It is a typical, chilly, Fall night in Santa Muerte. Only leaves can be seen rustling down the quiet streets of Cascade Creek, one of the more beautiful subdivisions surrounding the town proper. There is a big birthday party going on at the park for the Mayor, and most of the parents of the neighborhood are in attendance. Therefore, babysitters are in high demand for this night. You and several of your friends are hired to babysit several children in Cascade Creek. Each of you know the children well and have been to these houses many times before, but never all together on the same street before.

All-day at school you have planned your babysitting activities with each other, trying to find an excellent way to stay in communication, and possibly visit, with each other during the night. The night starts as usual with TV dinners and some Miami Vice on the TV, but things quickly take a turn for the sinister. While peeping out of the window, you notice an ominous figure walking between two houses, two houses that your friends are babysitting in! The figure is a tall man dressed in plain, beige clothing that appears to be carrying a long item in one hand. You have to let your friends know immediately, but the phone is dead.

Possible Scenarios

1 A jealous classmate, or spurned suitor, is stalking the babysitters. He is probably harmless, out to scare or get a peek.

2 An escaped inmate has returned to his old neighborhood. Maybe they are looking for something in their old house? Perhaps they will not like people being their old house?

3 An ex-boyfriend has come to exact some revenge on his ex-girlfriend.

4 A local pervert seizes an opportunity to stalk some babysitters with most of the town at the party.

5 A serial killer is on the prowl.

6 It is just a meter reader or a local kid, and everyone's imagination has run away from them.

7 A group of friends is pulling a prank on the babysitters.

8 The babysitters have encountered a rare Shade Symmetry.

SHADE SYMMETRY

A Shade Symmetry is a rare form of undead that was created by multiple souls that passed away from fear at the same time. The Shade takes the form of a tall, indistinct humanoid with grey or inky skin. They occasionally will manifest in an area with young children or naïve innocents that they can feed upon. The more fear they encounter, the stronger they become.

Armor Class: 12

Hit Dice: 3 +1

Move: 12

Attacks: 1

Attack Damage: *Shade Attack* - The Shade may attack with their hands, feet, or with a weapon. These are just illusions. They attack with a psionic attack that does d4 Psionic damage.

Special: Immune to physical and energy damage. Takes ½ damage from Magic (rounded down). Light & Psionics do

full damage. *Fear Eater, **Weakness, ***Teleport, Dark Vision 60',

Bonus: +5 to Intimidation, +5 to Spot, +6 to Stealth, +2 to Melee Attacks

Terror: 12

Morale: 10

HDE: 4

*Fear Eater Anytime a living creature fails a Terror check against the Shade (within 30'), the Shade gains 1 temp HP. If the Shade reaches double their base HP, they dissipate in a flash, returning to their dark realm. All creatures within 30' take d6 Magic damage and lose 1 Survival point permanently.

**Weakness: Anytime a creature passes a Terror check against the Shade, the Shade takes a d4 damage.

Anything that has passed their Terror check against the Shade and ends their turn within 30' of it, deals it d4 Psionic damage. When the Shade reaches 0 HP, they disappear forever.

***Teleport You may teleport up to 100' in the direction of a creature that has failed a Terror check against you.

Froyo is Delicious

The real owner of Sam's Stuff is a mysterious creature from beyond the stars. Though intelligent, its motives seem to be unknown. Its goal, however, is very apparent to anyone that knows of its existence. The frozen yogurt it serves, Froyo, contains traces of an alien secretion that alters the brain patterns of those that consume it and after mass consumption mutates them.

Froyo Alien

Armor Class: 12

Hit Dice: 5

Move: 12

Attacks: 1 per Round

Attack Damage: Froyo Tentacle (1d6 + Special)

Special: Can only be damaged by heat/fire/chemicals, Shape change (can mimic any humanoid that is under its control)

Bonuses: +5 to Melee attacks, +3 to Initiative, +5 to Spot & Listen

Terror: 10

HDE: 5

Anyone consuming may make a Poison save. If successful, they throw the substance up. Those failing the saving throw must then make a Mental save. Those that fail become puppets of the Froyo Alien.

Froyombie

Armor Class: 12

Hit Dice: 2

Move: 12

Attacks: 1 per Round

Attack Damage: By Weapon or Grapple

Special: See below

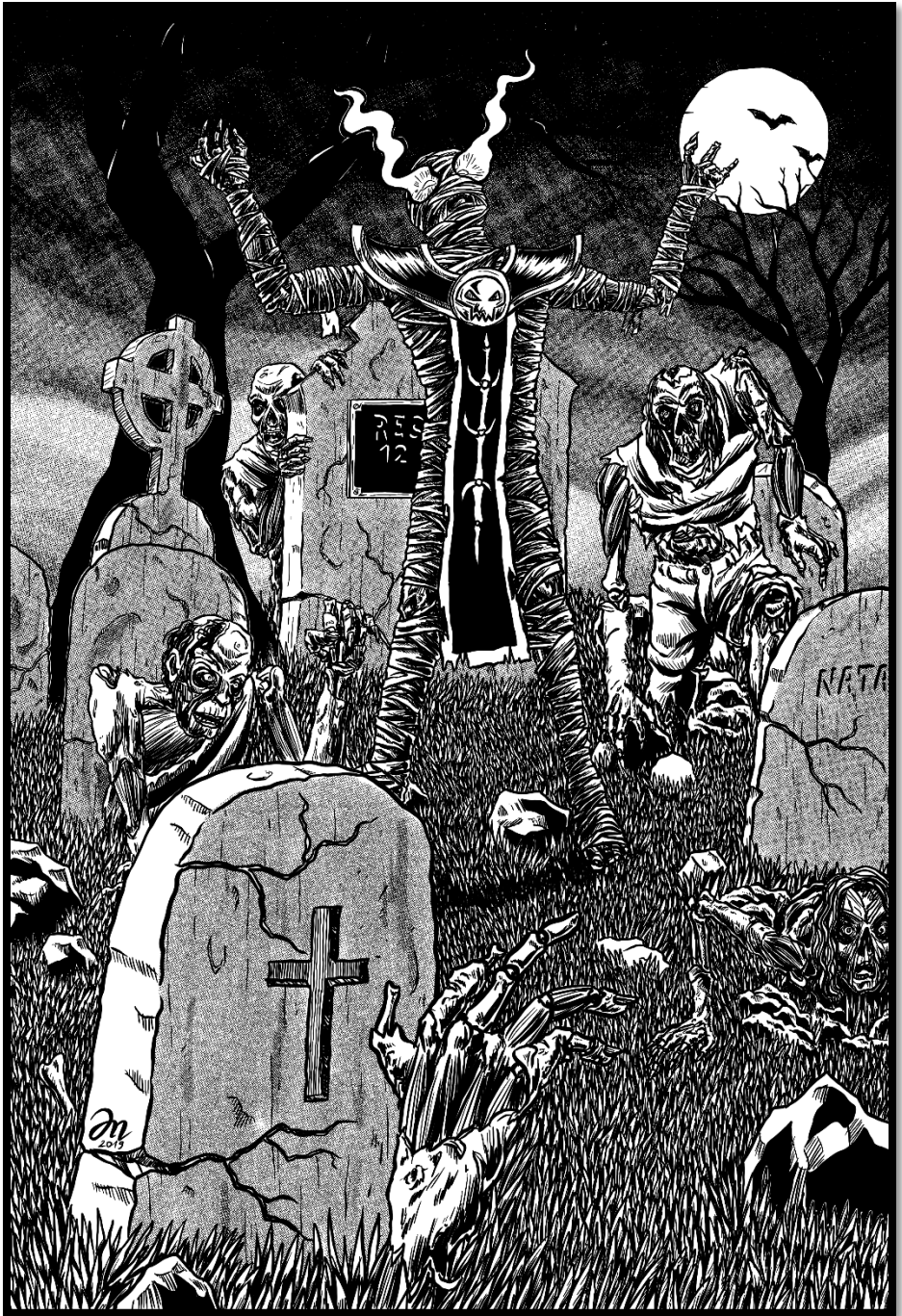
Bonuses: -

Morale: 10

Terror: 10

HDE: 2

Having consumed too much of the alien, the insides of a Froyombie have been transformed into alien stuff. If not trying to kill their opponents, Froyombies will attempt to grapple them and spew the alien goop into the target's mouth. Anyone consuming may make a Poison save. If successful, they throw the substance up. Those failing the saving throw must then make a Mental save. Those that fail become puppets of the Froyo Alien. Upon death, a tendril of alien goop bursts from the Froyomby's chest and attempts to enter the attacker's mouth.



