

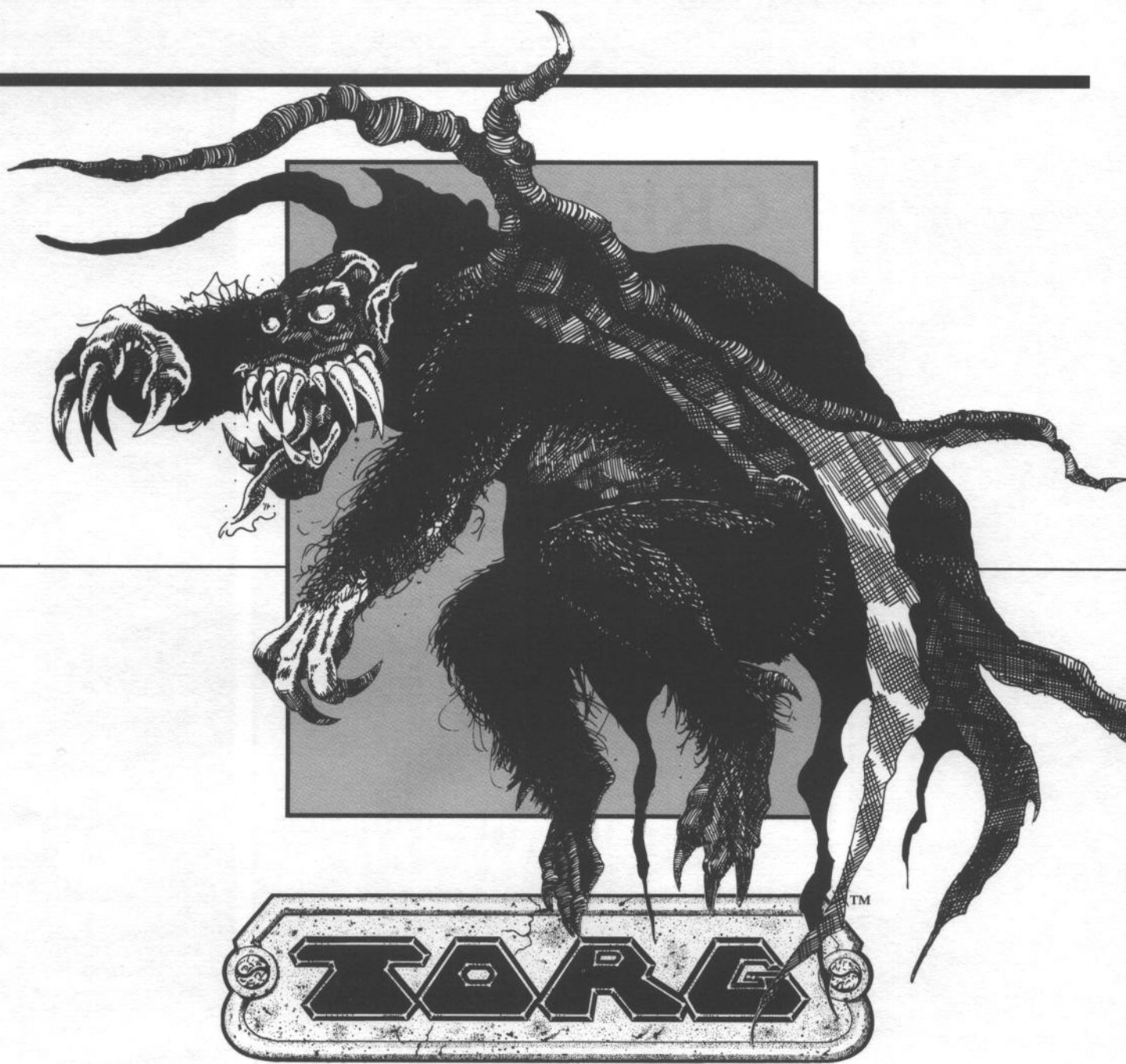


CREATURES OF ORRORSH™



CREATURES OF ORRORSH™





Roleplaying the Possibility Wars™



Creatures of Orrorsh



Compiled by the Sword of Sacellum

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INTRODUCTION



he Gypsy seemed to sway in rhythm, as if to a long distant song. The Storm Knights observed her every movement. Her eyes were closed tight, the strain plainly showing on her forehead. The woman began to hum softly, a distant melody that Kerrick the paladin recognized immediately.

"By Dunad, the 'Glavariak.'" Kerrick saw the look of incomprehension on the face of his edeinos companion. "It was the battle hymn of House Liandar for five generations. Before the dark times ... no one but one of my house would know it."

Ral Stek understood. The whole purpose of this strange ceremony — a *seance*, her friends called it — was to try to contact Nunli, Kerrick's childhood friend who was killed near this very spot just a few days ago. Nunli had been investigating a particularly mysterious terror of Orrorsh. He had been tormented by the beast, which he could only describe as a 'wolf of the night.'

Kerrick's look of anticipation increased as the humming became louder. Kerrick's other companions were clearly nervous. Dirk, the wise-cracking actor from Florida, was uncharacteristically silent. Ral Stek appreciated the change. The other two Storm Knights, Marie and Luis, seemed ready to leap into battle. Ral Stek surmised that, as humans would put it, their hair was standing on end.

Suddenly, the humming stopped. The gypsy stopped moving. Kerrick's impatience overtook him. "Nunli — is it you? What happened? What evil fate befell you? Tell me so I can avenge your past."

The gypsy's eyes opened. She stared blankly at Kerrick. Dirk muttered, "The front door's open, but nobody's home." Kerrick shot a disapproving glance at his arrogant companion.

The gypsy blinked once, twice, three times. A breeze seemed to sweep the room, its source unknown. They were inside a sealed room, a blessed seance room. Helpless to whatever the gypsy brought through. Ral Stek thought she heard something move behind the gypsy, like a scratching on the floor.

The gypsy's stare turned from Knight to Knight, with no visible change in facial features. Finally, she returned her gaze to Kerrick. A deep voice, that of a human male, came from her mouth. "Kerrick, my friend. It is good to be in your presence again. It has been difficult since my ... passing."

The breeze picked up in strength, nearly blowing out some of the dozens of candles burning on the table. Ral Stek's warrior instincts warned her that danger was present. Strange happenings were nothing to take lightly in Orrorsh, for they certainly were a prelude to death, not knowledge.

Marie reached across the table, knocking over a pair of candles, as she grabbed Kerrick's arm. She pleaded with him. "Kerrick, we must end this now. The medium made no mention of this breeze, of a spirit possessing her! We are in danger. We must bring her out of the trance, now!"

Kerrick shook off her arm. "Nunli. Tell me what happened so we can avenge you and put this horror to a stop!"

The gypsy's head rolled back, and a deep, malevolent

laugh echoed throughout the room. "Avenge! Foolish stormer, you will join your friend in death."

Kerrick's eyes widened. Emerging from the form of the gypsy was a huge black shape with glowing crimson eyes. Huge fangs seemed to glisten with unholy energies. The wolf-creature leaped out at Kerrick, bowling him over before he could even raise his hands in defense.

The gypsy's body crumpled to the floor, but the other Storm Knights were too shocked to act. As they looked on in horror, Kerrick screamed in terror and pain. He seemed to have been attacked by an invisible spirit form, for all they saw was Kerrick's body writhing, as if held down by a great weight. Before their terrified eyes, a huge gash, running from neck to waist, opened, clothes shredded by invisible claws. As Kerrick desperately grabbed for his knife, he turned his head aside — a fatal mistake as his throat opened, blood flowing freely. His body spasmed once and was still.

Marie ran to the medium, while the others ran to Kerrick. They acted as if whatever danger was present had left. Marie quickly reported, "The medium is dead." By the look on Dirk's paled face, it was obvious that Kerrick was also dead.

"This is beyond our abilities. Let us leave this accursed realm."

The Sword of Sacellum

You now hold in your hands a great tool against the Ecology of Fear. It has been gathered by us, the Sword of Sacellum. Use this gift wisely, for many of us have died in bringing it to you.

The Sword of Sacellum is a Victorian secret society dedicated to researching and uncovering information about the horrors and Nightmares of Orrorsh. This book has been compiled by various members of the society, at great risk to our person. We have smuggled it out of the realm, and quietly distributed it to known Storm Knights around the world, in the hope that you, the heroes of these Possibility Wars, may find clues to help you overcome the Power of Fear.

As with any group forced to operate in secrecy, the information contained herein is only as reliable as the sources of that information. One thing that has most assuredly made Orrorsh difficult to defeat is the fact that the horrors seem to lack any consistency of ability or method. We cannot be sure of anything when battling the power of the Occult — not even of the loyalty of our membership, so corrupting is the evil of this realm.

The Power of the Occult

All of the horrors of Orrorsh, from the most lowly creature of the sewers of Jakarta, to the Gaunt Man himself, draw their power from the power of the Occult. This warped



and evil form of magic is what provides the sustenance for these creatures.

The Occult is extremely powerful, and equally evil. Those who have ventured down the road of magical research, no matter how noble their intentions, invariably succumb to the powers of corruption and temptation.

We would warn all of you that Orrorsh is a place not to be ventured into without complete knowledge and preparation. Those who enter without forethought are merely more grist for the mills of terror.

Orrorsh, unlike the other realms on Earth, defies conventional military strategy. We fear that the only way to defeat this realm of fear is to defeat the horrors, one by one, on an individual level. It is essential that those battling the horrors subject each creature to its True Death before it can escape to the Waiting Village, or else all effort will be for naught. A soul which escapes, regardless of what befalls its mortal form, will simply return in a new form, more powerful and evil than before. It is to be a long war, indeed.

This Tome's Origin

This book is the result of the second contest sponsored by West End Games and open to subscribers to our *Infiniverse* newsletter. We challenged our readers to devise the most

loathsome, hideous, evil, repulsive, repugnant, horrifying, and disgusting creatures ever created for a roleplaying game. We weren't disappointed.

This contest's submissions were creative, interesting, unpredictable, and more than a little disturbed. In all, 57 of the 60 creatures in this book were the creations of our *Infiniverse* readers. Each submission included game stats, a description of the monster and its habitat and a rough sketch of the beastie in all of its glory. Those whose creatures West End's editorial staff chose for inclusion in this book received cash or game merchandise for their efforts.

At this time we would like to thank everyone who took the time to make submissions for this book. Once again, our readers have sent us some truly professional quality work, flowing with creativity and intensity.

Three creatures were chosen for special recognition:

1st Prize — "Knot Man," by Patrick Flanagan

2nd Prize — "True Rakshasa," by Steve Crow

3rd Prize — "Feral Furs," by Pete Venters

Our Next Contest

For our next *Infiniverse* contest, we have chosen *Creatures of Tharkold*. Based on the response for our previous contests and the nature of the techno-horror realm, we expect the



next contest to be a spectacular success.

For those of you who want to get in on future contests, the *Infiniverse* newsletter is a monthly 12-page publication of West End Games, available at a cost of \$25 for 12 issues.

Each month's issue includes rumors and dispatches (mini-adventures), rules answers, and herald messages (from various Storm Knight groups throughout the *infiniverse*). Each month also has a special feature, providing information on upcoming sourcebooks, new character templates that may be used, additional optional rules and other *Torg*-related goodies.

The newsletter also includes an interactive campaign setting. Each issue has a response form so that gamemasters may write into West End and tell us what is going on in their campaign: how well Storm Knights are doing in their adventures, what their High Lords are up to, and other significant events. At West End's offices, the data is compiled and entered into our computers, determining the course of the Possibility Wars. In short, the fate of the universe is in our players' hands! For more information on how and what the *Infiniverse* is, see the upcoming *Infiniverse Update*.

To subscribe, write to:

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New Powers

Several creatures utilize new powers. The powers are described below.

Animate

3-Point Power

Animate allows the horror to give mobility to inanimate objects, including corpses, trees, statues, furniture and any other object with "legs" that would allow movement. The power value is *Mind*+5; the horror may animate any number of creatures or objects, as long as the weight value does not exceed the power value. For each creature or object so animated, the creature must make a One-on-Many check to maintain control of the beings; the base difficulty is 6 for one creature. The creature may animate beings for a range up to its power value. Animated creatures have a *Dexterity*, *Strength* and *Toughness* equal to the power value minus 7, although they are immune to any mental attacks because they aren't independent beings, but extensions of the mental will of the horror.

Dream Attack

2-Point Power

Dream attack allows the horror to mentally attack an individual while they are sleeping. The monster uses its *Perception* to hit in mental combat. The damage value of the attack equals the horror's *Mind*; the victim uses his *will-power* or *Mind* to resist damage and all damage is applied to the victim's *Mind* as mental damage. A KO result places the victim in a coma for a time value equal to the creature's *Mind* value. Four or more wound levels result in death.

The horror must be in physical contact with the victim, and the creature may only attack once per half hour of sleep.

When attacked, the victim is placed in the "dream state," which often seems to be a fantastic and psychedelic world very different from our own. The attacker is a virtual representation of the host's worst fears.

Magic and miracles requiring only verbal manipulations can be used in the dream state.

Lie Detection

1/2-Point Power

Lie detection allows the horror to determine if someone is lying to it with a power of *Mind*+5. The power has a radius of 100 meters. If someone lies to the creature, it may track the offending individual with a power of *trick* or *Perception* + 10.

Mind Leech

2-Point Power

Mind leech allows the horror to absorb the *Mind* and memories of the target. The horror must have physical contact with the victim in order to absorb the abilities. The power value is *Mind*+5. If the horror generates a power total higher than the victim's *Mind*, the creature may absorb 1 *Mind* point (the victim's *Mind* drops by one point). For every *Mind* point absorbed, the horror gains one skill add in any skill the victim has. If more than three *Mind* points are absorbed, the horror gains all of the victim's memories. The horror can never increase its *Mind* higher than the *Mind* of its victim. This power may only be used once per week. This power may be taken as a three-point power, allowing the horror to use the power once every day.

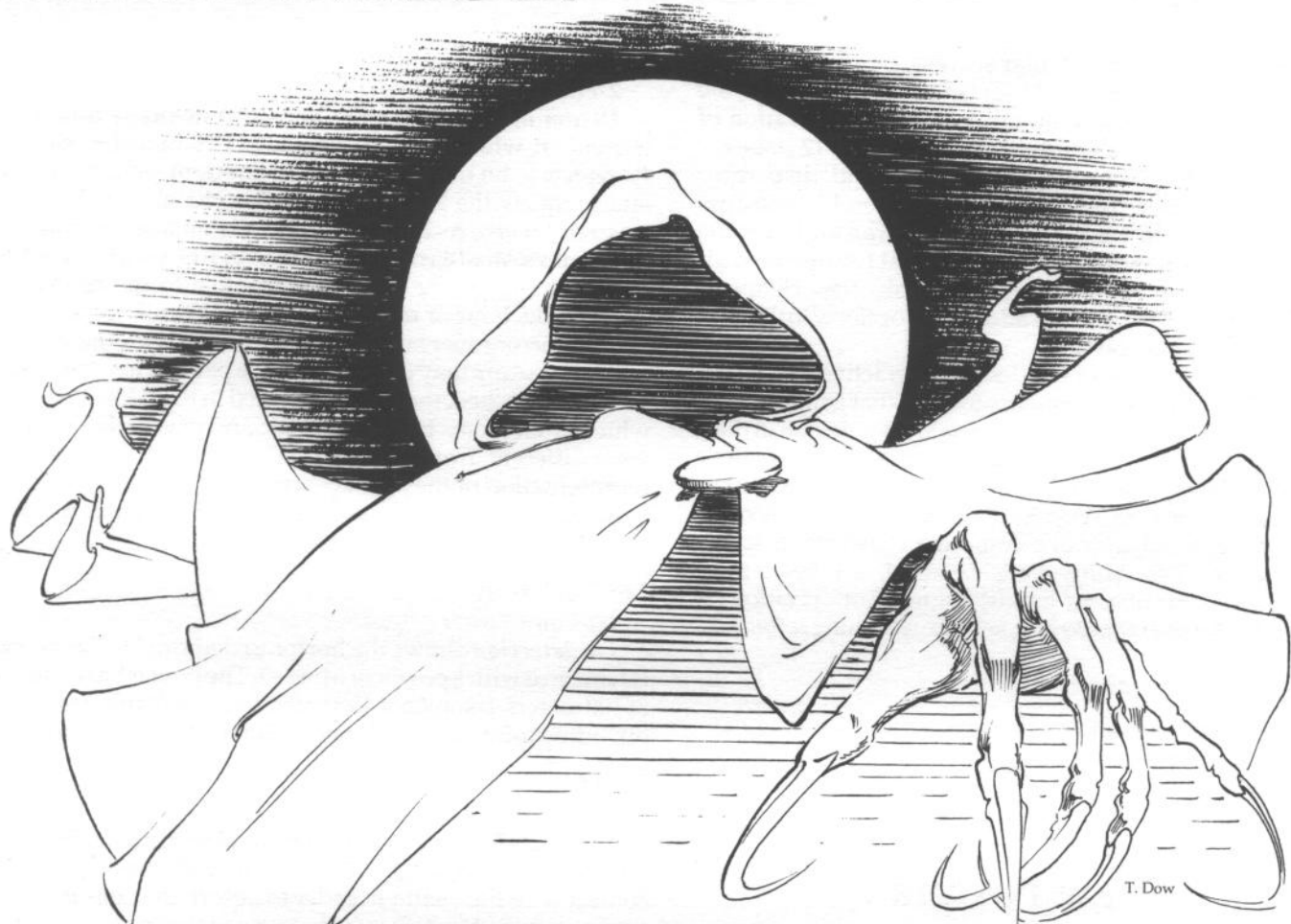
Spiritual Destruction

1-Point Power

The *spiritual destruction* power allows the horror to use fear as a tangible force to cause mental damage to a target. The power's effect value is *Spirit*+15, and the power has a range of *Spirit*. The power causes spiritual damage (see page 125 of the *Torg Rulebook*). The target of such an attack may use *faith* or *Spirit* to resist damage.