Khaba, Mummy Sorcerer's Apprentice

In the time of the Pharaohs, Khaba was a young apprentice to a royal advisor. From his mentor, he learned the arts of dark magic. However, before he could fully complete his training, his master's dark secrets were discovered, and the pair were put through a painful punishment that involved them being mummified while still alive. Khaba's story would have ended there if it were not for him and his master's sarcophagi being discovered in the early 20th century. Their remains were brought to the United States, where Khaba became a part of a traveling museum show. His body was stolen from the exhibition while on display in Texas. The thieves made their way across the country to sell the body to a collector in San Francisco. Unfortunately for the pair, they decided to make a pit stop in Santa Muerte on the day of the Big One. The thieves lost their lives as their truck and Khaba were swallowed by the Earth. Decades later, the mummy was discovered by some local teens who decided to vandalize the ancient (but well preserved) corpse. This affected the wards cast over him and reanimated the corpse.

The young (while he was alive) man was fascinated by this new land and its wonders. He devours pop culture and, in some ways, seeks to imitate the West Coast culture he's been exposed to. Khaba has grown accustomed to his new form and has decided to continue his study of magic. To aid in his cause, he has begun to raise corpses of the dead to serve as him. He is always surrounded by his entourage of zombies and has a troupe of skeletal thieves that procure things for him. He tried to keep his distance from the other supernatural denizens of the town, though clashes do happen. Unfortunately, for Khaba, he may soon find himself in conflict as the local medical personnel have been encountering a strange unknown disease linked to him.

Khaba**Armor Class:** 13**Hit Dice:** 9**Move:** 12**Attacks:** 1 per Round**Attack Damage:** Slam (1d6 damage + Mummy Rot)**Special:** See Below, Weakness: Fire, Outsmart (x7/ day)**Bonuses:** +5 to attacks, +6 to Spot, +10 to Knowledge: Magic, +8 to Paranormal**Morale:** 8**Terror:** 14**HDE:** 9

Though his magical training was never complete, Khaba can cast spells. He is considered to have a pool of 6 CON points to draw upon for spell casting. This pool refreshes at dawn each day. He only casts DARK spells (see Player's Options & GM's Guide). As a mummy, Khaba can bestow a mystic disease upon those he touches. Known as Mummy Rot, this disease can be resisted with a Critical Saving Throw. Those affected immediately lose 1d4 CON and CHA, as they are weakened and start to rot from the inside out. They will continue to lose 1 CON and CHA each day until one of those attributes reaches zero, at which point they die. Mummy Rot can only be cured and reversed by certain rituals, though modern medical science may be able to slow or stop its progression. Like other mummies, Khaba also has a weakness to fire, taking double damage from flame-based attacks.

Abdon Xalos, Ghoul Lord

Long ago, Abdon arrived in Santa Muerte, after a long trek north from South America. After having dwelt among, and fed from, the inhabitants of Santa Muerte, he stumbled up an abandoned lumber warehouse and took up residence. The homeless vagrants that had squatted there gave him an ample food supply and an idea for a long-term business venture...

Abdon appears as a tall, well-dressed man, with slightly pallid grey skin. He is a shrewd businessman, as well as a devious villain who can work shadowy mischief expertly. He comes off as jovial and inviting to any who dine at the Portal.

Armor Class: 14

Hit Dice: 2+3

Move: 12

Attacks: 1 per Round

Attack Damage: Claws(x2) 1d6-1, Bite 1d6+1

Special: Paralyzing touch

Bonuses: +4 to Melee attacks, +2 to Ranged attacks, +2 to Melee damage, +2 to Initiative, +7 to Spot & Listen, +5 to Paranormal

Terror: 14

HDE: 3

*Abdon's Paralyzing Touch: Anyone touched by Abdon Xalos must make a CON check or be temporarily paralyzed for 1d6+2 Rounds.

Lazarus Duke and the Murder Believers

For the past few years, a local metal band has been gaining a strong following among the youth of Santa Muerte. Known as Lazarus Duke and the Murder Believers, these hip rockers are known for playing local bars, pier hot spots, and the coolest beach parties in town. Each one of their shows is a cannot miss event, featuring an eventful, bloody stage show and haunting music. The band only performs at night and is never seen during the day, adding to their mystique.

The band is led by its singer, **Lazarus Duke**, a handsome, tanned, hulking man of almost 7'. He has long green hair and is known for wearing tight leather pants and for never wearing a shirt or shoes, even when he is not rocking. He does most of the singing, plays guitar, saxophone, and sometimes plays the piano when performing a poignant ballad. *Some say that he is a vampire that can enslave people with his charms.*

The other members of the Murder Believers are:

Heidi Flamelace- A gorgeous, ginger guitar player, well known for her screeching solos, wearing fiery red outfits and putting on an outrageous pyro show. She occasionally will take lead vocals. *Some say that she is a pyromaniac.*

Abraham Rablosky- A short, husky young drummer, known for his bad attitude, thunderous solos, and his hyper-realistic wolf mask. *Some say that he is a werewolf.*

Cee Cee Savage- A tall punk rocker with a chromatically-colored mohawk, known for his driving bass lines and his neon bass. *Some say that he is the band's daylight guardian.*

Karyn Everwraith- A short, pale young girl dressed in Victorian goth clothing. She plays the keyboard and synth and does backing vocals. While she performs, little skeletal and ghostly creatures dance around her. *Some say that she is a necromancer that can reanimate animals and summon ghosts.*

Adventure Seeds

- Lazarus Duke and the Murder Believers are playing the biggest beach blast of the year, this Saturday night! Nothing is going to stop you and your friends from going, including the need for fake IDs.
- Rumors abound that the band members are supernatural creatures that feed upon the blood and energy of their fans.
- The band lives together in a large beach house a mile down from the pier. They often have all-night parties, but always clear everyone out by the first light of the dawn. *What is up with that?*

Loki, Dracula's Hound of Hell

All vampire lords worth their essential salts have, among their coterie of followers, an undead hound to guard them during the day. The Prince of Undead, Dracula, was no exception. Though the legendary vampire hasn't been heard from in years, that doesn't mean his influence can't still be felt. Recently, while clearing debris in Eastern Europe, a work crew uncovered the tomb of Dracula's faithful hound Loki and immortal thrall, Smith. Smith quickly adapted to modern times and sought out the location of his master's current living descendants. He found them in Santa Muerte, California.

Smith and Loki have made their way to the West Coast and moved into a small cabin near the Redwood Forest. There they bide their time, building a pack and seeking out the last of Dracula's blood to resurrect the Master and his line!

Who is the descendent?

Here are a few options/ seeds:

- **Player Character** – What if one of the players was descended from the great vampire lord. Would they fight their inner nature or embrace their dark side?
- **Father Garcia** – Does the father know his lineage? Is that the real reason he found the Blazing Sun Church?
- **Tiburon Sisters** – The sisters could have a sinister heritage. This could be why the shop has never been robbed.
- **Lazarus Duke** – With rumors that he's a vampire, the hunky musician is a great candidate for Dracula's descendent.

LOKI, HOUND OF HELL

Loki is a large dog that appears to be an ordinary beast until he leaps into action.

Armor Class: 15

Hit Dice: 6

Move: 12

Attacks: 1

Attack Damage: Bite 1d6 +2 +**Vampire Conversion

Special: *Canine hypnosis, ***Regeneration, ****Immunities, *****Pack, Weakness to Light, Silver & Wood.

Bonus: +2 to Melee attacks, Toughness +3, +4 to Initiative, +6 to Spot & Listen

Terror: 10

Morale: 10

HDE: 6

*CANINE HYPNOSIS: Loki can spend an Action asserting his dominance over another dog within ten feet, the target dog must make a CON check or stand perfectly still, hypnotized.

**VAMPIRE CONVERSION: Against non-canines, Loki's bite, even with its large fangs, will only cause damage. However, other canines' bit by the hound are turned into vampiric hounds.

***REGENERATION: While out of direct sunlight, Loki takes half damage from all attacks and heals 3 points of damage per round. A stake through the heart will stop this regeneration, but ultimately, the only way to dispatch Loki is to burn its body. Only Fire, Psionics, and Magic does full damage.

****IMMUNITIES: As a member of the undead, Loki is immune to such as sleep, charm, control, etc. (except that of its master).

*****PACK: Loki can control a pack of up to six minor vampiric hounds. Dogs turned by Loki will rise the next day with a gaunt appearance with their fur has taken on a darker, grey-black, hue, and has grown a pair of vicious fangs. They gain one extra HD, get a +2 bonus to AC, do +1 damage with their bite, and gain the Loki's regenerative ability and damage resistance.

Smith

Smith is a tall, gaunt man of British origin. He is well dressed and inquisitive.

Armor Class: 12

Hit Dice: 5

Move: 12

Attacks: 1

Attack Damage: Sword Cane 1d6

Special: *Hound master, Vampiric Servant, Advantage on Death saves

Bonus: +1 to attacks, +1 to Melee damage, Toughness +1, +2 to Initiative, +4 to Spot & Listen, +6 to Investigation, +5 to Knowledge: Etiquette, +5 to Knowledge: Vampires

Morale: 10

HDE: 5

***HOUND MASTER:** Smith can telepathically command Loki if he is within a half-mile range and can also see through the beast's eyes.

****VAMPIRE SERVANT:** Though he isn't a vampire, Smith doesn't age. The immortal blood in his veins sustains him, though it makes him pale and opposed to the sun. He doesn't take damage in the sun, but must cover his skin or easily suffer sunburns. Unless wearing sunglasses or indoors, he suffers Disadvantage on all physical Actions and during the day.

Gear: 10 1 lbs. of gold, nice suits, Sword Cane (d6 damage, retractable blade)

The Neo-Fangs

The Neo-Fangs are a vampire gang that has recently appeared on the Santa Muerte scene about four months ago. They have quickly worked their way up the gang food chain and are a significant player in the area. They do not seem to have a strong motivation for their presence. They rarely steal or shakedown citizens, but they do like to fight and attempt to stoke fears and propagate legends and rumors of all things supernatural.

The Neo-Fangs wear a mix of goth, punk, metal, and new wave clothing. They are mostly loud and brash, unusual for a group that holds such a deep, dark secret. They have inducted a few new members to their gang since arriving in Santa Muerte, but they still have less than 12 official members. They have recruited a few guardians to protect their lair during the day. The location of their lair is unknown to any non-member but is suspected to be in coastal caves to the north or south of Santa Muerte.



Here are the four primary members of the Neo-Fangs:

JUANITA “DREADFUL” GOMEZ is the leader of the Neo-Fangs. She has an intimidating and unnerving appearance, featuring heavy, black makeup, the hair from the sides of her hair is shaved off, and she has an inverted cross drawn on her forehead. She has a commanding presence and has a strong attitude. She seems to thrive on spooking the people of Santa Muerte, laying on the intimidating attitude thick in the presence of other gangs. Juanita is 146 years old.

Armor Class: 18 **Hit Dice:** 6 (56 HP) **Move:** 21/ 24
Flying

Attacks: 2 **Attack Damage:** Claws or Fangs (d6) or
Weapon

Special: *Vampiric Powers, Supernatural STR & DEX,
Toughness +4

Bonus: +6 to attacks, +4 to Melee damage, +6 to Initiative,
+11 to Spot & Listen, +12 to Intimidation, +15 to Stealth,
+10 to Track (blood), +9 to Persuasion, +8 to Art & Music

Terror: 15

Morale: 9

HDE: 9

*Vampiric Powers:

- Advantage on all Saving Throws. Advantage on STR & DEX checks.
- Immunity to all disease, poison, illnesses, Critical Hits & Surprise Attack damage. They never have to make a CON check.
- They take ½ damage from all Kinetic & non-Magic, non-Psionic Energy damage. Then apply Toughness.
- Weakness to Light damage, Silver & Wood (these ignore Toughness).
- Exposure to natural sunlight causes d4 damage per round.
- Regenerates d4 HP at the end of each round!

- Heals d6 HP for each full round of feeding.
- Dark Vision 60' & Empathy with bats, cats, rats, wolves & vermin.
- Flying & Animal Transformation: As an Action, she can transform into a bat, cat, rat, or wolf. While in the animal form, she retains her Vampiric stats & attributes. Transforming back is a Free Action.

Items: Leather Jacket (+2 AC enchantment & +4 to Stealth), access to any essential weapon (usually carries a few guns), silver dagger, \$5000 cash

Ebon Tears of the Savior (a solitary earring)

This gives Juanita an aura of fear (all Terror and Courage checks within 30' are made at Disadvantage), and any failed Terror or Courage check within 30' heals her a d4 HP. She is Fearless and double the duration of any effect caused by a failed Terror or Courage check against her.

Ring of Carpathian Dawn: Wearer loses Light Weakness, but is still uncomfortable in direct light (Disadvantage on any Action in direct light).

DONALD “ACE” ESTEVEZ is Juanita’s second in the Neo-Fangs. He is a handsome, spiky-haired blonde man that appears to be in his late teens. He is very charismatic and lives for thrills, especially racing his motorcycle. He is very attached to his girlfriend and fellow gang member, Trinity “Night Lily” Henson. Ace is 132 years old.

Armor Class: 16 **Hit Dice:** 5 (51 HP) **Move:** 21/ 24
Flying

Attacks: 2 **Attack Damage:** Claws or Fangs (d6) or
Weapon

Special: *Vampiric Powers, Supernatural STR & DEX,
Toughness +5

Bonus: +7 to attacks, +4 to Melee damage, +6 to
Initiative, +10 to Spot & Listen, +8 to Intimidation, +8 to
Stealth, +10 to Track (blood), +13 to Persuasion, +11 to
Pilot: Basic

Terror: 13

Morale: 9

HDE: 8

*Vampiric Powers:

- Advantage on all Saving Throws. Advantage on STR & DEX checks.
- Immunity to all disease, poison, illnesses, Critical Hits & Surprise Attack damage. They never have to make a CON check.
- They take ½ damage from all Kinetic & non-Magic, non-Psionic Energy damage. Then apply Toughness.
- Weakness to Light damage, Silver & Wood (these ignore Toughness).
- Exposure to natural sunlight causes d4 damage per round.
- Regenerates d4 HP at the end of each round!
- Heals d6 HP for each full round of feeding.

- Dark Vision 60' & Empathy with bats, cats, rats, wolves & vermin.
- Flying & Control Humans: Advantage on all Persuasion checks. Can control 5 Hit Dice worth of Humans. To try temporary control, roll a d20 and your Persuasion modifier (this does not count as a Persuasion attempt). The target rolls a d10 and adds their Mental save stat. If your number exceeds theirs, you control them for 1 hour. Psychics roll a d20 instead of a d10 for the save. For permanent control, the vampire must drink the blood of a victim and then do as above. The victim cannot be a player character.

Items: Access to any basic weapon (usually carries a few guns), silver dagger, \$5000 cash, a bottle of Brute

The Night's Edge (an ancient silver dagger with a black glass handle) Does d8 Magic damage. +2 to attack, bypasses 2 Toughness and anyone hit by the dagger heals at ½ rate for the next day (rounded down)

Lazzle's Ring: Wearer falls at ¼ speed and takes no damage from falling, and Toughness +1.

TRINITY “NIGHT LILLY” FOURNARIS appears to be a painfully shy young girl of Mexican and Italian heritage. She dresses like a gypsy at Woodstock and wears unusual symbols drawn upon her skin. She is unable to speak but uses telepathic powers to communicate with her few friends and to scare the general populace. She is very loyal to her boyfriend, Ace, and would die for him if required. She loves animals and nature, somehow fooling them into thinking she is still alive. Trinity is 44 years old.