APPARITION



T. Dow



In her desire to show her loyalty to the Gaunt Man, the Nightmare Sabathina has taken it upon herself to help reinforce his presence on Orrorsh. To this end, Sabathina has called upon the forces of the undead from her home cosm of Lereholm: apparitions.

Apparitions are ghost-like entities, and are almost impossible to see in the dark (characters must make a *Perception* total against the creature's *stealth* total to see it). When someone sees an apparition, it appears as a vaporous humanoid wearing a hooded cloak. The lower half of the torso seems to be enshrouded in mist.

They are man-sized, standing about one and a half meters tall. The only portion of the beast's body that is visible are their clawed skeleton hands. The face of an apparition is forever hidden within the folds of its hood.

The usual method of attack employed by an apparition is to assume its mist form (*elemental alteration*) and then use its *stealth* to sneak up on the victim. Generally, the only warning the victim gets is the sudden drop in temperature associated with the apparition, but by then, it's usually too late. Apparitions love the taste of blood and delight in ripping the throats out of their victims to get it — whether

they actually require this as sustenance has never been determined.

Apparitions do have one weakness which may be exploited by particularly brave Storm Knights. A piece of pure, cold iron thrust into their misty forms will disrupt them. They only way to send an apparition to its true death is to capture one and subject it to an elaborate exorcism.

Domain

Apparitions have been found in Sabathina's territory around Majestic as well as the entire northeastern portion of the island and the western coast of Malaysia. Their favorite haunts are



deep, dark forests and swamps.

Sabathina usually reserves her apparitions for specific targets, but she has released at least one or two for general havoc, in the area immediately northeast of Palembang.

Apparition

DEXTERITY 13

Dodge 16, flight 15,
stealth 21, unarmed
combat 16

STRENGTH 15

TOUGHNESS 18

PERCEPTION 12

Tracking 15, trick 16

MIND 10

Test (15), willpower 20

CHARISMA 8

Taunt 15

SPIRIT 14

Faith (Orrorsh) 20,
intimidation 17, reality
15

Possibility Potential:

some (18)

Natural Tools: Claws
(damage value STR+4/19),
supernatural flight (speed
value 15)

Power Rating: *Elemental
alteration* (mist) plus 6 points
(*Cold aura* suggested)

Corruption Value: 26

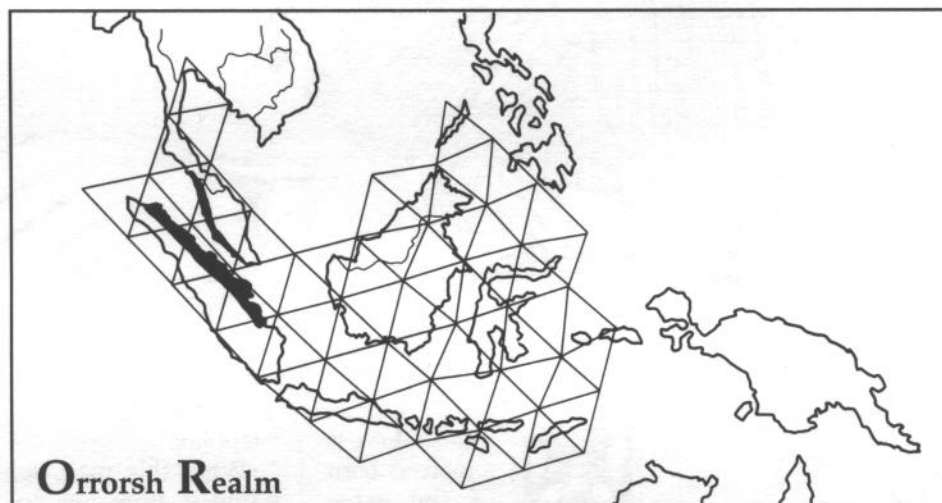
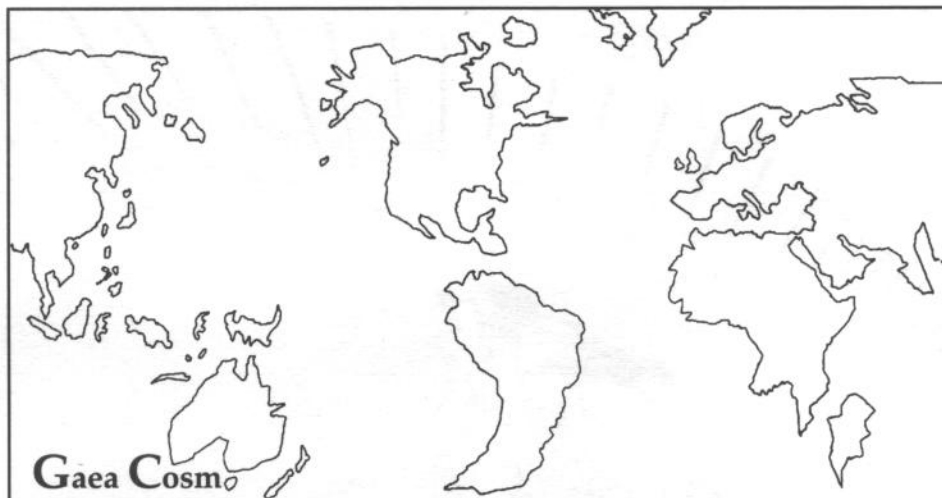
Fear Rating: 2

Suggested Perseverance
DN: 16

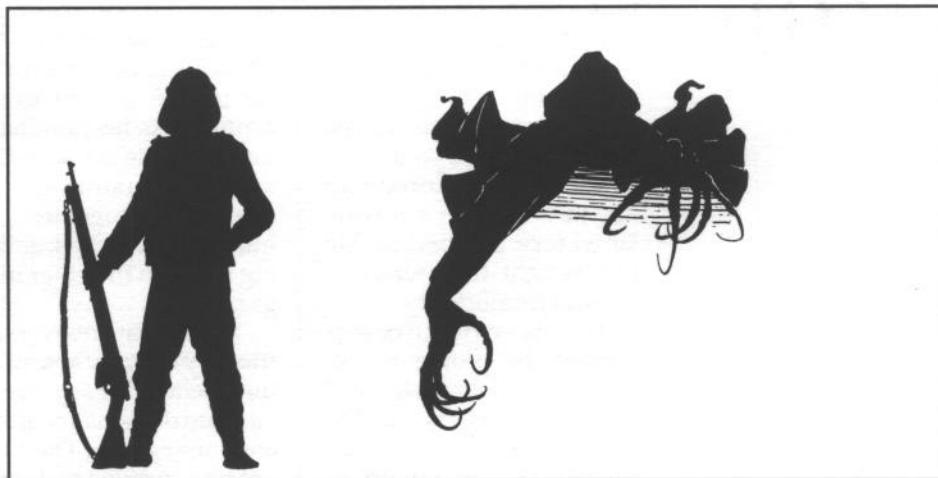
Suggested Weakness:
cold, *severe weakness* to iron

Suggested True Death:
occult ritual (exorcism)

DOMAIN



SIZE REFERENCE



Discovered by
Nicholas Corkigian



ASPHIAX



T. Dow



The asphix is a monster born of the arrogance and desire of a brilliant but quite demented scientist of Gaea. It is an infernal demon of pure vacuum, a presence, conspicuous by its apparent absence, that sucks the life out of its prey slowly and soundlessly.

Forty years ago, in the world of Gaea, a young scientific prodigy labored over his life's work in a private laboratory in London. He had sought the secrets of life and immortality.

He believed that if he performed the proper procedures, he could distill and harness the essence of life — the blank and virgin soul, floating free in Limbo — something he called the

"asphix."

What this man, whose name is now lost to the winds, failed to realize was the nature of his universe, of his reality and axioms. His research had overlapped into the realm of the arcane, the mystically malign and the baneful. And he was sorely mistaken about the nature of the asphix. As he culminated his ritual, the sky screamed and split asunder, and something altogether ... inhuman approached, galloping through the ether like a great steed.

These creatures were defined by the very absence of their being. The asphix are vacuum demons and inherently malignant. They cannot be perceived by human sense, so it was difficult for

this brilliant doctor to know that one of them had escaped its holding chamber. The amorphous devil squeezed the breath and life out of him, then fled.

The asphix can only be perceived visually through the use of *true sight*. Even then, they are quite indistinct, appearing only as hazy outlines of human shape, floating calmly in the air.

The asphix is always alone, although they are sometimes encountered in the servitude of powerful sorcerers.

Domain

These horrible creatures may be found anywhere in the realm of Orrorsh, in Core Earth territory near



Orrorsh's boundary or on Gaea, but they are always found alone.

Asphix

DEXTERITY 3

Stealth 25, unarmed combat 15

STRENGTH 1

TOUGHNESS 13

PERCEPTION 12

Evidence analysis 13, find 13, trick 16

MIND 14

Test 16, willpower 16

CHARISMA 9

Taunt 12

SPIRIT 9

Faith (Orrorsh) 12, intimidation 12

Possibility Potential:
some (20)

Natural Tools: vacuum attack (suffocation, damage value 19; expansion, damage value 20)

Power Rating: 7

Corruption Value: 22

Fear Rating: 2

Suggested Perseverance

DN: 19

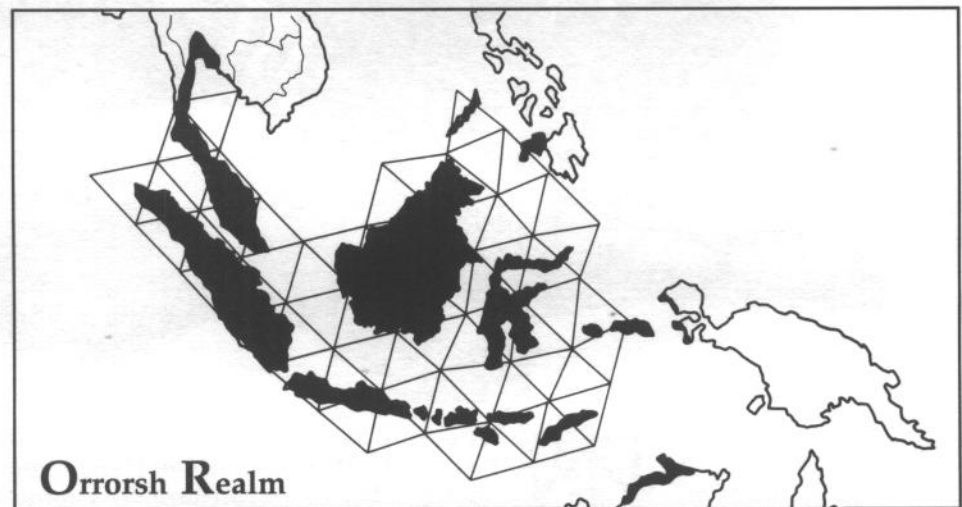
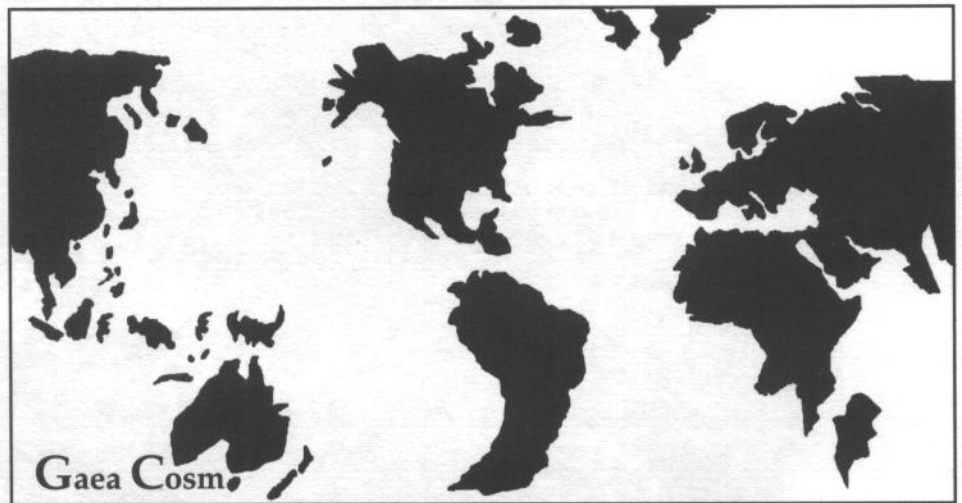
Suggested Weakness:
containment within cold iron cage

Suggested True Death:
exorcism

Note: In game terms, the asphix makes an attack against a target, using its *unarmed combat* skill to hit, and its vacuum attack to cause damage. After a successful attack, it has forced the air from the lungs, and continues to do the same damage (but rolling a new bonus number every round) until the person dies or the asphix is driven out of the lungs by making a *Toughness* total of 20 or higher. It is also able to "expand" its form.

Discovered by
Patrick Flanagan

DOMAIN



SIZE REFERENCE



BAD DREAM



D. Gelon



Everybody has had at least one bad dream that frightened them out of a calm slumber. In *Orrorsh*, bad dreams are much more frightening ... and deadly. The bad dream was a horror created by the nightmare *Ahgebax*, as he lingered in his "dream state."

The bad dream's physical form is that of a gelatinous pseudopod about an inch in diameter. The pseudopod transports itself by manipulating its form into a two and a half inch long coil, propelling itself much like a worm.

Most of the pod's existence is spent looking for a host to infest. Once the pod enters the host's body, it

travels to the creature's brain stem. Now, it injects occult-tainted chemicals into the brain's cells, blocking the body's normal sensory input, and sending its own output to the host.

When the host falls asleep the bad dream's haunting attack cycle takes hold. While asleep, the chemicals examine the subconscious, and alter the brain's dream images, forming the phobic entity which will haunt the host in his dreams until he dies or the bad dream suffers its true death. The phobia may take any form, be it a large spider, an asphyxiating elevator, a towering height, or a world of dark. The Dream mentally attacks the mind of the host with its horrible perceptions. In the dream,

the host takes on a virtual form that can battle the entity with his own perceptions.

Domain

Anywhere in the realm, but most often encountered in and around Jakarta. On Gaea, the bad dream has only been reported in Victoria.

Bad Dream

DEXTERITY 12

Dodge 15, maneuver 13, stealth 16

STRENGTH 1

TOUGHNESS 1

PERCEPTION 15

Find 20, tracking 16, trick 19

MIND 16

Test 18, willpower 20

CHARISMA 5

Charm 8, persuasion

14, taunt 6

SPIRIT 15

Faith (Orrorsh) 17,

intimidation 17, reality

19 (if Possibility-rated)

Possibility Potential:

some (20)

Natural Tools: Secreted lubricant (adds +3 to *stealth*), tendrils (damage value STR+2/3), pseudo-pods (movement limit value 3)

Power Rating: *Dream attack* (see page 7), plus 1

Corruption Value: 15

Fear Rating: 1

Suggested Perseverance
DN: 14

Suggested Weakness:
Sleep preventatives

Suggested True Death:
Defeating the creature while in the "dream state" on hollowed ground

Note: The bad dream attacks in the following manner: to enter a host, the bad dream must make a *stealth* roll against the victim; if the roll is failed, the creature is discovered.

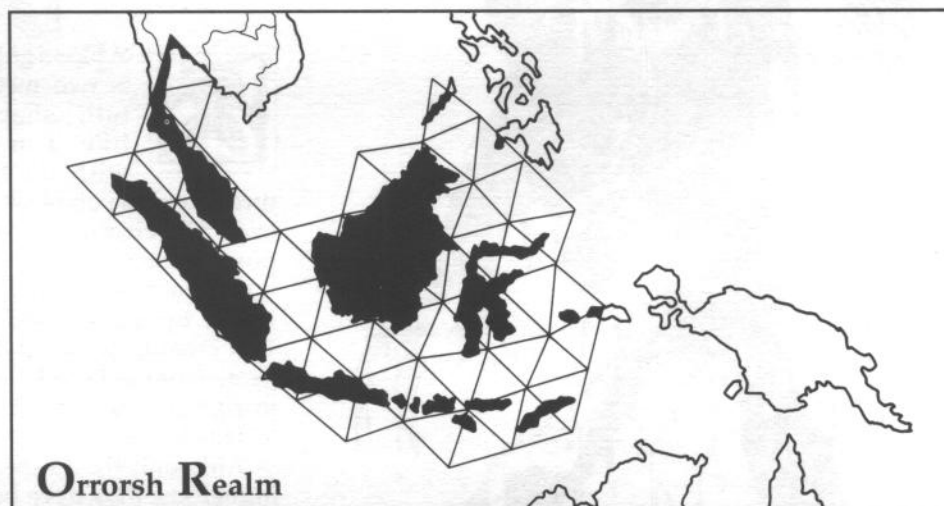
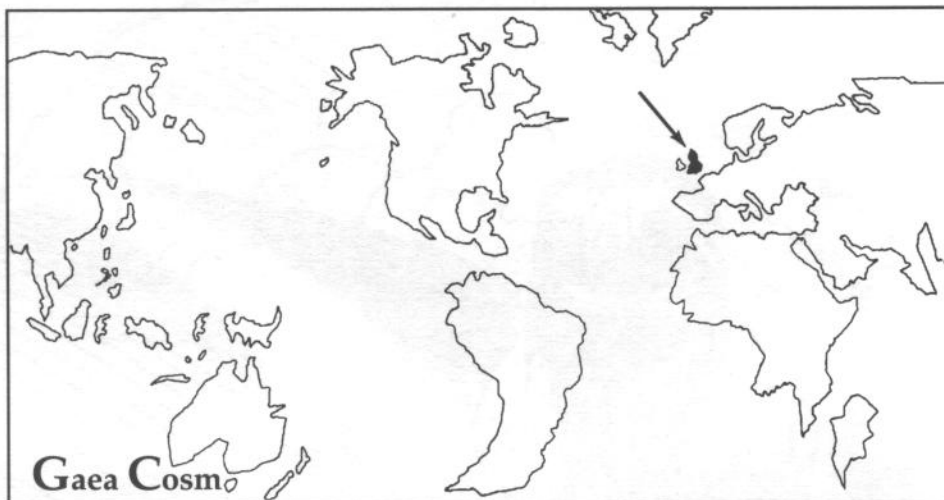
The creature must then make its way to the brain stem, requiring a *find* roll against a difficulty of 18 (make one roll per day). Then, the bad dream begins to take over the dream images of the individual (this process takes two days).