Armor Class: 17 **Hit Dice:** 5 (47 HP) **Move:** 21/ 24
Flying

Attacks: 2 **Attack Damage:** Claws or Fangs (d6) or
Weapon

Special: *Vampiric Powers, **Psychic Abilities,
Supernatural STR & DEX, Toughness +4

Bonus: +4 to Melee attacks, +4 to Melee damage, +7 to
Range attacks, +6 to Initiative, +12 to Spot & Listen, +5 to
Intimidation, +8 to Stealth, +10 to Track (blood), +8 to
Persuasion, +11 to Knowledge: Nature

Terror: 12

Morale: 8

HDE: 8

*Vampiric Powers:

- Advantage on all Saving Throws. Advantage on STR & DEX checks.
- Immunity to all disease, poison, illnesses, Critical Hits & Surprise Attack damage. They never have to make a CON check.
- They take ½ damage from all Kinetic & non-Magic, non-Psionic Energy damage. Then apply Toughness.
- Weakness to Light damage, Silver & Wood (these ignore Toughness).
- Exposure to natural sunlight causes d4 damage per round.

- Regenerates d4 HP at the end of each round!
 - Heals d6 HP for each full round of feeding.
 - Dark Vision 60' & Empathy with bats, cats, rats, wolves & vermin.
 - Flying & Control over bats, cats, rats, wolves & vermin. Range: 2 miles. Can control Hit Dice equal to 5.
- **Psychic Abilities:** Telepathy (200'), can hide her undead presence to others at will, has Immunity to any form of mind control, Telekinesis (up to 20 lbs.) and can Blind a target within 60' (use an Action to Blind a target for 1 minute – WIS save negates).

Items: Access to any basic weapon (usually carries a few guns), silver dagger, \$5000 cash

Dress of the Delikian Loom: +2 to AC, it can change appearance and size at will, can be cleaned at will, protects the wearer against the basic elements & the dress cannot be destroyed. The wear has glimpses of potential futures.

Applehaven's Ring: The wear loses Weakness to Wood and becomes immune to damage from it and natural plants. Wearer gains +4 to Knowledge: Nature.

MIGUEL “SMOKE” ARANA appears as a very tall young man of Caribbean heritage. He stands a gaunt 6’ 6”, with long, wavy, brown hair. Smoke is often seen with steam or smoke emanating from his body. He is a practical joker, has a hollow laugh, and loves working on machines. Smoke is 76 years old.

Armor Class: 16 **Hit Dice:** 5 (51 HP) **Move:** 21/ 24
Flying

Attacks: 2 **Attack Damage:** Claws or Fangs (d6) or
Weapon

Special: *Vampiric Powers, Supernatural STR & DEX,
Toughness +5

Bonus: +7 to attacks, +4 to Melee damage, +6 to
Initiative, +8 to Spot & Listen, +6 to Intimidation, +10 to
Stealth, +10 to Track (blood), +9 to Persuasion, +7 to
Pilot: Basic, +7 to Mechanics

Terror: 13

Morale: 9

HDE: 6

*Vampiric Powers:

- Advantage on all Saving Throws. Advantage on STR & DEX checks.
- Immunity to all disease, poison, illnesses, Critical Hits & Surprise Attack damage. They never have to make a CON check.
- They take ½ damage from all Kinetic & non-Magic, non-Psionic Energy damage. Then apply Toughness.
- Weakness to Light damage, Silver & Wood (these ignore Toughness).
- Exposure to natural sunlight causes d4 damage per round.
- Regenerates d4 HP at the end of each round!
- Heals d6 HP for each full round of feeding.
- Dark Vision 60’ & Empathy with bats, cats, rats, wolves & vermin.

- Flying & As an Action, he can transform into a mist cloud that is immune to all Kinetic damage (even Silver & Wood). His Move becomes 10, and he can travel through cracks, keyholes, etc. He cannot touch anything while in this form.

Items: Access to any basic weapon (usually carries a few guns), silver dagger, \$5000 cash, tons of tools

Ivory Ice (An ivory handle dagger with a 6" shard of never melting ice) Does d4 Magic damage & d4 Ice damage. +1 to attack, and anyone that is hit by the dagger loses d4 Move for 1 hour (Critical save negates).

Something off the coast

Off of the coast of Santa Muerte lives a small colony of Mer-Men in a deep network of caves that stretch well into the Pacific Ocean and below the city itself. They are usually not hostile and just wish to remain left alone. They are roughly the same size as humans and often look like pale, attractive humans. However, some are born with more fish-like features, and they usually are shunned from society and are called The Unwanted.

Mer-Men (Male)

Armor Class: 12/ 14 Underwater

Hit Dice: 1+1

Move: 12/ 36 Swimming

Attacks: 1 per Round

Attack Damage: By weapon (Trident/ d6 or Dagger/ d4)

Special: Amphibious, Toughness: Water +1

Bonuses: +1 to Melee attacks, +1 to Ranged attacks, +1 to Melee damage, +1 to Initiative, +2 to Spot & Listen, +1 to Persuasion, +3 to Knowledge: Oceans

Terror: -

HDE: 1

Mer-Men (Female)

Armor Class: 12/ 14 Underwater

Hit Dice: 1

Move: 12/ 36 Swimming

Attacks: 1 per Round

Attack Damage: By weapon (Trident/ d6 or Dagger/ d4)

Special: Amphibious, Toughness: Water +1

Bonuses: +1 to Ranged attacks, +1 to Initiative, +2 to Spot & Listen, +4 to Persuasion, +3 to Knowledge: Oceans

Terror: -

HDE: 1

The Unwanted

These anomalies have green scales, claws, and shun society.

Armor Class: 14/ 16 Underwater

Hit Dice: 2

Move: 12/ 36 Swimming

Attacks: 1 per Round

Attack Damage: By weapon (Trident/ d6 or Dagger/ d4), Claws (d4)

Special: Amphibious, Toughness: Water +1, Scales (Toughness +1)

Bonuses: +2 to Melee attacks, +1 to Ranged attacks, +1 to Initiative, +3 to Spot & Listen, +3 to Knowledge: Oceans, +3 to Intimidation

Terror: 8

HDE: 2

Mer-Men

(Playable as an optional race)

Occasionally, Mer-Men will seek to live among humans to spy on them, or to find a new place to live if expelled from the colony.

Mer-Men receive: 36 Swimming Move, +2 to AC underwater, Amphibious, Toughness: Water +1, +2 Knowledge: Oceans, +1 CHA (Females), +1 STR (Males)



The Tarkovskys

"The House Is Forever Haunted. Nothing You Can Do. Molly Is Living There with Her Dolls." – Haunted, King Diamond

In the backend of the Cascade Creek subdivision, a new family has moved into the cul-de-sac on Blackwood Court. They moved in under cover of night in 2 windowless, black vans. For the next few days, the vans sat unmoved in the driveway, and there was no peep of the new family, except for an occasional howl or power tool sound coming from the basement. The only thing noticeably new about the house is a sign on the door that says, "The Tarkovskys." The curiosity of the situation has got you, and the rest of the kids in the neighborhood riled up. *What the hell is going on in that house?*

- The family are werewolves and hunt in the fields behind the cul-de-sac.
- The family is sneaking out at night and abducting local pets. *What for?*
- A lively rendition of *Beat It* has you convinced that Michael Jackson has moved into the house.
- The family are cultists trying to open a portal to hell in the old rumpus room.
- The family are vampires that are abducting children from the neighborhood.
- The family are morticians taking over the old funeral home, and they are killing people to increase their business.
- You remember that the previous owner of the house was an archeologist at the university. Perhaps they are Mummies, searching for their plundered artifacts?
- You see a pretty, young girl around your age in the attic window. She appears sad but has a glimmer of hope cross her face when she sees you, only to have it dashed as she is pulled away from the window, by what looks like a life-sized doll, as the room goes black.
- The family is just private and are minding their own business.



The Tenebrous

Deep within the bowels of the Earth, live an ancient race of humanoids known as the Tenebrous. The Tenebrous have lived deep within an isolated cave system for thousands of years. They are an aggressive, warrior-like tribe that dominate and enslave the other humanoid races that dwell in their underworld. When the major earthquake hit in 1906, it opened up a long-lost cave system that created a new opening in the coastal mountains south of Santa Muerte. The Tenebrous sent out several scouts to survey this new world.

The scouts quickly discovered several cities decimated by the great earthquake and the populous in a panic. They promptly mobilized a small band of soldiers to raid the closest settlement to the caves, Santa Muerte. They attacked under cover of night, just after the citizens of Santa Muerte had extinguished the last major fire. After some initial success, the Tenebrous would soon be overwhelmed by the number of humans and their guns. This event is referred to as *"The Night of the Quick Shadows"* by town historians. Many citizens believed it was a demonic invasion, while others blamed nearby Native tribes, and even the local town of Olive Springs, which was founded by ex-slaves.

Tenebrous society is similar to the people of the later Dark Ages, with no guns or machines. However, they do have some magical abilities and are slowly adapting to technology. The remaining Tenebrous party retreated to the cave system, blocking it off from further investigation. In the decades since, the Tenebrous have sent out spies to gather information and technology to help them mount another invasion. They have also spent more time developing more powerful illusions to keep their presence a secret. The cave mouth that leads to their world has a permanent illusion cast on it, making it look like a solid wall of rock. Those that can see through the façade can see a cave, often guarded by multiple Tenebrous.

The Tenebrous

The Tenebrous are a humanoid race that stands about 5' – 5' ½ tall, are almost always gaunt, have skin the color of coal, and have fine, Elven-like facial features. Their hair can be black, ashen, silver, grey, or white but are often bald. They tend to be very nimble and curious but act very arrogant towards other peoples. The average Tenebrous has a life expectancy of about 500 years, coming to maturity around 60. They have an extremely low birth rate and require slave labor to maintain their society. Most Tenebrous are loyal to their people and their way of life, but occasionally a Tenebrous will feel pity for the subjugated and exile themselves from their homeland.

Adventure Hooks

- A gang of Tenebrous have been raiding the pier at nights, stealing weapons, ammo, and occasionally young women.
- You saw one of your classmates take off their neckless in the bathroom, revealing an angry, ebon skinned humanoid. You escape before they notice you, but what do you do now?
- A new, kick-ass, punk-metal crossover band named, Death from Below, has been playing the local circuit. All of the members wear black, body, and face make-up. They urge the crowds to rise up against their teachers and parents. They are so good; you cannot stop jamming their music.

TENEBOUS WARRIOR

Armor Class: 13

Hit Dice: 3

Move: 12

Actions: 1

Attack Damage: Sword (d6 +1), Spear (d6 + 1), 50% have a Hell Glass Weapon

Special: Dark Vision, *Light Weakness, **Blind Fighter, Toughness +1

Bonuses: +4 to Melee attacks, +4 to Stealth, +2 to Spot, +7 to Listen, +1 to Initiative, Seize the Moment +1

Morale: 7

Terror: 6 (Natural form)

HDE: 3

*Light Weakness: They take double damage from Light sources of damage and are at -2 to all attacks and skill checks when in conditions of bright light.

Blind Fighter: If they lose their sense of sight, they only take half the penalty from being blind. Surprise attacks against them are made at Disadvantage. **Items: Taraverr Neckless (can alter basic appearance & clothing at will x3 a day/ lasts 7 days before needs recharging), Sword, 2 Daggers, 2 Spears. ½ lbs. of gold

TENEBOUS SPY

Armor Class: 16

Hit Dice: 2

Move: 15

Actions: 1

Attack Damage: Dagger (d4), Spear (d6), 70% have a Hell Glass weapon

Special: Dark Vision, *Light Weakness, **Blind Fighter, ***Magic, can run x4 Move

Bonuses: +1 to Melee attacks, +10 to Stealth, +5 to Spot, +10 to Listen, +4 to Initiative, +6 to Tracking, Seize the Moment +1

Morale: 8

Terror: 6 (Natural form)

HDE: 3

*Light Weakness: They take double damage from Light sources of damage and are at -2 to all attacks and skill checks when in conditions of bright light.

****Blind Fighter:** If they lose their sense of sight, they only take half the penalty from being blind. Surprise attacks against them are made at Disadvantage.

*****Magic:** Create Darkness x3/ day (Range: 40'/ up to a 25' radius/ lasts d6 minutes). Invisibility x1 / day (Self/ lasts d6 minutes, or until you make a threatening Action).

Items: Taraverr Neckless (can alter basic appearance & clothing at will x3 a day/ lasts 7 days before needs recharging), 4 Daggers, 2 Spears. ½ lbs. of gold

TENEBOUS LEADER

Armor Class: 17

Hit Dice: 5

Move: 18

Actions: 1

Attack Damage: Sword (d6), Dagger (d4), Spear (d6), Hell Glass Sword (d6)

Special: Dark Vision, *Light Weakness, **Blind Fighter, ***Magic, can run x4 Move

Bonuses: +4 to Melee attacks, +7 to Stealth, +4 to Spot, +8 to Listen, +3 to Initiative, +3 to Tracking, Seize the Moment +1, Outsmart x3

Morale: 9

Terror: 6 (Natural form)

HDE: 6

*Light Weakness: They take double damage from Light sources of damage and are at -2 to all attacks and skill checks when in conditions of bright light.

****Blind Fighter:** If they lose their sense of sight, they only take half the penalty from being blind. Surprise attacks against them are made at Disadvantage.

*****Magic:** Create Darkness x3/ day (Range: 40'/ up to a 25' radius/ lasts d6 minutes). Invisibility x1 / day (Self/ lasts d6 minutes, or until you make a threatening Action). Dark Dagger x3/ day (Range: 50'/ does d6 Shadow damage & Blinds the target for d4 minutes unless they make a Death save).

Items: Superior Taraverr Neckless (can alter basic appearance & clothing at will x4 a day/ lasts 21 days before needs recharging), 4 Daggers, 2 Spears, Sword, 1 lbs. of gold

Hell Glass

The Tenebrous has mined a particular type of glass that makes an excellent material for weaponry. It is jet black with red veins within. It is nearly unbreakable. If an item is made of Hell Glass it gains the following bonuses:

Daggers: +1 Magic damage on successful attacks

Spears: +1 to attack, +30' range, and +1 Magic damage on a successful attack.

Swords: +1 to attack and +1 Magic damage on a successful attack.

TENEBOUS

(Optional Player Race)

If you wish to play a Tenebrous as a character, you must decide whether you have exiled yourself from your people, or if you are still part of the oppressive Tenebrous authority.

Adjustments: You have a +1 to DEX, +1 to INT, and a -2 to CHA. You have a +2 to Stealth.

Special Abilities:

Dark Vision (60') You can see in the dark, but just shapes and movement.

You can cast **Darkness** x1/ day (Range: 40'/ up to a 15' radius/ lasts d6 minutes). You gain an extra Darkness at 4th level & 7th level.

Light Weakness: You take double damage from Light sources of damage and are at -2 to all attacks and skill checks when in conditions of bright light.

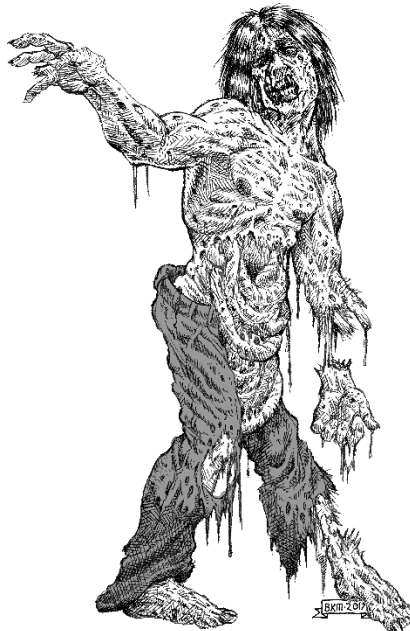
Gear: As per class, but you have a sword and 2 daggers. Those on long term assignments are given a Master's Taraverr Neckless (allows you to alter your basic appearance 4 times a day and does not need recharging). Some Tenebrous are granted access to Hell Glass weapons.