Utilizing a sleep preventative allows the host to stay awake for one day, negating the urge to sleep and thus avoiding the bad dream. For the first day, a *willpower* total of 12 must be made to stay awake. For each additional day without sleep, add +2 to the difficulty, and the host suffers a -1 modifier for all attributes and skills for each day spent without sleep.

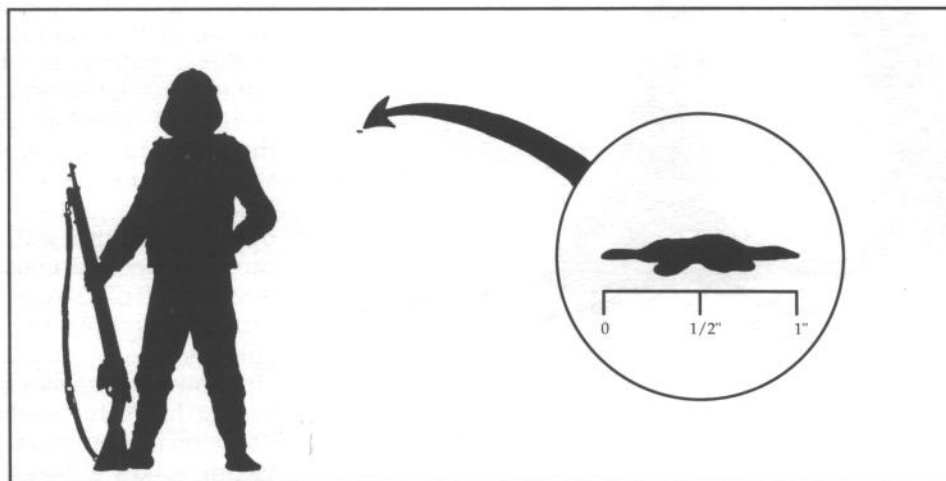
Outside of Orrorsh, the bad dream goes into a period of dormancy. It may only revive if it returns to Orrorsh.

Discovered by
Scott Mitchell

DOMAIN



SIZE REFERENCE



BLOOD GOLEM



A blood golem is two meters tall, shaped like a man, with no features except a pair of slitted eyes. The creature is composed entirely of blood which has been bonded together by magical means. The creature's horrifying demeanor has been known to frighten weak-willed Victorians to death.

Although by no means numerous, they have been found in every corner of Orrorsh, and the ritual that creates them is well known amongst students of the occult. Blood golems are created only through the most diabolical of occult rituals.

Blood golems can lash out with powerful fists, but their most feared attack is that of engulfing helpless victims. In this attack, the blood golem grabs at an opponent, who will be caught unless he makes a *Strength* roll of 12. After the attack has landed, the golem's bloody body literally flows to both sides, allowing the creature to shove its victim inside. Unless the victim makes a *Toughness* roll of 13, the monster will

be able to use its drown attack on the Storm Knight, often drowning the individual in blood. Damage from the drowning attack continues until the victim can make a high enough *Toughness* total to throw off the creature.

With both forms of attack, blood from the creature sprays over the entire area, often drenching bystanders in the disgusting substance. Those who have been sprayed by the blood report that it actually felt much like a small insect, and seemed to have a sentience of its own, "crawling" all over the individual's body.

Blood golems are most commonly used as sentinels for specific areas, but they can be programmed to hunt down a specific individual or simply let loose on a rampage to wreak general havoc.

Domain

Blood golems have been found throughout Orrorsh. On Gaea, they were first discovered near Jonestown, and haven't migrated to other portions of the world.



Blood Golem

DEXTERITY 8

Unarmed combat 12

STRENGTH 15

Lifting 16

TOUGHNESS 16

PERCEPTION 10

Find 11, tracking 13

MIND 6

CHARISMA 2

SPIRIT 8

Intimidation 18

Possibility Potential:

none

Natural Tools: Fists (damage value STR+3/18), drown attack (damage value 16)

Power Rating: 2

Corruption Value: 18

Fear Rating: 1

Suggested Perseverance

DN: 13

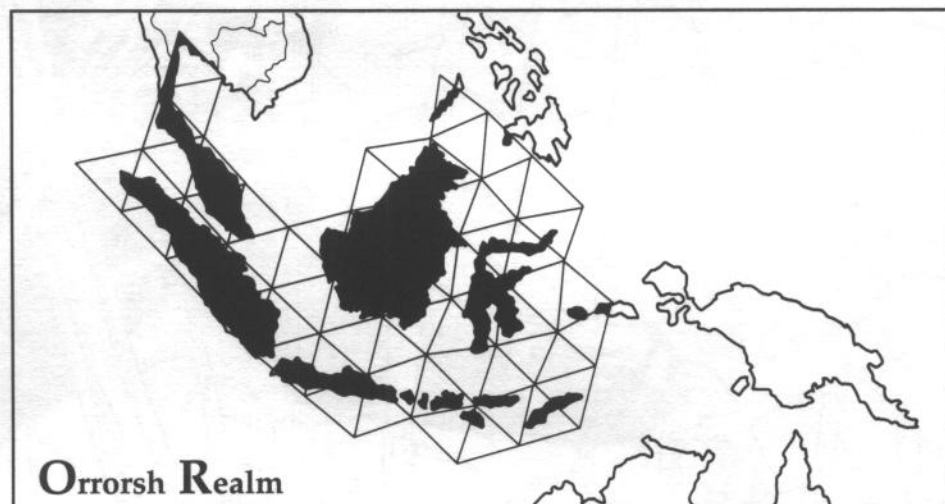
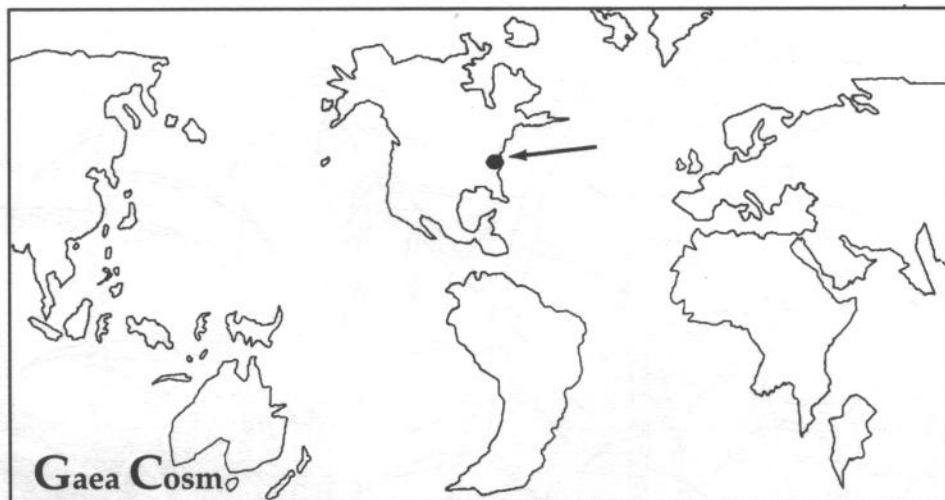
Suggested Weakness:

holy water

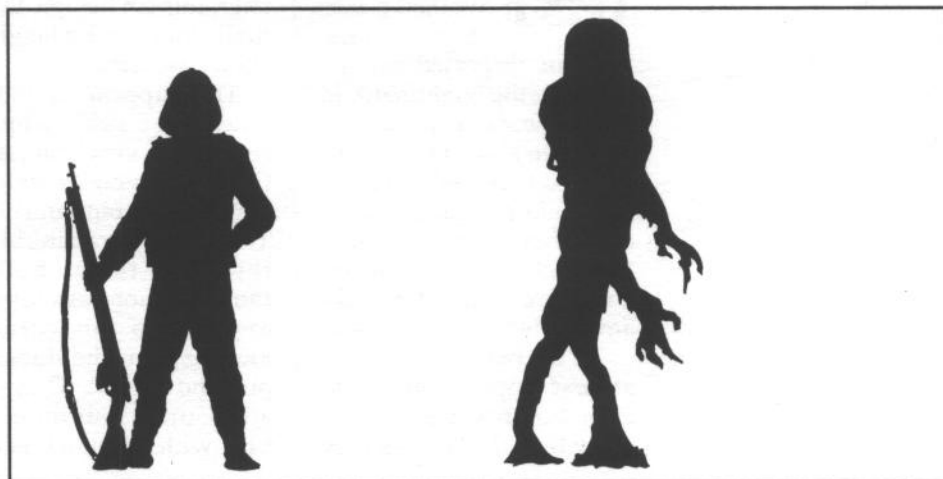
Suggested True Death:

pour holy water over the entire three-meter diameter blood stain that remains after a blood golem is 'slain.'

DOMAIN



SIZE REFERENCE



Discovered by
Gregory Detwiler



BLOODTHORN



D. Gelon



Bloodthorns are evil plants made from the weakest of corrupt souls.

They are dispersed into the realm by the Nightmares in various ways, including being given away by mysterious peddlers, being hidden near childrens' playgrounds and other seemingly innocent tactics. The seeds are about five centimeters in diameter, blood red in color.

As the plants grow, they at first appear similar to immature rose bushes, but grow terribly fast. As they

grow, their blood hunger grows and they begin to consume small animals, and later, human beings. Eventually they reach a height of about two meters.

They appear as thorny vines, but a sickly white in color, and very thin, as if they were dying. After feeding they turn pink and bloat. They feed by draining blood through their hollow thorns. As soon as someone approaches this curious-looking plant, the vines lash out and attack. They can attack up to four times per turn with no attack penal-

ties. Fifth and subsequent attacks utilize the "One-on-Many Table" modifiers.

If they go longer than two weeks without feeding, they seem to go into hibernation, and in two weeks produce two seeds. After the seeds are finished, the plant dies.

Domain

Bloodthorns are found in the forests of Borneo, but it is believed that the seeds have been shipped to other islands in Orrorsh, as well as the Asian mainland and Japan.



Bloodthorn

DEXTERITY 12

Dodge 14, maneuver
15, unarmed combat 20

STRENGTH 13

TOUGHNESS 13 (18)

PERCEPTION 7

Trick (20)

MIND 2

Test (25)

CHARISMA 2

Taunt (25)

SPIRIT 6

Faith (Orrorsh) 10,
intimidate (25)

Possibility Potential:

none

Natural Tools: Fibrous
body (armor value TOU+5/
18), thorns (damage value
STR+1/14)

Power Rating: life drain,
plus 2

Corruption Value: 13

Fear Rating: 1

Suggested Perseverance

DN: 15

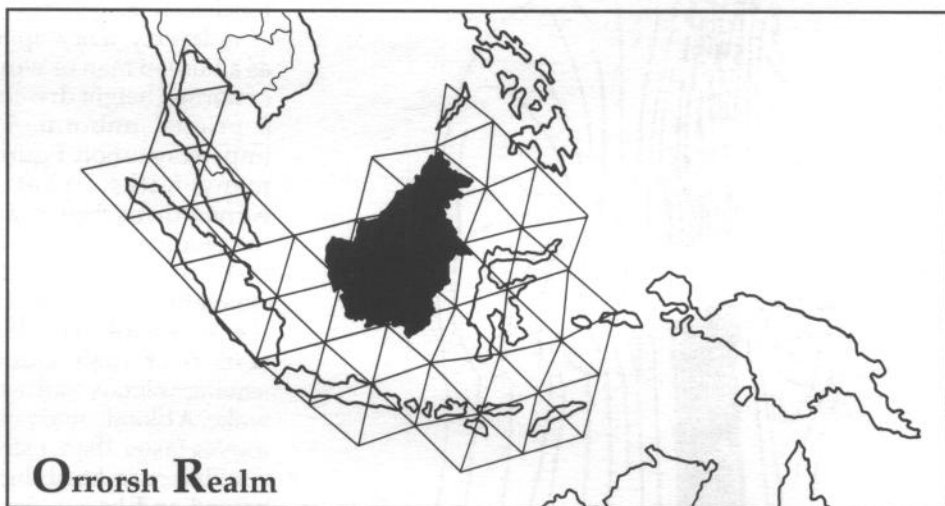
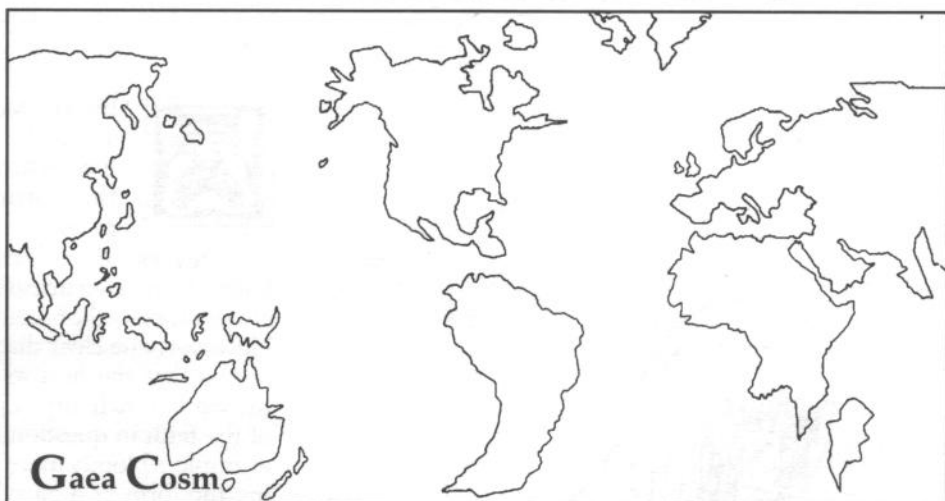
Suggested Weakness:

none

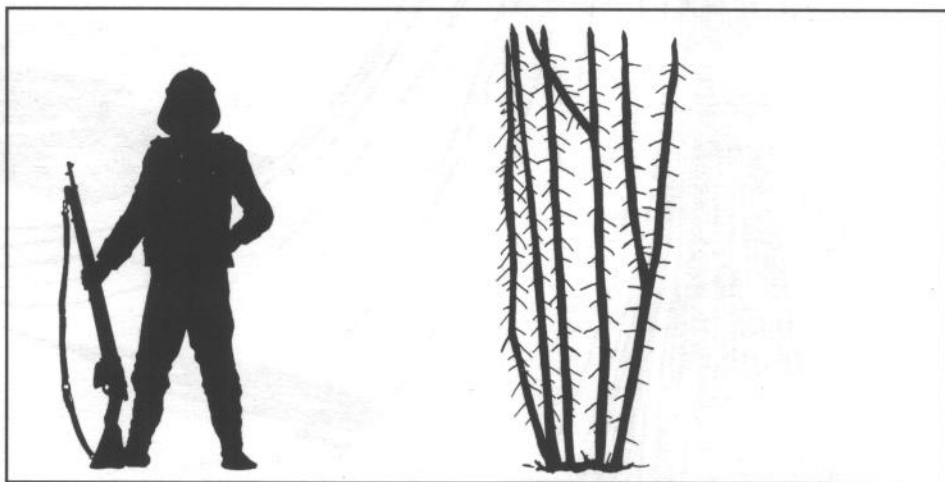
Suggested True Death:
thoroughly salting the
ground where it grows

Note: Bloodthorns can
make up to four attacks
without penalty. If attack-
ing five targets, the One-
on-Many penalty is as if at-
tacking two targets; if at-
tacking six, the penalty is as
if attacking three, etc.

DOMAIN



SIZE REFERENCE



Discovered by
Chris Peddicord



BLOODY MARY



Bloody Marys are evil creatures who take the form of priests or priestesses of particular faiths. They often impersonate members of the Sacellum. However, one clear distinction is that the horrors are unable to touch any objects of the faith in question. For example, a bloody mary taking the form of a Sacellum priest would be unable to touch a cross.