Zombie Outbreak

“Ah, my favorite brain soup. Cream of nowhere.” – Surfin’ Dead, The Cramps

You and a group of your friends have recently taken part-time jobs at the local cemetery. The groundskeeper has asked your group to clean up a particularly overgrown section of the cemetery that has not been touched in a decade. Even vandals and thrill-seekers are known to avoid this section of the cemetery, due to rumors of ghosts, zombies, and vampires.

You spend an entire Saturday working in the heat to clean up the neglected area. Sadly, the work requires you to work into the dusk hours as everyone finishes up, the sound of eerie moans cascade among the headstones. At first, it is quite off-putting, but soon the moans get louder, and dark silhouettes can be seen shambling up the hill towards you.



Possible Outbreak Scenarios

- It begins to pour down rain out of nowhere. The rain is so heavy and acidic; it pushes the group to an old, abandoned building that used to serve as a crematorium and caretaker's storage site. As the moans and silhouettes come closer, the group must find a way into the building and must hold off a small horde of zombies. (Zombies)
- While cleaning up the graveyard, one of your group (or an NPC) discovers a box of small cans. The labels have worn away, and they look like beer cans. They decide to crack it open, but instead of beer, they get a face of green gas. They instantly turn green and mindlessly attack everyone in sight. (Radioactive Zombie).
- During the cleanup, someone notices an odd, old grave that is isolated in a shady corner. Upon further inspection, the grave is covered in many arcane symbols and many Latin words. If read, a flash of blue light shoots from the base of the tombstone. Afterward, nothing unusual happens for an hour or so. As the group finishes up working, they hear the moans and are attacked by a group of zombies. The only nearby structure is a small church. (Zombies)
- The group discovers an old metal door on the side of a hill. Upon entering, they discover a WW II-era shelter that looks like it was ransacked many years ago. Further inspection reveals a lab full of destroyed equipment and bones scattered about. If they try to leave, the group discovers the door has been closed and blocked. There are several zombies in the bunker, but these seem somewhat intelligent. (Intelligent Zombies)
- While cleaning up from the hard, sweaty day of work in the church's bathroom, everyone hears several things clawing at the doors and windows of the building. Several zombies are laying siege to the church. (Zombies)

ZOMBIE

Armor Class: 12

Hit Dice: 1

Move: 9 (cannot run)

Attacks: 1

Attack Damage: **Bite/ Claw

Special: *Immunities, Toughness +1, ***Tenacity

Bonus: -3 to Initiative, -2 to Spot & Listen, -1 to Melee Attacks

Terror: 8

Morale: -

HDE: $\frac{1}{2}$

*Immunity to Poisons, Diseases, Toxins, Fear, Mind Probing, Mind Control, Pain, Surprise Attack damage & Critical hits.

**Bite/ Claw (d4-1 damage). If their bite or claws deal damage, the target must make a Poison save, or they will become infected. If infected, they are at -2 to all attack & skill rolls, lose $\frac{1}{2}$ their Move (rounded up), and lose 1 HP an hour until magically or psychically healed or until they make another Poison save attempt. They may try another Poison save every 3 hours. If they die while infected, they will become a zombie.

***Tenacity: They will continue to try to eat the living until they are reduced to HP, and their brain is destroyed. If the brain remains intact, they will fight no matter how negative their HP gets. They can be incapacitated by destroying their legs or body.

RADIOACTIVE ZOMBIE

Armor Class: 14

Hit Dice: 2

Move: 9 (cannot run)

Attacks: 1

Attack Damage: **Bite/ Claw

Special: *Immunities, Toughness +2, ***Tenacity, ****Radioactive

Bonus: -3 to Initiative, -2 to Spot & Listen, -1 to Melee Attacks

Terror: 11

Morale: -

HDE: 1

*Immunity to Radiation, Poisons, Diseases, Toxins, Fear, Mind Probing, Mind Control, Pain, Surprise Attack damage & Critical hits.

**Bite/ Claw (d4 damage). If their bite or claws deal damage, the target must make a Poison save, or they will become infected. If infected, they are at -2 to all attack & skill rolls, lose ½ their Move (rounded up), and lose 1 HP an hour until magically or psychically healed or until they make another Poison save attempt. They may try another Poison save every 3 hours. If they die while infected, they will become a zombie.

***Tenacity: They will continue to try to eat the living until they are reduced to HP, and their brain is destroyed. If the brain remains intact, they will fight no matter how negative their HP gets. They can be incapacitated by destroying their legs or body.

****Radioactive: Anyone ending a round within 5' of the creature must make a CON check or become Sickened for d6 rounds and lose 1 HP.

INTELLIGENT ZOMBIE

Slightly quicker and smarter than the typical zombie!

Armor Class: 12

Hit Dice: 1 + 2

Move: 12 (can run at 15)

Attacks: 1

Attack Damage: **Bite/ Claw

Special: *Immunities, Toughness +1, ***Tenacity, Outsmart (twice a day), Weakness to Psionic damage

Bonus: -1 to Initiative, +1 to Spot & Listen, +1 to Melee Attacks

Terror: 10

Morale: -

HDE: 1

*Immunity to Poisons, Diseases, Toxins, Fear, Mind Probing, Mind Control, Pain, Surprise Attack damage & Critical hits.

**Bite/ Claw (d4-1 damage). If their bite or claws deal damage, the target must make a Poison save, or they will become infected. If infected, they are at -2 to all attack & skill rolls, lose ½ their Move (rounded up), and lose 1 HP an hour until magically or psychically healed or until they make another Poison save attempt. They may try another Poison save every 3 hours. If they die while infected, they will become a zombie.

***Tenacity: They will continue to try to eat the living until they are reduced to HP, and their brain is destroyed. If the brain remains intact, they will fight no matter how negative their HP gets. They can be incapacitated by destroying their legs or body.





Vampire, First Turned Template

This is an exclusive template for a person bitten or turned into a vampire, but has yet to kill and drink the blood of the living.

If the vampire that turned them perishes before they drink blood from something they kill, the turned vampire will revert back to normal. Once they kill, they turn into a full vampire. Until then, they gain a strong need for blood.

They lose:

- The ability to eat or drink anything, except living blood. If you do not drink blood once a week, you become ill.
- They lose all-natural body & biological odors. Cannot be Tracked by scent.
- Animals you are not empathic with will treat you as hostile and will tend to avoid you.

They gain:

- +1 Hit Dice, +3 to HDE
- Disadvantage on all Saving Throws.
- Animals & Monsters gain Supernatural STR (Advantage on STR checks, can lift more weight than they should be able to, +1 to Melee attacks & +1 to Melee damage). Humans gain +2 STR (minimum of 14) and Advantage on STR checks.
- Animals & Monsters gain Supernatural DEX (+5 to Move, +1 to AC, +1 to Initiative & Advantage on DEX checks). Humans gain +2 DEX, +5 to Move & Advantage on DEX checks.
- Immunity to all disease, poison, illnesses, Critical Hits & Surprise Attack damage. They never have to make a CON check.
- Toughness +1
- Weakness to Light damage, Silver & Wood (these ignore Toughness).
- Exposure to natural sunlight is annoying but causes no harm.
- Regenerates 1 HP at the end of each round!
- +2 to Stealth, Dark Vision 60', +3 to Spot, +3 to Listen, +3 to Track (by spilled blood only), +2 to Persuasion, +1 to Morale
- Empathy with bats, cats, rats, wolves & vermin.

Vampiric Template

This template can be added to animals, monsters, or humans. Vampiric creatures are bestowed with supernatural strength, agility, and endurance. Plus, they are effectively immortal. However, the cost immortality is high. They must continuously feed upon the blood of the living to sustain the power. While they have increased defensive abilities, they also gain several weaknesses.

They lose:

- The ability to eat or drink anything, except living blood. If you do not drink blood once a week, you become ill.
- They lose all-natural body & biological odors. Cannot be Tracked by scent.
- They lose natural life, becoming undead. Animals you are not empathic with will treat you as hostile and will tend to avoid you.