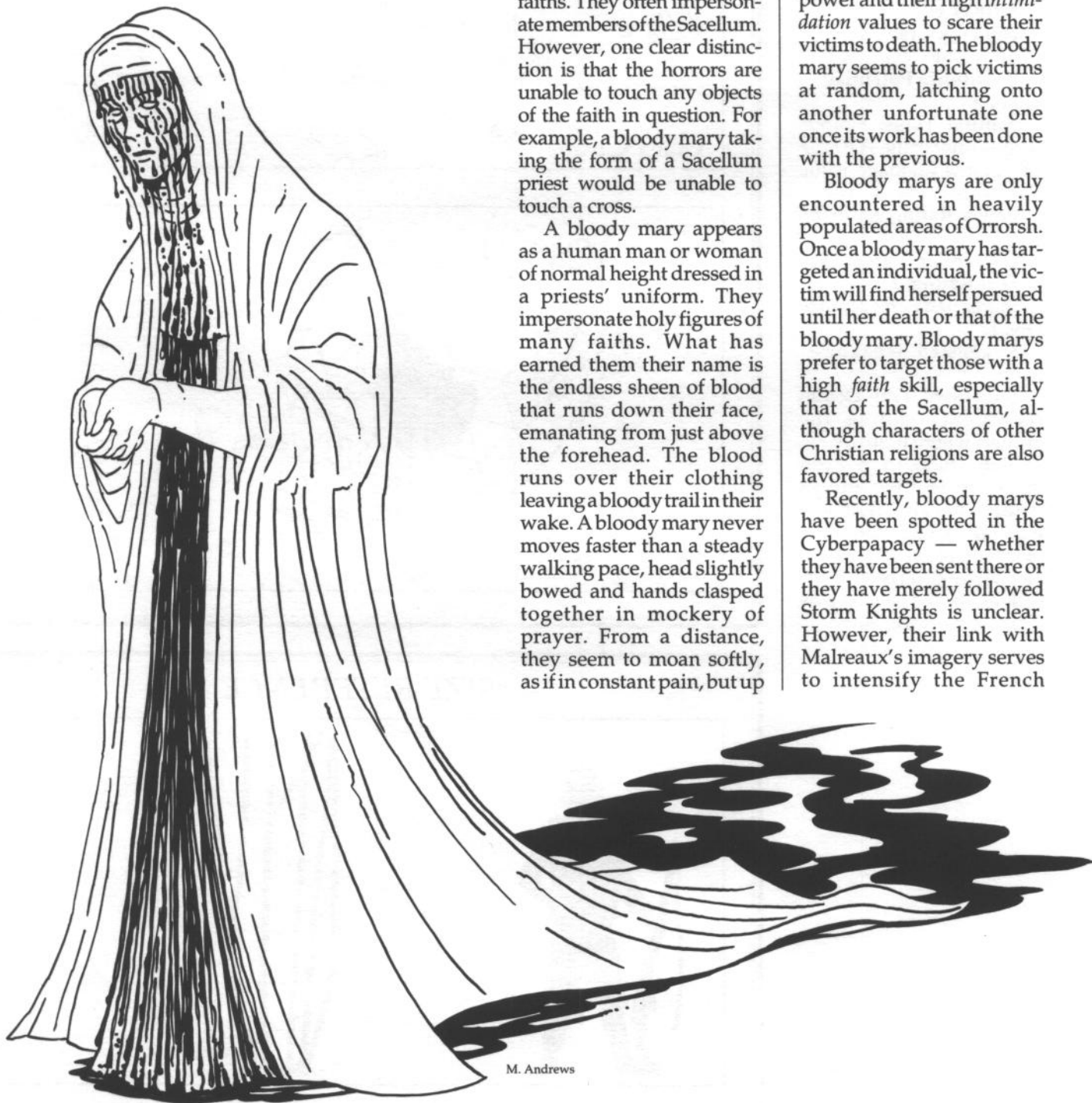
A bloody mary appears as a human man or woman of normal height dressed in a priests' uniform. They impersonate holy figures of many faiths. What has earned them their name is the endless sheen of blood that runs down their face, emanating from just above the forehead. The blood runs over their clothing leaving a bloody trail in their wake. A bloody mary never moves faster than a steady walking pace, head slightly bowed and hands clasped together in mockery of prayer. From a distance, they seem to moan softly, as if in constant pain, but up

close, the moan seems to be a maniacal giggle.

A bloody mary's main weapon is fear, making full use of their appearance, their *spiritual destruction* power and their high *intimidation* values to scare their victims to death. The bloody mary seems to pick victims at random, latching onto another unfortunate one once its work has been done with the previous.

Bloody marys are only encountered in heavily populated areas of Orrorsh. Once a bloody mary has targeted an individual, the victim will find herself pursued until her death or that of the bloody mary. Bloody marys prefer to target those with a high *faith* skill, especially that of the Sacellum, although characters of other Christian religions are also favored targets.

Recently, bloody marys have been spotted in the Cyberpapacy — whether they have been sent there or they have merely followed Storm Knights is unclear. However, their link with Malreaux's imagery serves to intensify the French



M. Andrews



populace's fear of the Church. In a way, the straying bloody marys are actively aiding the cyber-pope's efforts.

Domain

Bloody marys are found only in urban areas of Orrorsh. A small number have been spotted in CyberFrance.

Bloody Mary

DEXTERITY 12

Dodge 15, maneuver

13, stealth 14

STRENGTH 9

TOUGHNESS 9

PERCEPTION 14

Find 18, tracking 20, trick (16)

MIND 8

CHARISMA 6

SPIRIT 12

Faith (Orrorsh) 15,

intimidation 22

Possibility Potential:
some (45)

Power Rating: *spiritual destruction* (see page 7), plus 1

Corruption Value: 16

Fear Rating: 3

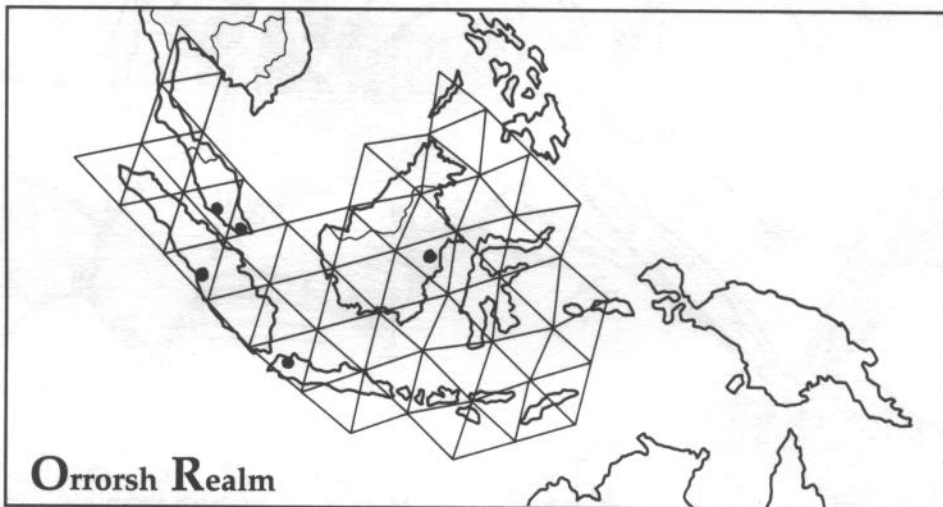
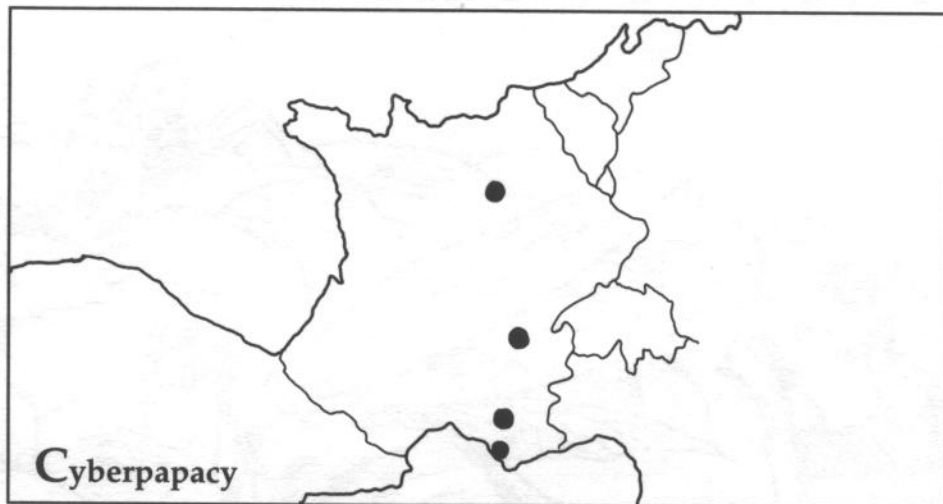
Suggested Perseverance

DN: 22

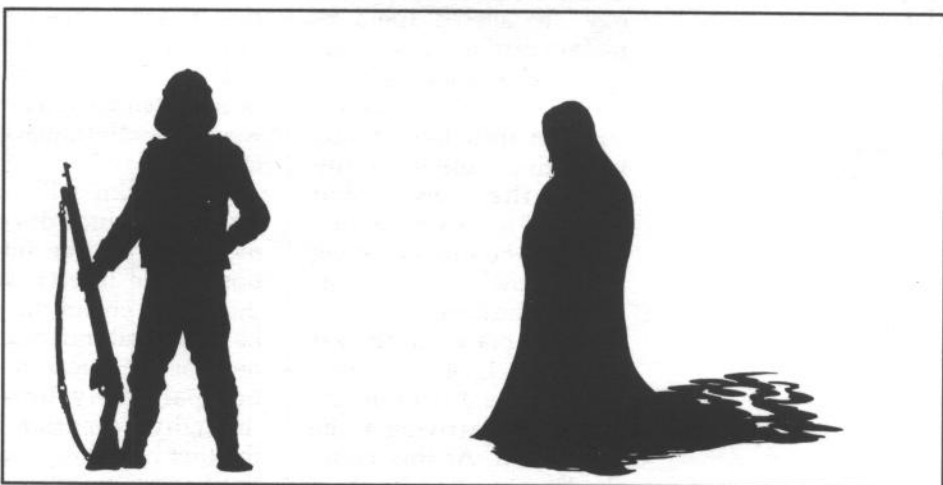
Suggested Weakness:
items of the faith the creature is mocking

Suggested True Death:
held in church of a faith for a full holy day

DOMAIN



SIZE REFERENCE



BRAIN SWARM



In his castle at the southern tip of Majestic, the mad Nightmare Dr.

Sconce, perverted small insects to his warped ends. Using his occult "technology," he altered aphid females, creating a new insect species able to asexually reproduce and absorb knowledge for their food. Using unwitting human volunteers, the new aphid "queens" fed upon the brain tissue of the subject, taking in the knowledge and character of the host.

When placed in the ear of a new host, an aphid queen eats through the middle ear, arriving at the brain stem. At this point, she lays her first batch of eggs. This first hatching con-

sists of hundreds of "brain cell" beings that begin to nourish themselves on the host's brain tissue, taking over the function of the consumed cells. The queen retains full control of the hatchlings. The second series of eggs are the winged "warrior" aphids, who protect the "brain hive" and begin hatching about three weeks after the initial infestation.

The victim will notice several distinct developments during the infestation of the insects. When the queen enters the host, he will initially notice a deafness, as the queen quietly but painlessly burrows through the ear drum. With the first hatchling, the victim begins to feel increasing headaches as the young

begin to feed. If the insects are discovered within two weeks of the queen's infestation, the victim can be saved. As more tissue is replaced by the insects, the host begins to feel more "displaced" from reality, and those around her notice strange mannerisms and seemingly constant "waking blackouts" where she is complete oblivious to everything around her. After more than half of the brain has been replaced (four weeks after the initial infestation), the victim is under the full control of the queen.

Once the winged warriors have been hatched, they can be sent to attack enemies — the insects pour from a hole in the roof of the mouth. The insects may be

killed by any means, but the "brain" of the host will continue to animate the body unless the queen herself is destroyed.

Two weeks after the hatching of the winged warriors, two new queens are hatched, and soon depart to infest other victims. After the queens have departed, the original queen and victim, as well as all of the other insects, die.

Domain

The insects have spread from Castle Sconce, throughout Majestic. Some of the insects have been found in Jakarta and Singapore.

Brain Swarm

DEXTERITY 10

Dodge 11, flight 16, maneuver 12, unarmed combat 13 (warriors only)

STRENGTH 0

TOUGHNESS 0

PERCEPTION 2

MIND 2*

CHARISMA 0

SPIRIT 0

Note: A "first generation" queen (one constructed by Dr. Sconce) has a *Mind* of 2; subsequent generations of queens inherit the *Mind* value of the parent queen.

Possibility Potential:

none

Natural Tools: Stinger (damage value 6, plus Many-on-One value of multiple stings)

Power Rating: *mind leech* (see page 7)

Corruption Value: 12

Fear Rating: 1/2

Suggested Perseverance

DN: 10

Suggested Weakness:

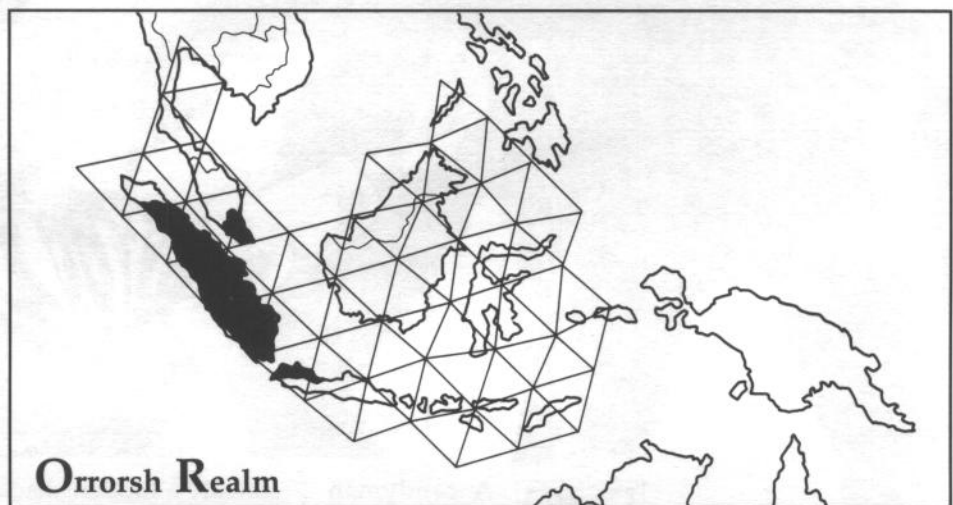
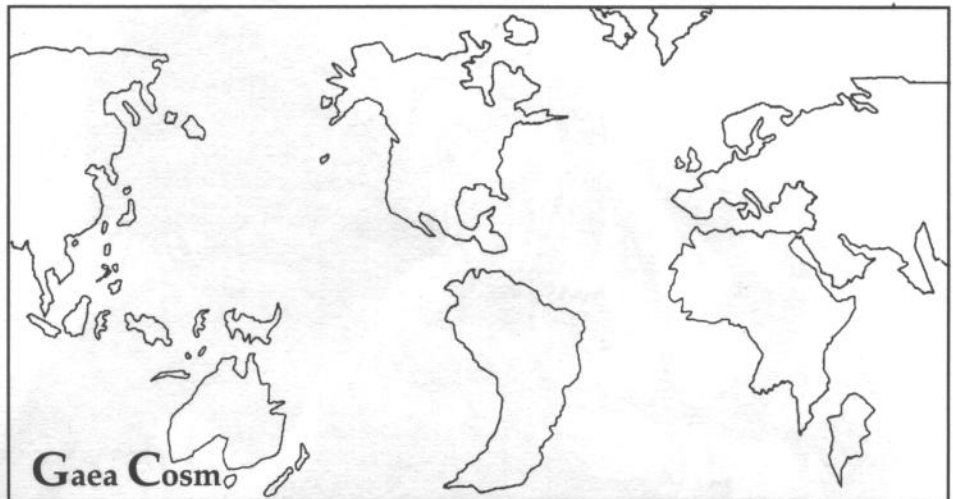
none

Suggested True Death:

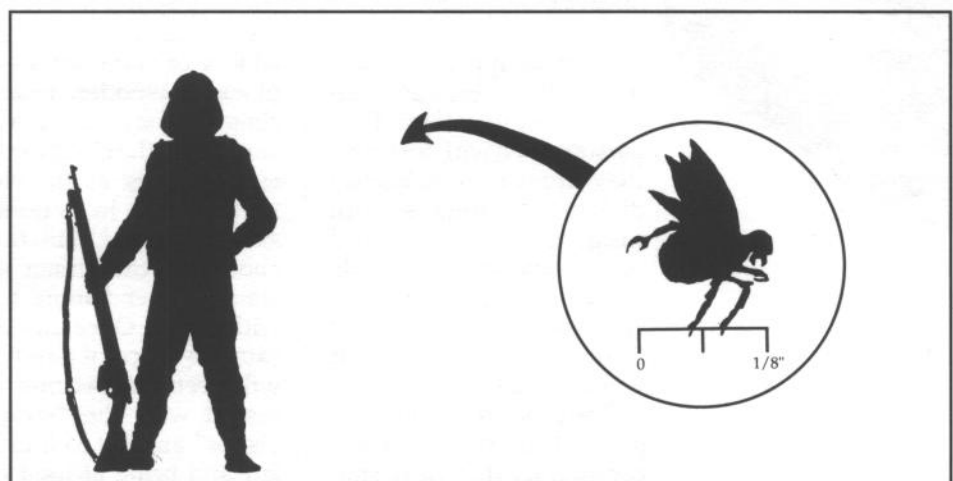
death

Discovered by
Larry Bucher

DOMAIN



SIZE REFERENCE



CANDYMAN



A candyman is a particularly nasty Or-ror-shan horror.

The hideous creatures are always found alone.

To the ordinary eye, a candyman appears to be a normal member of the community in question. To a person gifted with *true sight*, they appear as hideously deformed humans with long, sharp claws and needle-sharp pointed teeth. One can tell the passing of a candyman by the sweet odor that follows them wherever they go.

The creatures create a lair just outside the particular community they have chosen to terrorize. The lair, normally a cave, but occa-

sionally a hidden shack, is strewn with the bones and possessions of children and reeks of death.

Any child who approaches the seemingly friendly entity is given a piece of candy and a small trinket of some kind — a block, a wooden train, a slingshot, or some other toy suitable to the child's interests. As long as the child keeps the toy in its possession, the child will think about the candyman and want to spend more time with "him." Once the child eats the piece of candy, it will seem to become obsessed with the "strange visitor" and try to find his lair and bring at least one friend. As the child searches the area, the candyman, in

its true demon form, will attack and capture the child. A captured child is subjected to horrible psychological tortures, primarily to generate fear. Once the child has begun developing an immunity to the terrors of the candyman, the child is slain. The abilities of the candyman are so powerful that if an abducted child escapes, he always returns to the candyman, thinking the tortures only a "bad dream." If the child throws away the toy, the child is free of the creature's grip.

Due to the obvious nature of the candyman's attack, they normally must find a new community after abducting only a few children.

Domain

Candyman can found anywhere throughout the realm of Orrorsh, and due to their dependence upon the Power of Fear, seldom venture beyond the boundaries of the realm.

Candyman

DEXTERITY 10

Dodge 12, lockpicking 12, maneuver 13, running 15, stealth 14, unarmed combat 14

STRENGTH 12

Climbing 14, lifting 14

TOUGHNESS 12

PERCEPTION 9

Language 12, tracking 15, trick 14

MIND 10

Occult 16, test 12, willpower 15

CHARISMA 9

Charm 12

SPIRIT 8

Faith (Orrorsh) 12, intimidation 10

Possibility Potential:
some (22)

Natural Tools: Claws
(damage value STR+3/15),
teeth (damage value STR+2/
14)

Power Rating: 3

Corruption Value: 15

Fear Rating: 1

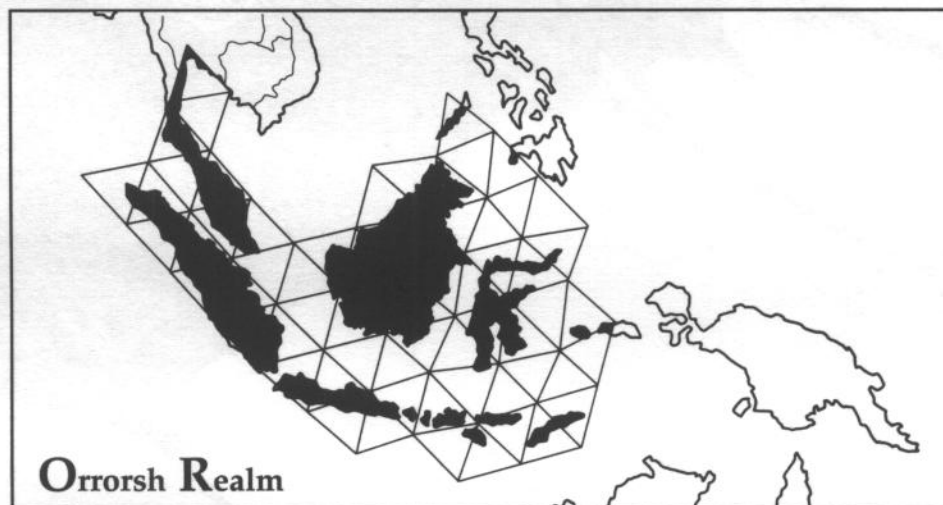
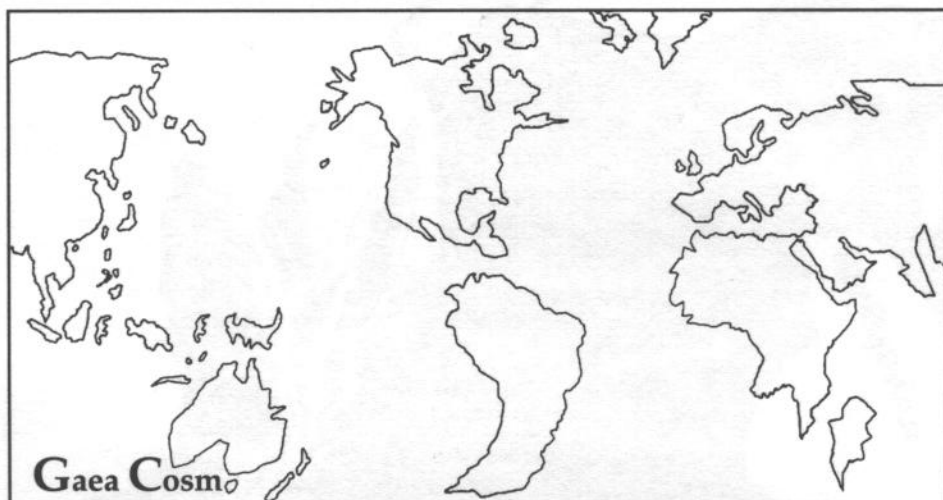
Suggested Perseverance

DN: 14

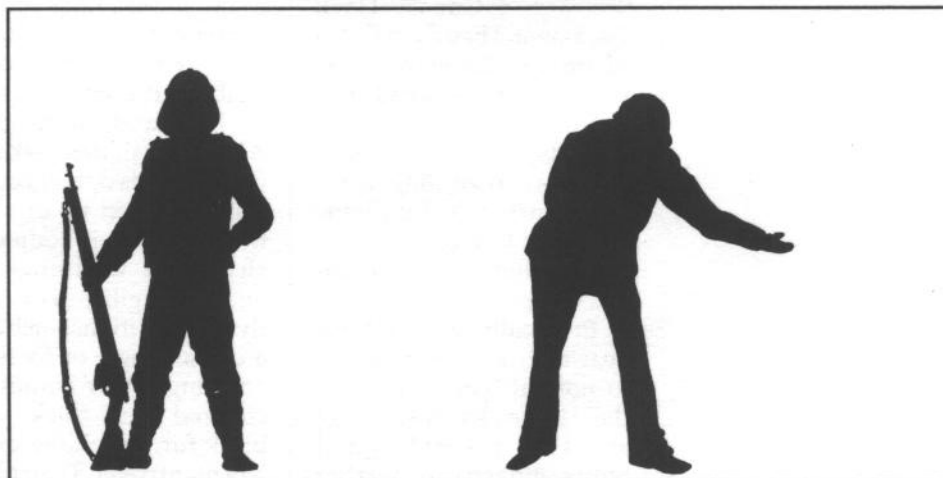
Suggested Weakness: a child that is not afraid of it

Suggested True Death:
killed by the parents of an
abducted child

DOMAIN



SIZE REFERENCE



Discovered by
Andrew Frades



DAEMON BATS



M. Andrews



Daemon bats are horribly rapacious predators of Gaea's Dark Continent. They fly in flocks of 30 to 200. Carnivores, they will consume anything within the flock's flight path, flaying their targets in seconds and gorging themselves on the blood and bone marrow. Daemon bats have, on occasion, consumed entire villages.

Physically, the creatures bear a strong resemblance to normal bats, except for their huge size, measuring about half a meter long and with a wingspan of nearly a full meter. Their physical

structure is clearly made for hunting, and they have several adaptations that are eerily reminiscent of sharks. For example, their huge jaws are almost as long as their head, and extend when feeding, enabling the bat to use all of its hard and sharp teeth. Also like sharks, when a front tooth is damaged, it is soon replaced by one further back. Their bodies are sleek and well-muscled, and their agility in difficult flying conditions, such as in a dense jungle or forest, is amazing. Their bodies are covered with thick, wiry black fur, providing excellent night cover. Their blood red eyes gleam in darkness,

providing an additional intimidation factor for prey (any creature that can see those cold eyes is certain to be attacked for these creatures are experts at hiding their presence). Due to their excellent sonar abilities, they can track prey easily while remaining hidden, so targets can be surrounded by an entire flock and not know of the coming attack until it is too late. Victorians have only one warning of a coming daemon bat attack — the jungle around them immediately becomes silent, as all other creatures try to find a safe hiding spot from the horrible beasts.



Domain

Daemon bats thrive in lush, tropical regions. On Gaea, they are found in the Congo. These horrors have both migrated over to Earth, and new members of the species have been created in the axiom wash. Colonies of the ravenous creatures have been recorded on Borneo and Celebes.

Daemon Bats

DEXTERITY 9

Dodge 11, flight 13, stealth 14, unarmed combat 14

STRENGTH 11

TOUGHNESS 8

PERCEPTION 7

Find 14, tracking 16, trick 8

MIND 4

Test 9, willpower 12

CHARISMA 5

SPIRIT 5

Intimidation 15

Possibility Potential:

some (85)

Natural Tools: Fangs

(damage value STR+5/16), wings (speed value 13)

Power Rating: 1

Corruption Value: 17

Fear Rating: 1

Suggested Perseverance

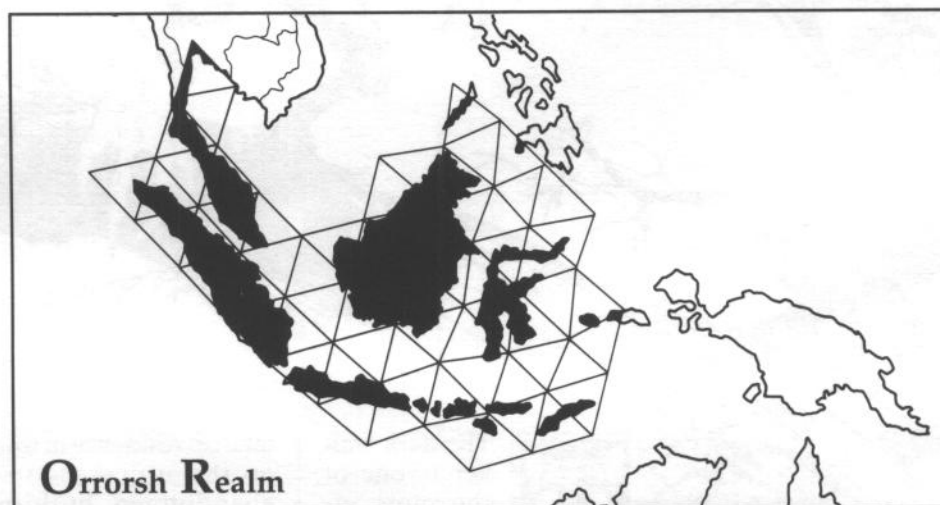
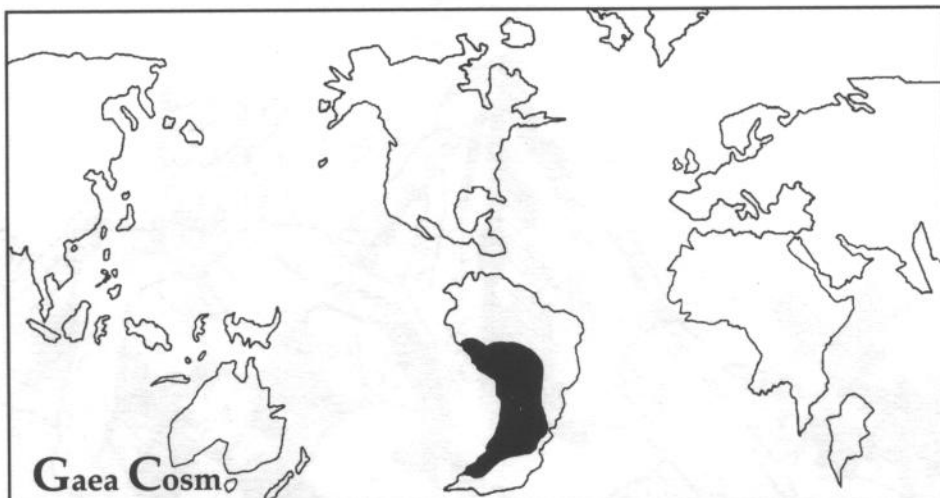
DN: 19

Suggested Weakness: fire

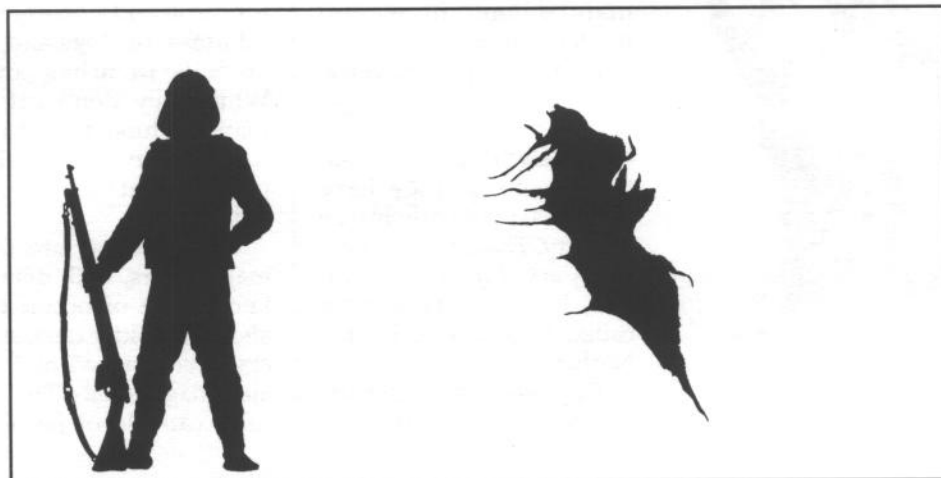
Suggested True Death:

amputation of wings and incineration

DOMAIN



SIZE REFERENCE



Discovered by
Patrick Flanagan



DARK STALKER



The dark stalker is one of the most vicious predators of Orrorsh. The Victorians have myths of the beasts, and in fact, the creatures are the main danger in several modern "myths" of heroes who have explored Gaea. The populace, by and large, doubts the existence of the beasts, and due to the creatures' secrecy, they have been able to hide their true identity. The creatures normally act of their own volition, but some have been called into service by the Nightmares.

Dark stalkers prefer urbanized areas, and normally

take up residence in towers or the upper floors of abandoned buildings. They are nocturnal, and sleep during the day, hunting only at night. Their prey can be almost any type of creature, with a preference for cattle and horses in rural areas, or dogs and zoo animals in urban areas. While they don't eat humans for food, they do terrorize them for the sheer pleasure that their fear provides.

Dark stalkers are often magic users, with detailed knowledge of occult rituals; many older dark stalkers have learned and created magic spells. They are fully capable of speaking

and understanding most human languages, and often use psychological attacks on humans.

Dark stalkers have a strict social structure amongst their own kind, with large communities numbering up to 150 individuals. The leaders have strict control over the targets chosen by dark stalkers, and the terror is planned so that it creates maximum horror in the region. Those who violate the structure are considered rogues, and are hunted to their death.

Domain

Dark stalkers can be found anywhere in Orrorsh,



but they are normally only encountered in large urban areas.

Dark Stalker

DEXTERITY 11

Acrobatics 13, dodge 14, flight 15, long jumping 13, maneuver 14, stealth 16, unarmed combat 15

STRENGTH 12

TOUGHNESS 13

PERCEPTION 8

Alteration magic 12, find 12, divination magic 12, tracking 12, trick 13

MIND 10

Apportation magic 13, conjuration magic 11, occult 16, survival 12, test 15, willpower 14

CHARISMA 7

Taunt 9

SPIRIT 7

Faith (Orrorsh) 8, intimidation 12

Possibility Potential:

some (45)

Natural Tools: Claws (damage value STR+4/16), tough hide (armor value TOU+3/16), wings (speed value 10)

Power Rating: 4

Corruption Value: 14

Fear Rating: 1

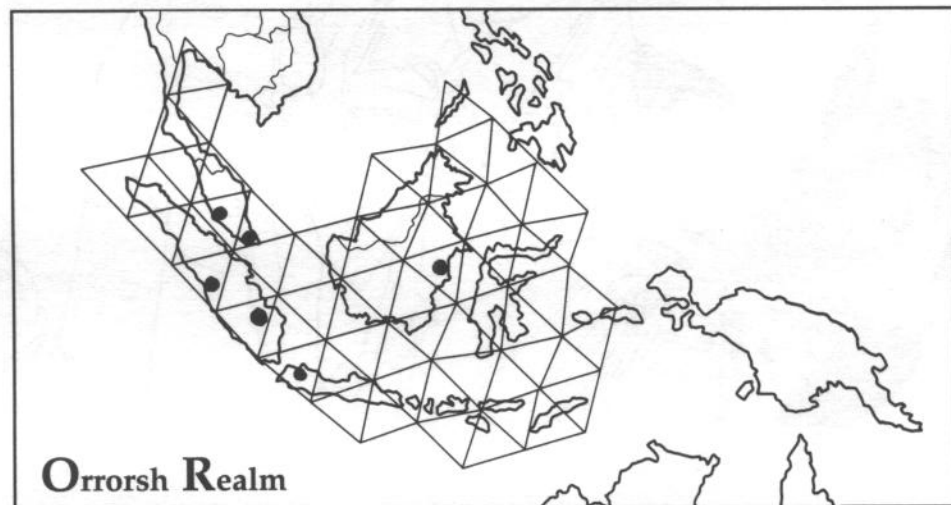
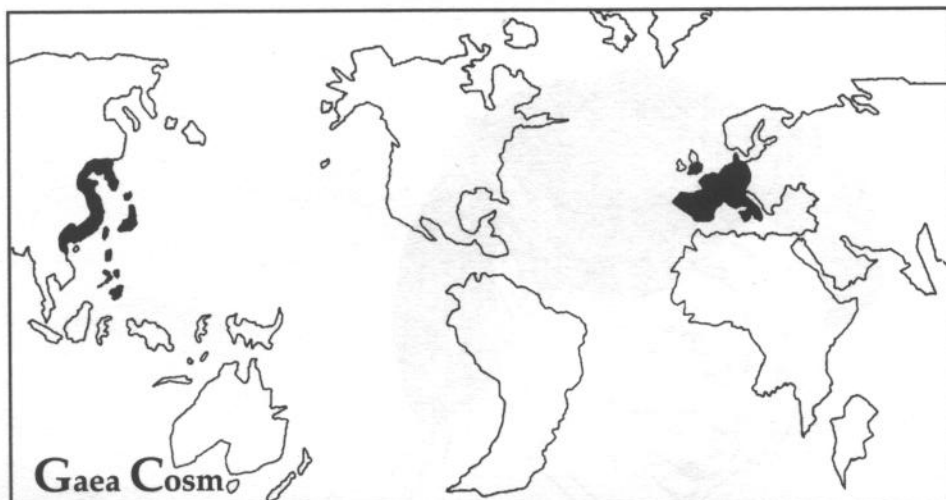
Suggested Perseverance