They gain:

- +3 Hit Dice, +1 extra Action per round, +5 to HDE
- Advantage on all Saving Throws.
- Animals & Monsters gain Supernatural STR (Advantage on STR checks, can lift more weight than they should be able to, +2 to Melee attacks & +2 to Melee damage). Humans gain +4 STR (minimum of 14) and Advantage on STR checks.
- Animals & Monsters gain Supernatural DEX (+8 to Move, +2 to AC, +2 to Initiative & Advantage on DEX checks). Humans gain +4 DEX, +8 to Move & Advantage on DEX checks.
- Immunity to all disease, poison, illnesses, Critical Hits & Surprise Attack damage. They never have to make a CON check.
- Toughness +4
- They take ½ damage from all Kinetic & non-Magic, non-Psionic Energy damage. Then apply Toughness.
- Weakness to Light damage, Silver & Wood (these ignore Toughness).
- Exposure to natural sunlight causes d4 damage per round.
- Regenerates d4 HP at the end of each round!
- Heals d6 HP for each full round of feeding.
- +6 to Stealth, Dark Vision 60', +5 to Spot, +5 to Listen, +6 to Track (by spilled blood only), +6 to Persuasion, +2 to Morale
- Empathy with bats, cats, rats, wolves & vermin.
- Terror: 12 (when using powers)

Optional Potential Vampiric Powers

- Flying at 24 Move (+1 HDE)
- Control Humans: Advantage on all Persuasion checks. Can control a Hit Dice worth of Humans equal to your Hit Dice. To try temporary control, roll a d20 and your Persuasion modifier (this does not count as a Persuasion attempt). The target rolls a d10 and adds their Mental save stat. If your number exceeds theirs, you control them for 1 hour. Psychics roll a d20 instead of a d10 for the save. For permanent control, the vampire must drink the blood of a victim and then do as above. The victim cannot be a player character. (+2 HDE)
- As an Action, they can transform into a mist cloud that is immune to all Kinetic damage (even Silver & Wood). Their Move becomes 10, and they can travel through cracks, keyholes, etc. They cannot touch anything while in this form. (+1 to HDE)
- Control over bats, cats, rats, wolves & vermin. Range: 2 miles. Can control Hit Dice equal to your Hit Dice. (+1 to HDE)
- Animal Transformation: As an Action, you can transform into a bat, cat, rat, or wolf. While in the animal form, you retain your Vampiric stats & attributes. Turning back is a Free Action. (+2 to HDE)

Weaker Vampire Template

(for lower-level campaigns)

They lose:

- The ability to eat or drink anything, except living blood. If you do not drink blood once a week, you become ill.
- They lose all-natural body & biological odors. Cannot be Tracked by scent.
- They lose natural life, becoming undead. Animals you are not empathic with will treat you as hostile and will tend to avoid you.

They gain:

- +1 Hit Dice, +1 extra Action per round, +3 to HDE
- Advantage on all Saving Throws.
- Animals & Monsters gain Supernatural STR (Advantage on STR checks, can lift more weight than they should be able to, +1 to Melee attacks & +2 to Melee damage). Humans gain +2 STR (minimum of 14) and Advantage on STR checks.
- Animals & Monsters gain Supernatural DEX (+4 to Move, +1 to AC, +1 to Initiative & Advantage on DEX checks). Humans gain +2 DEX, +4 to Move & Advantage on DEX checks.
- Immunity to all disease, poison, illnesses, Critical Hits & Surprise Attack damage. They never have to make a CON check.
- Toughness +2
- They take ½ damage from all Kinetic & non-Magic, non-Psionic Energy damage. Then apply Toughness.
- Weakness to Light damage, Silver & Wood (these ignore Toughness).
- Exposure to natural sunlight causes d4 damage per round.
- Regenerates d4-1 HP at the end of each round!
- Heals d4 HP for each full round of feeding.
- +3 to Stealth, Dark Vision 60', +3 to Spot, +3 to Listen, +3 to Track (by spilled blood only), +3 to Persuasion, +1 to Morale
- Empathy with bats, cats, rats, wolves & vermin.
- Terror: 9 (when using powers)

Were-beast Templates

These are other templates you may apply to NPCs, characters, or anyone else to turn them into various were-creatures. Apply this to anyone that has the misfortune of being bitten by a were-beast. Most were-beasts only transform during the full moon, but some have control of when they turn (x1-3/ a day). Also, most were-beasts lose control of themselves when they change. After years of training, they can learn to control themselves. The GM can create a way to break the were-beast curse if they choose. Below are the stats for a transformed were-beast. Transformation takes 1 round. Attributes may exceed 18 in were-form. If you hit 0 HP as a were-beast, you change back into a human.

WERE-BAT

- +1 to AC, +2 Hit Dice, Toughness +2, Toughness: Air +2, +3 HDE
- +1 STR, +5 DEX, Advantage on Initiative & DEX checks
- Claws (d4-1) & Bite (d6) Your bite has a chance to spread your curse. The target must attempt a Critical or Magic save at midnight for the next three days. If they fail all 3, they become a were-bat.
- Fly at 16 Move
- Terror: 13
- Dark Vision
- Radar Sense (300'), cannot be Surprised or Blinded, Seize the Moment attacks on you are at Disadvantage, +10 to Listen
- Weakness: Silver

WERE-BEAR

- +6 to AC, +6 Hit Dice, Toughness +7, +7 HDE
- +6 STR, +5 CON
- Claws (d8) & Bite (d8) Your bite has a chance to spread your curse. The target must attempt a Critical or Magic save at midnight for the next three days. If they fail all 3, they become a were-bear.
- Terror: 16
- Dark Vision, +5 to Spot, +5 to Track
- +5 to Swim, +10 to Climb, +10 to Dig
- Weakness: Silver

WERE-GATOR

- +4 to AC, +4 Hit Dice, Toughness +4, Toughness: water +3, +5 HDE
- +5 STR, +2 CON, +1 DEX
- Claws (d4) & Bite (d8) Your bite has a chance to spread your curse. The target must attempt a Critical or Magic save at midnight for the next three days. If they fail all 3, they become a were-gator.
- Terror: 15
- Dark Vision, +5 to Spot
- +20 to Swim, +10 to Dig, can hold breath for 20 minutes
- Weakness: Silver

WERE-OTTER

- +2 Hit Dice, Toughness +2, Toughness: Water +3, +3 HDE
- Bite (d4) Your bite has a chance to spread your curse. The target must attempt a Critical or Magic save at midnight for the next three days. If they fail all 3, they become a were-otter.
- Breathe underwater, gain 36 Swim Move
- +15 to Swim, +1 to STR, +4 to DEX, +5 to Spot
- Terror: 12 & Dark Vision
- Weakness: Silver

WERE-RAT

- +2 Hit Dice, Toughness +2, +3 HDE
- Claws (d4) & Bite (d4) Your bite has a chance to spread your curse. The target must attempt a Critical or Magic save at midnight for the next three days. If they fail all 3, they become a were-rat.
- Gain 24 Swim Move.
- Advantage on all disease, toxin & poison saves.
- +8 to Swim, +12 to Dig, +1 STR, +4 DEX, +1 CON, +5 to Spot, +5 to Listen, +5 to Track
- Terror: 12 & Dark Vision
- Weakness: Silver

WERE-SHARK

- +5 to AC, +4 Hit Dice, Toughness +3, Toughness: Water +5, +5 HDE
- Bite (d6) Your bite has a chance to spread your curse. The target must attempt a Critical or Magic save at midnight for the next three days. If they fail all 3, they become a were-shark.
- Breathe underwater, gain 36 Swim Move
- Immune to all disease and normal illness (even in human form)
- +12 to Swim, +6 to STR, +6 to CON
- Terror: 15 & Dark Vision
- Smell Blood (1 Mile)
- Weakness: Silver

WEREWOLF

- +3 Hit Dice, Toughness +5, +4 HDE
- +2 STR, +2 DEX & +2 CON
- Bite (d8) & Claws (d6). Your bite has a chance to spread your curse. The target must attempt a Critical or Magic save at midnight for the next three days. If they fail all 3, they become a werewolf.
- Terror: 15, +10 to Climb, Dig, Jump & Swim
- Regenerate 1 HP per round
- Dark Vision, +8 to Spot, +10 to Listen, +8 to Track
- +10 to Climb, +10 to Jump, +10 to Dig
- Weakness: Silver

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BONUS CONTENT

The Silver Blitz

A few doors down from the Day of the Dead Video Store is the relatively new karate dojo, known as The Silver Blitz. It is a large store that appears very clean and sterile. It has all of the gear and amenities you would expect in brand new training dojo. Hitting dummies, weapons, trophies, floor pads, and other supplies are visible from the window, reassuring one of the top quality of this dojo. Behind the store, its small portion of the pier juts out into the ocean, upon it sits a beautiful Zen Garden and enough room for 12 students to do warm-ups and kata. The sign above the store pays homage to its new home by the last E in Strike Force, creating a fist that is striking a cartoon vampire.