DN: 16

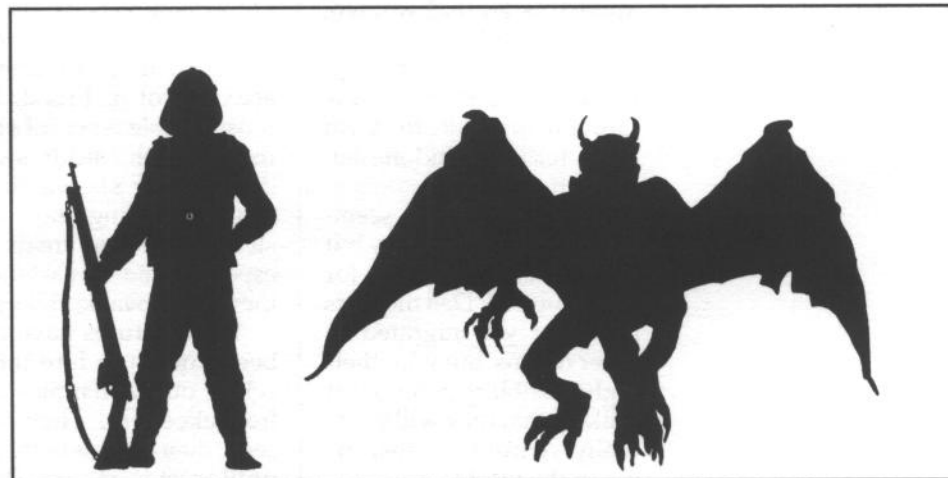
Suggested Weakness: daylight

Suggested True Death: death by magic weapons

DOMAIN



SIZE REFERENCE



Discovered by the
Sword of Sacellum



DEN MOTHER



Den mothers are horrible creations of the Nightmare Punch. They appear as normal women, usually middle-aged or older. In Victorian controlled areas, such as New London, they take the form of Victorian or Indonesian women.

Den mothers are seemingly kind and gentle, but this is merely a façade for their true evil. Den mothers have not yet migrated to other realms, but with their high Possibility potential, it is likely that they will eventually venture to other areas of the world.

The few den mothers

which have been uncovered proved to be in charge of small groups of other monsters, especially "the children" (see page 100 of the *Horrorsh* sourcebook). In this capacity, the creature organizes and directs the unholy activities of its brood. The most terrible aspect of a den mother is the sickly sweet devotion it shows to its charges, giving the monsters praise and treats for especially hideous acts, as if they were lovable children.

The creatures have also been known to hire themselves out as nannies and housekeepers. They will serve their victims faithfully until trust is gained. Then, the den mother will strike,

murdering the entire family while everyone sleeps.

While they are not especially powerful, den mothers possess a high degree of intelligence and cunning. Rather than fight, den mothers, once discovered, prefer to flee and set up shop in some other community. If forced into combat, a den mother will use its powers to attack and defend while trying to escape.

Domain

Found in unassuming households throughout *Horrorsh*.

"Don't trust the baby-sitter — GACKKK!"



Den Mother

DEXTERITY 8

Dodge 9, lockpicking 10,
melee weapons 9, stealth
11

STRENGTH 8

TOUGHNESS 9

PERCEPTION 12

Find 13, trick 14

MIND 10

Occult 11

CHARISMA 9

Charm 18, persuasion 18

SPIRIT 10

Faith (Orrorsh) 15,
intimidation 11

Possibility Potential:
some (12)

Equipment: Huge knife
(damage value STR+4/12)

Power Rating: 3

Corruption Value: 20

Fear Rating: 2

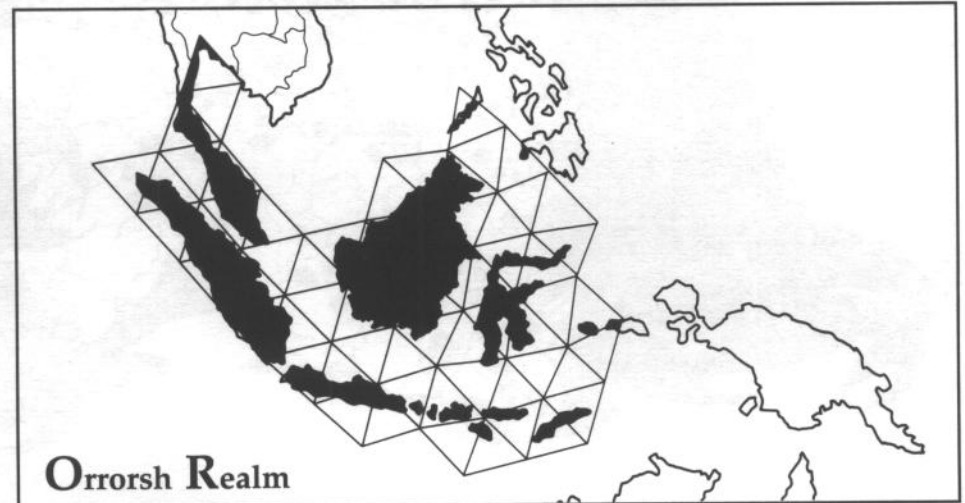
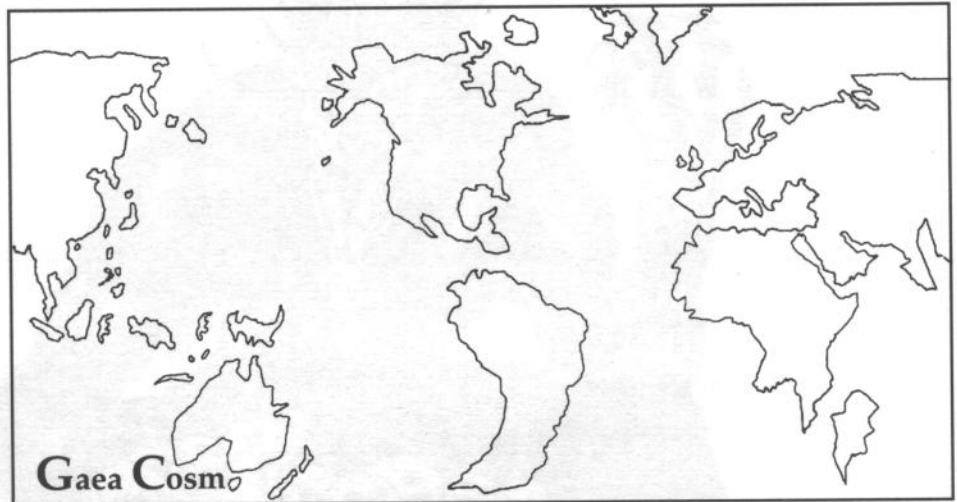
Suggested Perseverance

DN: 18

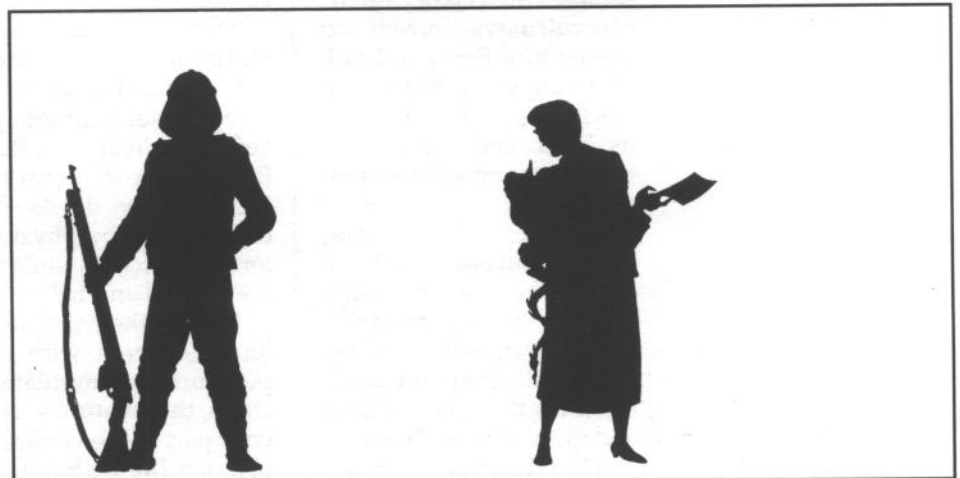
Suggested Weakness:
none

Suggested True Death:
anointing the den mother's
forehead with the tears of an
infant

DOMAIN



SIZE REFERENCE



Discovered by
Mark L. Chance



DEVIL



This monster was a predictable result of the Possibility Wars, as it resembles the classic "devil" of occult movies, novels and pop culture. Equipped with sharp claws on hands and feet, horns protruding from its head, and razor-sharp teeth. It is a fearsome monstrosity.

Devils can take any color, but are most often red, black or ash grey. They stand anywhere from about one and a half meters to well over three meters tall. Strong and sturdy creatures, they can rend flesh and metal alike with ease.

The creatures live exclusively off fresh kills, and

while many of them have supernatural powers with which to kill victims, they prefer the coup de grace be made with their razored claws.

Devils normally taunt and intimidate their victims before attacking. They truly enjoy tormenting the targets before any injury is inflicted. Even when they have inflicted injury, devils show their cruelty by physically torturing victims while they are injured and helpless.

Most of their victims are found covered with cuts, punctures and mutilations. Often, the creature will devour part of the victim, not so much due to a hunger for human flesh, but for the

desire to spread fear throughout human communities. Sometimes the devil will even remain in the area to see the reaction of those who discover the remains.

Almost all devils are created or summoned (no one knows for sure) by Nightmares, and are bound to honor their commands. Many Nightmares free the devils for a time so that they may spread mayhem, but they are called upon for special acts: Nightmares often send one or more of these beasts to dispose of effective religious leaders and powerful holy men who are proving particularly troublesome.



Domain

Devils can be found throughout Orrorsh, but the majority of them have been spotted on Java, Sumatra/Majestic, and Malaysia. They can be found anywhere on Gaea.

Devil

DEXTERITY 12

Dodge 15, flight 17, maneuver 14, stealth 14, unarmed combat 15

STRENGTH 15

TOUGHNESS 17

PERCEPTION 15

Tracking 17, trick 20

MIND 6

Test 15

CHARISMA 5

Taunt 15

SPIRIT 13

Faith (Orrorsh) 20, intimidation 25, reality 14

Possibility Potential:
some (35)

Natural Tools: Horn (damage value STR+2/17), claws (damage value STR+6/21), teeth (damage value STR+7/22)

Power Rating: 1-5

Corruption Value: 22

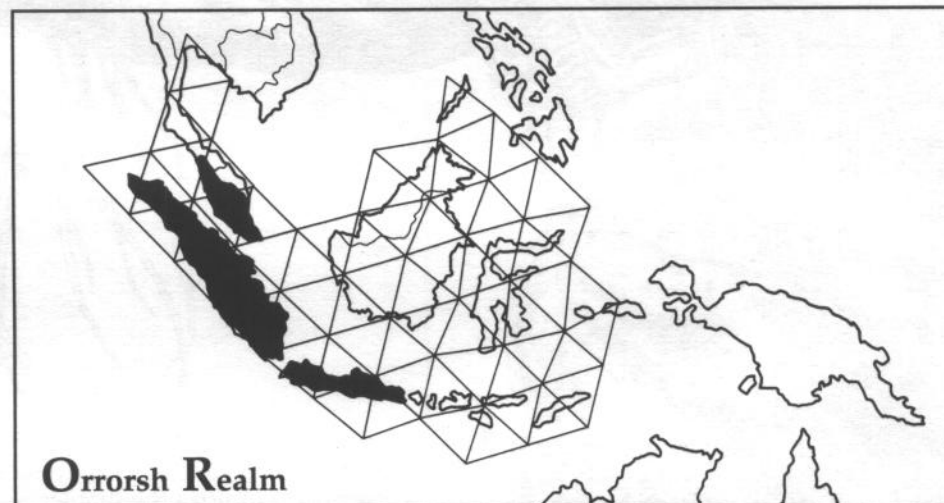
Fear Rating: 3

Suggested Perseverance
DN: 18

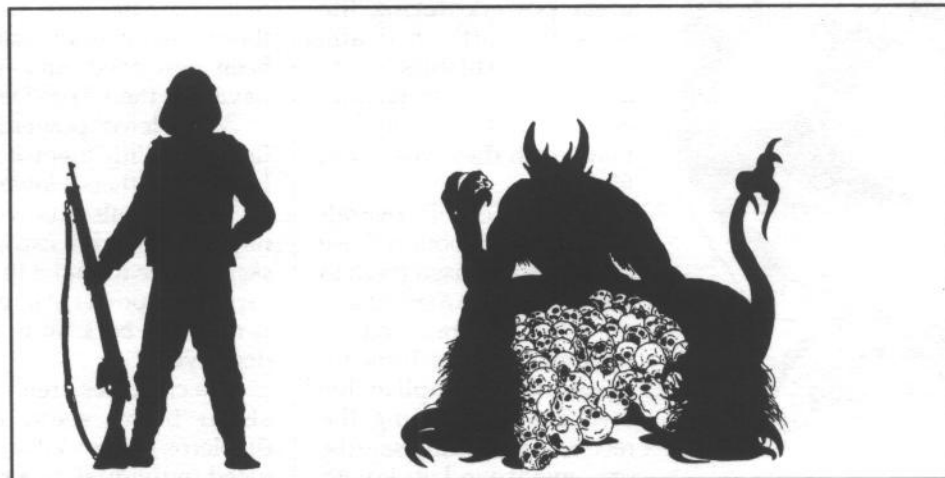
Suggested Weakness:
holy symbols, sunlight

Suggested True Death:
occult ritual or exorcism

DOMAIN



SIZE REFERENCE



Discovered by
Randle Hodge, Jr.



DIABLEROS



The Indian tribes of the Southwestern United States have many legends. One is that the spirits, or manitous, of medicine men who abused their great powers during life walk the earth in death. These manitous, the diableros, are doomed to an eternal quest to accumulate that which they coveted in life.

As part of his overall plan, Ahjebax bound these diableros and used them to wipe out the Amerindians on Gaea. He realized he needed normal-looking agents to accomplish his own goals, including the recovery of eternity shards, so he might one day vie with the Gaunt Man for control

of Heketon.

To this end, Ahjebax employs the diableros. Because of their unique nature, a diableros is never given a soul from the Waiting Village; the soul that inhabits a diableros is its own. To date, only one of the original six diableros has been destroyed, and none have met their True Death.

A diableros' power is in its eyes. With them it can hypnotize others. However, its eyes are also its weakness. If blinded, it can only *shapechange* to make its escape. If the power of its gaze is reflected back on it, it is destroyed.

The creatures aren't shy about being seen. If a diableros cannot kill a targeted individual in a raid, it will find them and use its

hypnotic powers to force the person to commit suicide. Diableros seem to enjoy taunting humans; in the course of a raid, it will often wait until it encounters armed resistance and either slaughters the people or lead its pursuers a merry chase, using its shape shifting powers to ultimately escape.

Ahjebax will use diableros to recover eternity shards and other valued treasures. If possible, a diableros will be sent whose obsession matches the type of shard, further tormenting the evil spirit.

Domain

The diableros are commonly found in Jakarta, or elsewhere in the province



that Ahjebax controls. Occasionally, they are found searching for eternity shards within other areas of Orrorsh or Core Earth. Within the city or area they are residing in, they will dwell in the highest location possible.

Diableros

DEXTERITY 12

Acrobatics 13, dodge 13, maneuver 13, running 15, stealth 16, unarmed combat 16

STRENGTH 18

Climbing 20

TOUGHNESS 18

PERCEPTION 11

Alteration magic 16, find 13, tracking 14, trick 14

MIND 11

Occult 14, survival 12, test 18, willpower 16

CHARISMA 8

Taunt (14)

SPIRIT 11

Faith (Orrorsh) 15, focus 16, intimidation 15, reality 15

Possibility Potential:

always

Spells: Orrorsh Amerindian versions of lightning, slow, weakness

Knowledges: Folk 6, inanimate 5

Power Rating: 11 (commonly has *hypnosis*, *magical resistance*, *resistance to normal weapons*, *shape change* (crow or coyote) and *dark vision*)

Corruption Value: 19

Fear Rating: 2

Suggested Perseverance
DN: 16

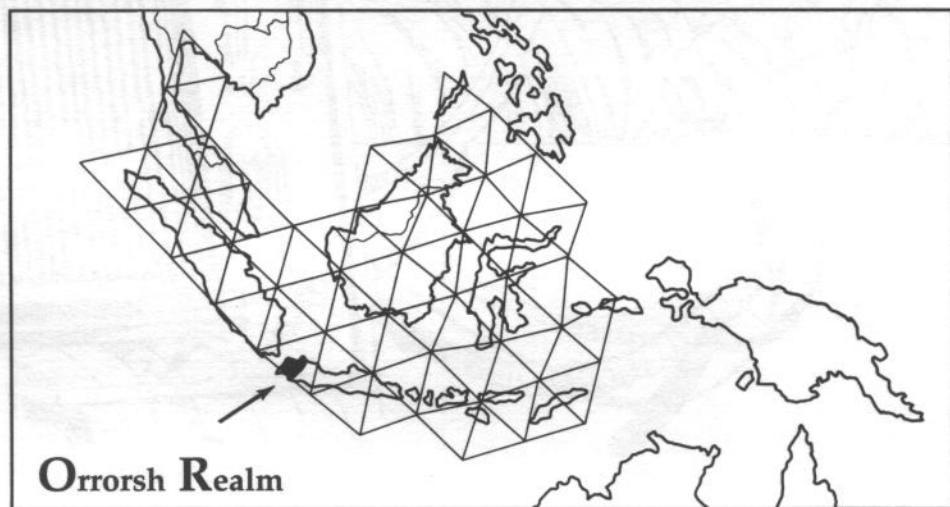
Suggested Weakness:
any kind of blinding light (flash bulb, search light)

Suggested True Death:
having the power of its gaze directed back at its eyes

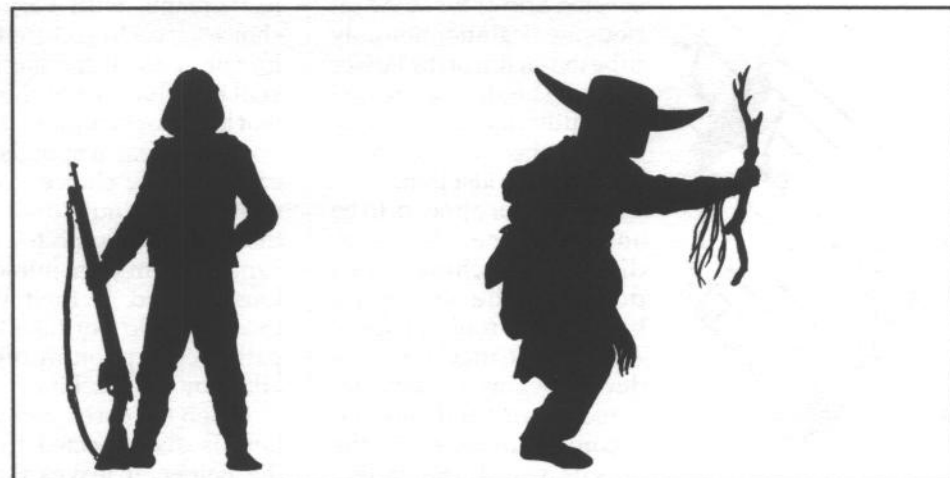
Discovered by
Steve Crow



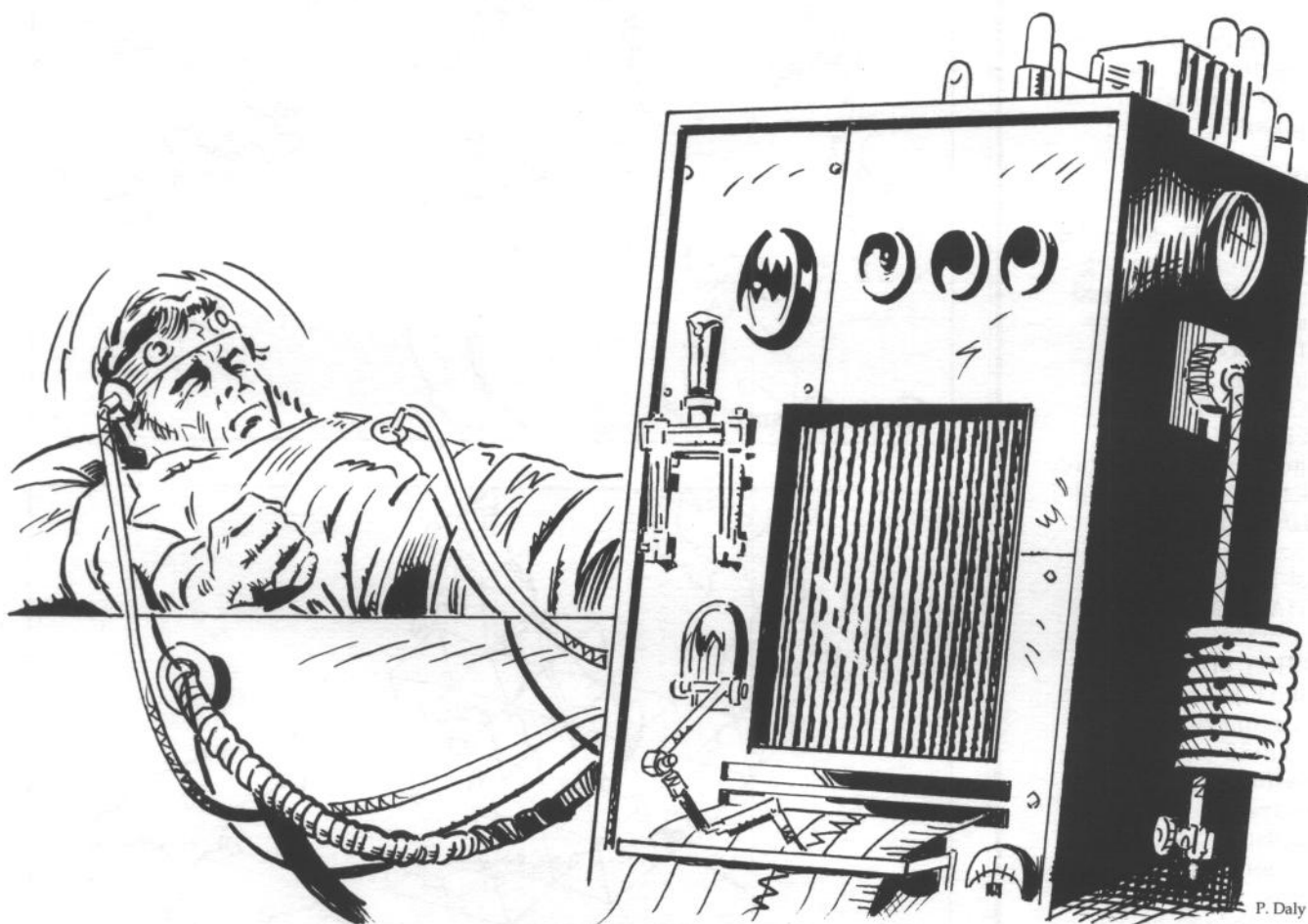
DOMAIN



SIZE REFERENCE



DOCTOR'S LITTLE HELPER



P. Daly



Nothing could be more horrible than to go to a highly skilled and respected doctor for some serious medical attention only to be the victim of the Power of Fear. This device, created by Skutharka and jokingly named the doctor's little helper, does just that.

The helper appears to be an old fashioned electrocardiogram machine (even down to the sweeping brushes and rolling paper). Any patient attached to the device begins to have fevered dreams and falls into a coma; however, to the outside world, the patient

appears in a normal state and the machine's readout indicates that there is nothing unusual.

In the coma, the patient has dreams with various choices: at each juncture, the horror uses its *persuasion* skill to influence the choice that leads to corruption. The Power of Fear responds to each of these choices, corrupting the individual — those that succumb to corruption seem to be miraculously cured of their ills; those that do not take the path of corruption are often killed by the machine.

When the corrupted patient is disconnected from the helper, it leaves them

with one mission — commit corrupt and wicked acts until you are killed. Thus, the number of corrupt souls in the area, as well as the fear, increases. Formerly upstanding citizens begin to kill those around them, and more often than not, begin to study the occult and recruit others to the field. Some even start secret societies to further corrupt those around them.

Domain

The helper can be found in many "modern" hospitals in the Singapore area. Sometimes there is more than one of these creatures

in a hospital. They can also be found in a doctor's private practice.

Doctor's Little Helper

DEXTERITY 1

STRENGTH 1

TOUGHNESS 8

PERCEPTION 10

Language 15, trick 15

MIND 15

Medicine 20, test 16,

willpower 18

CHARISMA 12

Persuasion 18

SPIRIT 14

Faith (Orrorsh) 22,

intimidation 20

Possibility Potential:

some (15)

Power Rating: *Dream at-*
tack plus 1

Corruption Value: 22

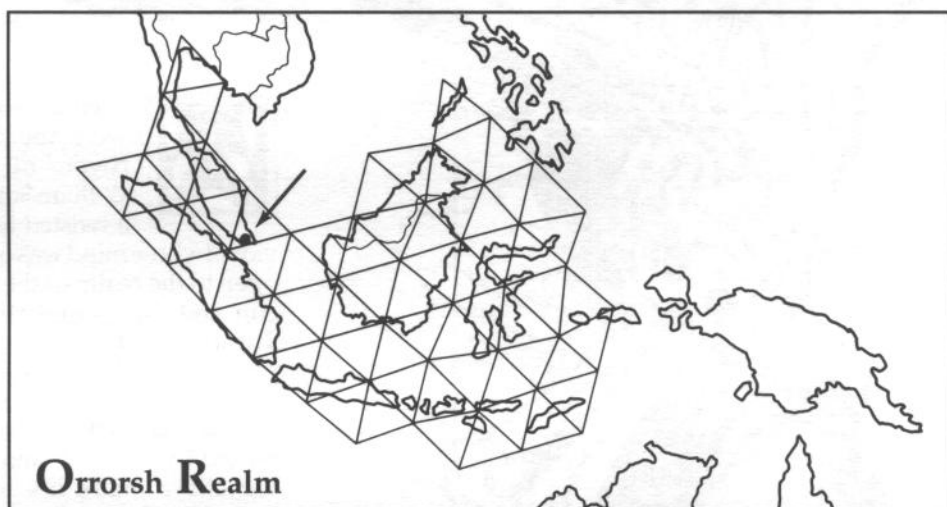
Fear Rating: 2

Suggested Perseverance
DN: 15

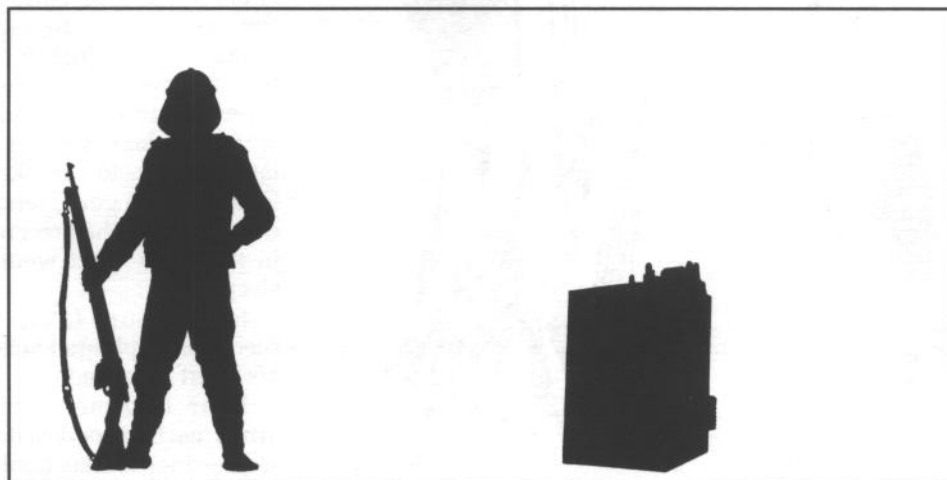
Suggested Weakness:
none

Suggested True Death:
destroyed by the doctor that
uses it

DOMAIN



SIZE REFERENCE



Discovered by
Andrew Frades



FECUND SEEDS



Fecund seeds were the discovery of Dr. William Smith, a twisted indi-

vidual whose mind was only open to the realm of the occult and things unearthly. The deranged man found a gospog seed that had somehow not found its way into one of the 10,000 corpses buried in the field, and he somehow made his way back to his home, clutching the seed to his bosom.

After several weeks of twisted research, the "good" doctor devised a ritual to alter the nature of the seed. With the ritual complete, a Nightmare, who had spent many hours observing in spellbound silence, attacked. A few hours later, the doctor awoke to find the seed gone, tended the wounds he had received in the battle, and went to sleep.

Eight hours later, the seed cluster planted next to his heart sprouted.

Four two-meter long arms, each tipped with a single dagger-like hooked

claw, exploded from either side of his torso. Two legs, each resembling the arms that sprouted from his chest, burst out from his pelvis. Cruelly strong beetle-like pincers, horrible gnashing jaws and a giant bestial cranium, bearing two bulbous, multi-faceted eyes, tore from within him, the pincers tearing his head and spine up from his body, and then crushing his head like a nut in a nutcracker.

The Nightmare began gathering the gospog seeds and performed the occult ritual on each of them. Then, it spread the terror by allowing them to be "discovered" by an army surgeon as a cure for a skin disease provided that the seed was implanted under the skin.

The created creature seems to be a mindless beast, unthinking and purely reactive. It attacks any large living creature that passes near it, and often wanders, creating a path of destruction. The creatures are three meters tall, and a glistening red in color.

P. Daly

Domain

Fecund seedlings have been discovered in some of the stuartships between Sibolga and New London on Majestic. They have also been found on Gaea near Jonestown.

Fecund Seedling

DEXTERITY 12

Long jumping 15,
maneuver 14, stealth 14,
unarmed combat 14

STRENGTH 15

Climbing 16

TOUGHNESS 13

PERCEPTION 7

Find 9, tracking 9, trick
(12)

MIND 3

Survival 11, test (25)

CHARISMA 3

SPIRIT 6

Faith (Orrorsh) 13,
intimidation 15 (25)

Possibility Potential:

none

Natural Tools: Scaly hide
(armor value TOU+3/16),
pincers (damage value
STR+5/20), claws (damage
value STR+3/18)

Powers: *Regeneration*

Corruption Value: 22

Fear Rating: 3

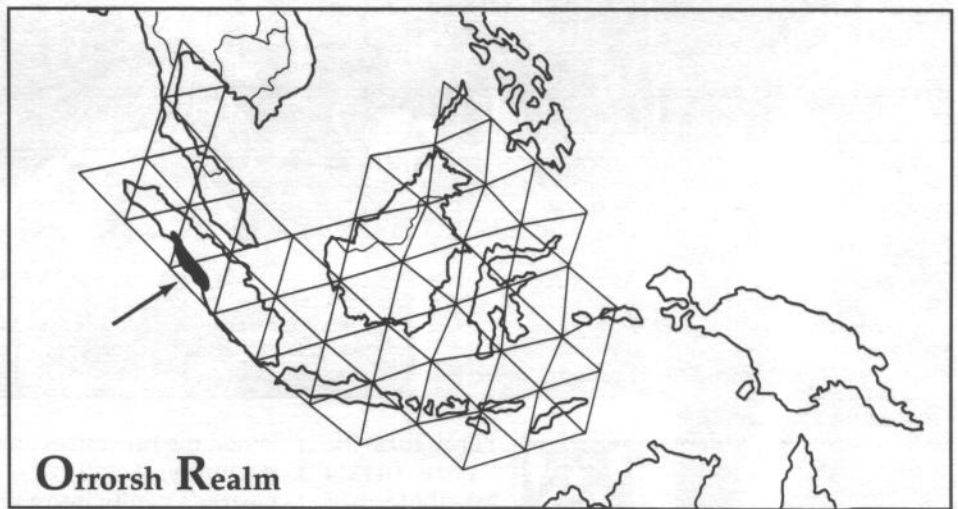
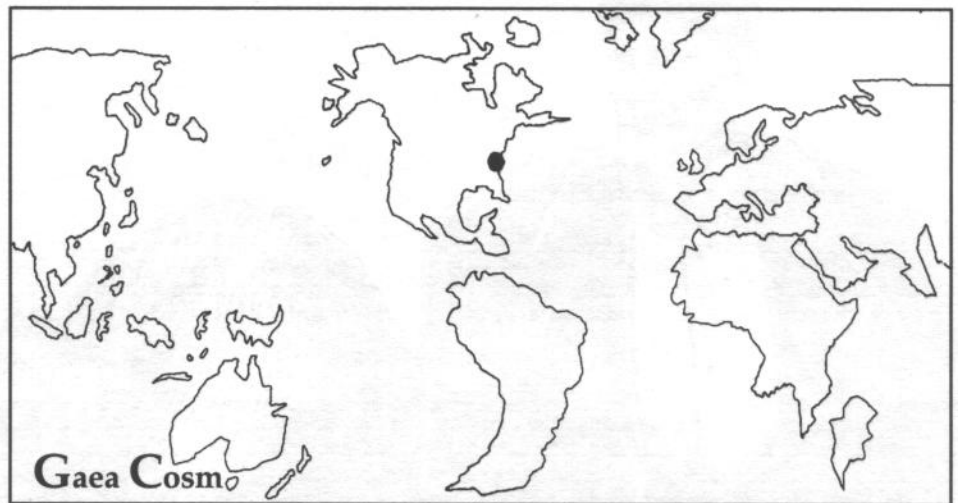
Suggested Perseverance
DN: 15

Suggested Weakness:
Stymie weakness weakness
to water; burying sprouted
limbs will prevent them from
regenerating

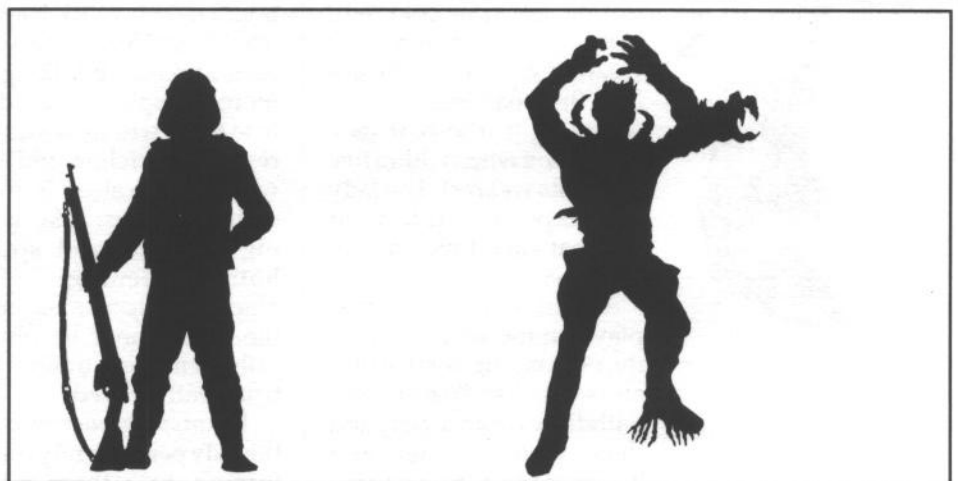
Suggested True Death:
Dropping a seed into holy
water; burying the deceased
creature in blessed ground
for an entire day and night

Discovered by
Marc Brenowitz

DOMAIN



SIZE REFERENCE





Feral furs (or 'were-furs') take the form of calf-length ladies' or mens' luxury overcoats, presumably made from panther hide. After a coat has been purchased, the coat will *charm* its wearer and most wearers start at *friendly* unless the coat was an unwanted gift (the coat may only *charm* when within five feet of its wearer). The lady will be persuaded to wear the coat each time she approaches it.