The store is owned by three twenty-something men that recently moved to Santa Muerte from the San Francisco Bay area. The three close friends have known each other since being in the same kindergarten in the worst elementary school in Oakland. They were often bullied as kids until they joined a dojo after a traveling troop of martial artists visited their school. All three excelled at the martial arts and swore to teach, help, and protect the innocent and disadvantaged. They opened a few dojos in San Francisco and Oakland that helped many kids but produced no profit, and the dojos soon closed.

Recently, the three saw an offer for a dojo for sale in Santa Muerte. Its previous owner had disappeared one night 14 months ago, and his family had recently given up hope and decided to move away from Santa Muerte; thus, they wish to sell the dojo for cheap. The three friends bought it and moved to Santa Muerte to give martial arts instruction and the youth of today another chance. They have made local commercials in which they beat up vampires and werewolves, even claiming that they can teach students to beat up vampires and werewolves with just their fists!

The owners of the Silver Blitz are:

Sumate “Kixx” Tran – The son of Vietnamese immigrants, Sumate lived a difficult life as a youngster, escaping Vietnam after his father’s death during the war, only to come to America to be bullied by the other kids. He is the charismatic leader of the three friends, loves kung fu & horror movies, is a huge Raiders fan, and has a Black Belt in Kickboxing.

Armor Class: 16

Hit Dice: 51

Move: 15

Attacks: 2 per round

Attack Damage: Fists or kicks (d6+4 damage)

Special: Bypass 2 Toughness with attacks, you may negate 1 successful attack each day, you are never Prone if conscious & when you make a successful, weaponless, Melee attack, that hits the target by more than 5 points, you do an extra 2 damage on that attack. If you are a Black Belt, you knock out opponents on a natural 20 unless they make a Critical save, adding the damage you did to their save roll.

Bonuses: Toughness +3, +1 to Courage saves, +8 to Melee Attack, +3 to Melee damage, + 4 to Ranged Attack, +6 to Initiative, +10 to Stealth, +13 to Spot & Listen, +11 to Climbing & Jumping

Terror: -

Morale: 9

HDE: 7

Randell Rudy “RRJ” Jarvis – Randell’s father was the back-up point guard for the Golden State Warriors in the late 70’s. Unfortunately, his father lost all of his money to his mother in a messy divorce. His dad worked two jobs and had little time for young Randell, but he tried his best to instill some morals into the boy. Randell excelled at several sports in high school, even earning a scholarship offer from UCLA to play baseball. However, he suffered a knee injury at the end of his Senior year that ended his college hopes. He is a huge fan of kung fu films, the Oakland A’s (especially Ricky Henderson), is obsessed with Whitney Houston, and has a Black Belt in Mongoose Style Karate.

Armor Class: 19

Hit Dice: 45

Move: 15

Attacks: 3 per round

Attack Damage: Fists or kicks (d6+1 damage)

Special: Bypass 2 Toughness with attacks, you may negate 1 successful attack each day, you are never Prone if conscious & once per day you may add +4 to your Armor Class for 7 rounds. If you are a Black Belt, you may instead add +3 to your Armor Class at all times. You can use Melee weapons.

Bonuses: Toughness +2, +1 to Courage saves, +6 to Melee Attack, +1 to Melee damage, + 7 to Ranged Attack, +7 to Initiative, +13 to Stealth, +11 to Spot & Listen, +12 to Climbing & Jumping

Terror: -

Morale: 9

HDE: 7

Wilson “Lil’ Whoadie Ice” Vandermeer III – Unlike his two friends, Wilson started life with a silver spoon in his mouth. His parents were millionaire investment traders in New York City until they were both caught on the wrong side of the law and sent to prison without a penny to their name. Poor Wilson was sent to live his mom’s sister in Oakland, who had been shunned by her family for being an adult dancer. His aunt was very loving and kind, but had little money and could not offer him the comfortable life he was used to. As the shortest and the only white kid at his school, Wilson was mercilessly bullied and was given his nickname by the school’s biggest bully. After learning karate and beating his bully, Wilson decided to keep his once hated nickname. He loves kung fu movies, rap music, break dancing, the San Francisco 49’ers, and has a Black Belt in Aikido.

Armor Class: 16

Hit Dice: 43

Move: 15

Attacks: 2 per round

Attack Damage: Fists or kicks (d6+1 damage)

Special: Bypass 2 Toughness with attacks, you may negate 1 successful attack each day, you are never Prone if conscious & when an opponent attacks you and the roll would hit, you may use your next Action to make a Melee Attack (adding +4) vs the Target Number of the attack total your opponent rolled. If you roll equal to or higher than that number, you use your opponent’s momentum against them and flip them over and onto the ground, doing 1 damage to them and knocking them Prone.

Bonuses: Toughness +3, +1 to Courage saves, +6 to Melee Attack, +9 to Throw attacks, +1 to Critical saves, +1 to Melee damage, + 5 to Ranged Attack, +5 to Initiative, +10 to Stealth, +11 to Spot & Listen, +11 to Climbing & Jumping

Terror: - **Morale:** 8 **HDE:** 7

Kumite Sites Around Sante Muerte

The Kumite is a freestyle, anything goes, mixed martial arts competition held in secret every five years. While no weapons are typically permitted, any fighting style is allowed, and each fight consists of one round with no time limit. There is no referee to keep fighters in check or make sure any laws are obeyed. It is no holds barred, and fights go until someone is either knocked out or gives up.

Since the Kumite is held in secret, there are no “official” audiences, and fighters are always 18 years or older. Matches are held in remote spots, usually away from the general public. It is still often a bracket-style competition, and a winner is crowned at the end. There is no system set up that pits equally ranked or skilled opponents versus each other, so fighters are typically more advanced and higher level.

Kumite matches are held in private with usually either the tournament runner and other fighters the only people at the match, or just the tournament runner and the two participants. Just like the sanctioned matches, the game master can randomly determine which Non-Player Characters win their matches or let the players play them out if the Non-Player Characters are stated up. Again, it is best not to make the players face each other on the opening rounds of the tournament.

The unique thing about the Kumite is the secret locations and fighting grounds where the battles are held. Each spot is carefully chosen and usually has a couple of environmental hazards, making the battleground dangerous. Feel free to make up your own locations, using some of the locations below as templates if fighting in Santa Muerte.

Locations

These locations may be the perfect place to have a martial arts dual or straight up fight. Apply listed modifiers to fights at that location.

Carla Cliff Overlooking the Point: All DEX checks at Disadvantage.

Catacombs: Disadvantage on Courage checks.

El Diablo Amusement Park: After dark on a roller coaster (Each player must make a DEX DC: 12 after being hit, or they fall off the track).

Old City Caves: All fighters fight as Blind.

Old Indian Burial Grounds and Pet Cemetery: Unless Fearless, all rolls are made at Disadvantage in a fight here.

Red Bay: Wading in the surf (players cannot Run & their Move is $\frac{1}{2}$).

Redwood Forest: Sound is dampened. -3 to Initiative rolls here.

Santa Muerte Mausoleums and Graveyard: Unless Fearless, all players are at Disadvantage on Courage saves and skill checks here.

Sutherland Railway Bridge: -1 DEX here. Any failed DEX or Athletics check results in 1 damage.