When worn, the coat plays on the wearer's vanity, persuading her that others scorn her beauty. She withdraws from society and those who love her, and becomes prone to spending all of her time at home.

When the fur senses an opportunity, it will twist the wearer's vanity into a murderous rage, persuading the woman to murder a solitary stranger.

This murder brings a *minimal* success in corporation. The lady will kill again once every 18 days and with each successive kill, gain more corruption. The lady's true form will increasingly resemble a feline and she will begin to sleep in front of hearth fires, take midnight walks, and spend hours preening. Upon reaching *superior* success, the coat cannot be physically removed unless the true death is used.

Upon *spectacular* success, the lady permanently transforms into a three meter long black cat with a chill-

ing stare and a roar that sometimes sounds like a woman screaming.

Once the coat has 'welded' itself to its wearer, it may only be removed by an occult ritual performed by the person closest to her. The ritual is so extended and grisly that the performer will probably be corrupted.

Domain

The six existing furs have been very successful during the Victorian winters, but Majestic's climate has sharply reduced their efficiency. Two are known to be in New London (one remains unsold) and a third was stolen and rumors abound that it surfaced in Hong Kong's black market.



Feral Fur, Coat

TOUGHNESS 15

PERCEPTION 12

Find 15, tracking 15,
trick 14

MIND 8

Test (16), willpower 14

CHARISMA 10

Charm 18, persuasion

22, taunt 16

SPIRIT 10

Intimidation 14

Feral Fur, Panther

DEXTERITY 12

Dodge 14, long jump-
ing 15, maneuver 15,
running 14, stealth 16,
unarmed combat 17

STRENGTH 12

TOUGHNESS 15

PERCEPTION 12

Find 15, tracking 15,
trick 14

MIND 8

Test (16), willpower 14

CHARISMA 10

Charm 18, persuasion

22, taunt 16

SPIRIT 10

Intimidation 14

Possibility Potential:

none

Natural Tools: Fur (armor
value TOU+1/15), claws
(damage value STR+3/15),
teeth (damage value STR+5/
17)

*(Use the stats below for
both forms)*

Power Rating: Attack
form resistance (fire arms),
plus 4 points. *Infection* is
never allowed.

Corruption Value: 16

Fear Rating: 2

Suggested Perseverance

DN: 13

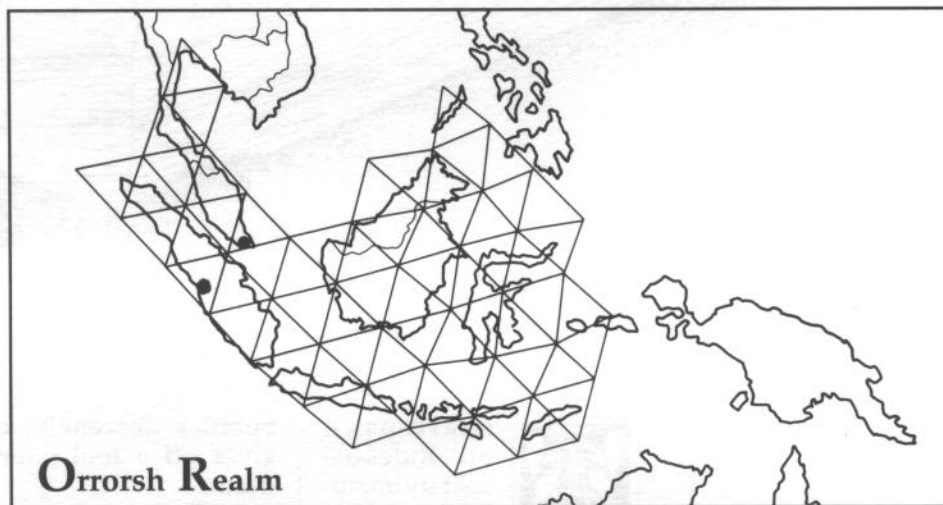
Suggested Weakness:

Immersion in mud or filthy
water; distracted by mirrors.

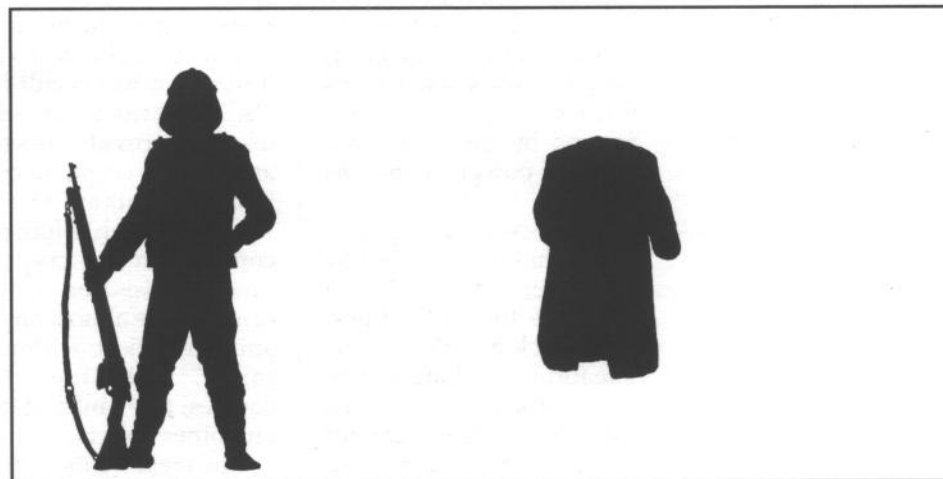
Suggested True Death: If
the coat can be removed, it
must be wrapped around a
living big cat and set on fire.
If the coat cannot be removed
freely, then the woman/cat
must be skinned, killing both
the woman and cat.

*Discovered by
Pete Venters*

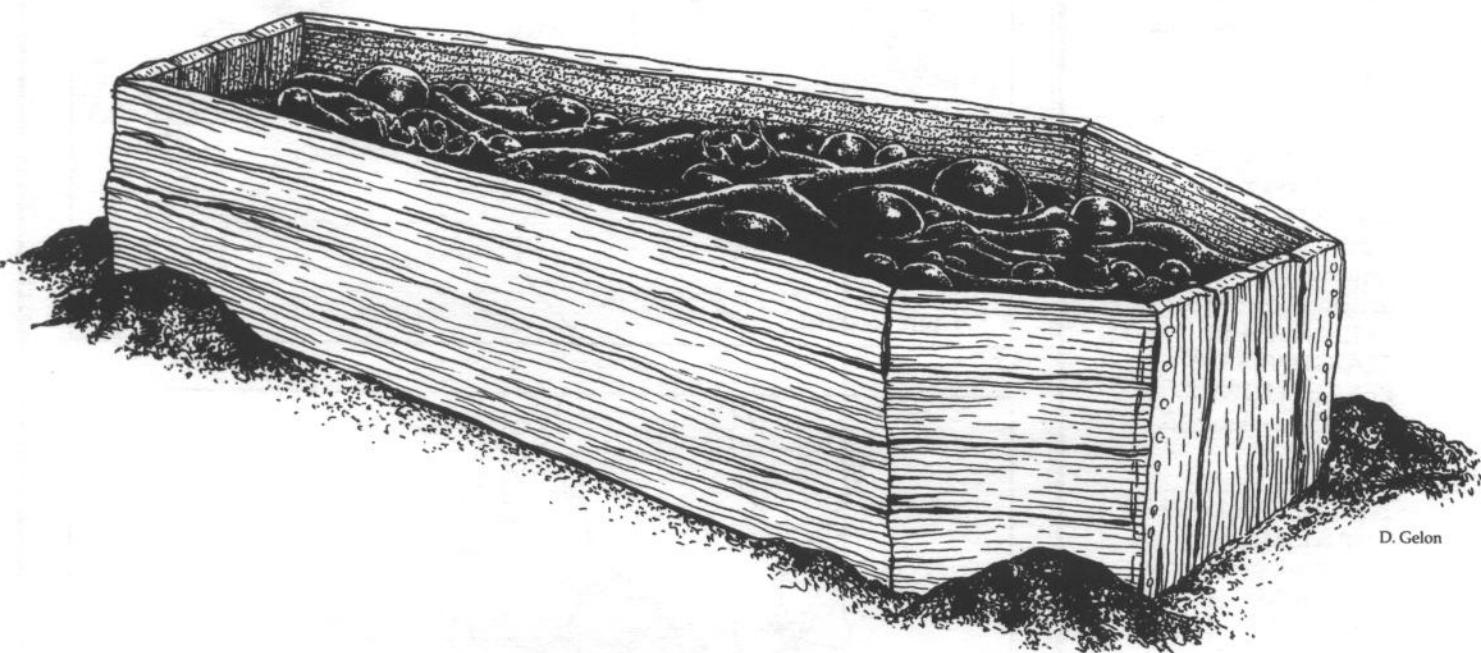
DOMAIN



SIZE REFERENCE



GRAVESPAWN



Gravespawn are hideous, solitary immobile creatures often found in graveyards and crypts. They are created when a powerful and highly corrupt occultist dies — often the spirit, rather than the body, is sent to the Waiting Village, is simply reincarnated in its former body, now transformed by decay, disease and the power of the Occult.

The body of a gravespawn has been altered by the power of the occult, and takes the form of a thick, fluid black puddle of ooze. The form is no longer even man-shaped, but it is one coherent mass. It cannot move, but its entire surface

bubbles obscenely, and gives off a foul odor of death.

While the creature is immobile, it is far from defenseless. The spirit still has much knowledge of the occult, and through its special powers, uses animated slaves to bring objects to its burial site so that it may conduct occult rituals. These rituals are often used to provide defenses around the crypt, so often Storm Knights are severely weakened even before they come upon the crypt. In times of crisis, the creature can animate almost any inanimate object within its range, including other corpses, tree limbs, statues and other objects.

The creature itself is im-

mune to *shock* and *KO* results, and is immune to all poisons and drugs.

The creature requires no nourishment, and exists solely for the purpose of causing pain and misery.

Domain

Gravespawn are found in graveyards, tombs and crypts throughout Orrorsh.

Gravespawn

DEXTERITY 0

STRENGTH 0

TOUGHNESS 14

PERCEPTION 13

Find 16, trick 18

MIND 14

Occult 20, willpower 19, test 17

CHARISMA 2

SPIRIT 15



Faith (Orrorsh) 16,
intimidate 20

Possibility Potential:
some (18)

Note: Immune to *shock*
and *KO* damage.

Power Rating: *animate*
(see page 7), plus 5

Corruption Value: 25

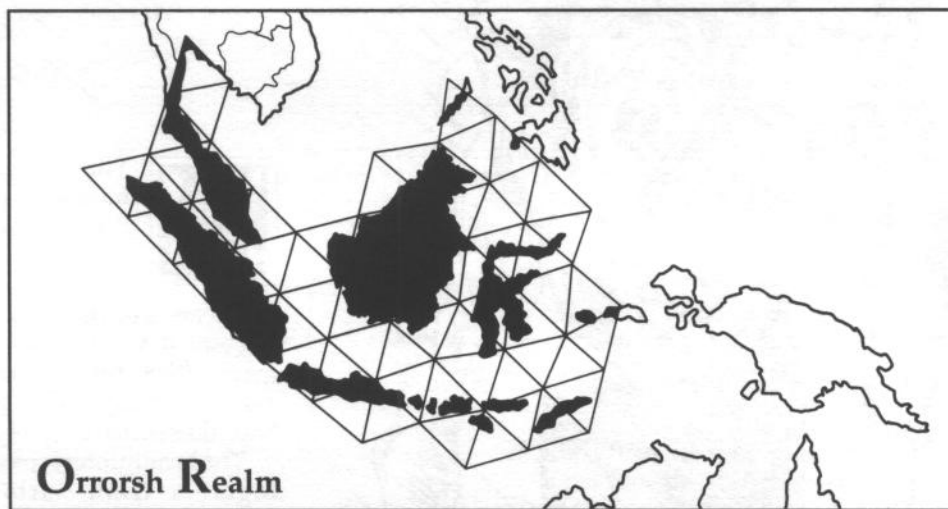
Fear Rating: 2

Suggested Perseverance
DN: 15

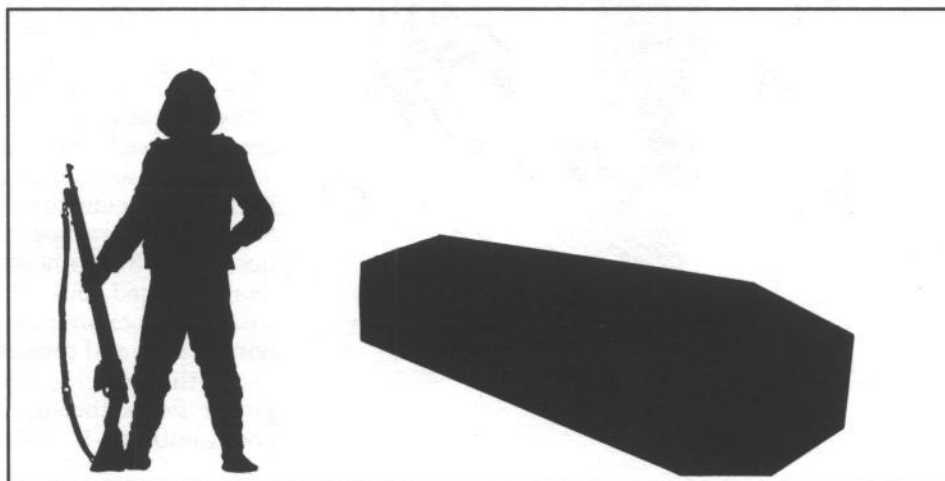
Suggested Weakness:
holy water

Suggested True Death:
occult ritual, varies by indi-
vidual

DOMAIN



SIZE REFERENCE



Discovered by
Ron Strong



HEADHUNTER



P. Daly



The headhunter is a particularly ghoulish and revolting creature, the creation of Dr. Sconce of Majestic. It is not known how many of these unholy terrors exist — perhaps three, perhaps three dozen.

The headhunter is pieced together from parts of corpses. The basic component is a dismembered human torso, with human heads sewn onto the limbless trunk. Dozens of human heads are attached, tongues lolling, sockets squirming with sickly pale orbs, hair matted and filthy. They are stitched to the chest, stomach, back, neck stump and anywhere else Dr. Sconce decides to fit one. Some heads are gruesomely decayed while others are less damaged, but all are frozen with expressions of horror, pain and torment.

As the searing occult power flows through the body, imbuing it with life

and motion, the heads squirm and twist, trying vainly to rip free from their fleshy prison. All of the heads mouth soundless screams, drooling bile and saliva that mix freely as they flow down ragged chins and blood-caked throats.

The headhunter is cast into the jungle, where it dwells in miserable solitude, venturing out only to feed. Headhunters can only eat human flesh, and must consume a person every two or three days. After overwhelming a hapless man or woman found meandering through the jungle, the manifold heads gnaw and snap at the corpse, quickly, greedily, wrenching long wet strips of flesh from it. At the completion of the feeding, it eats the head. The headhunter then snakes off to its dank lair in the jungle.

Within a week of feeding, the creature sprouts a new grotesquely misshapen head, chillingly similar to the devoured head, glazed



eyes alight with terror. The head has faint memories of its "past life" and is horrified by its new existence. Within a few weeks, it loses what semblance of self-awareness it may have had, and once again the creature's only concern is meat.

Domain

Headhunters are found in the jungles of Sumatra and Java.

Headhunter

DEXTERITY 8

Maneuver 9, unarmed combat 11

STRENGTH 11

TOUGHNESS 9

PERCEPTION 9

Find 12, tracking 10, trick 12

MIND 7

Test (16), willpower 10

CHARISMA 8

Taunt 16

SPIRIT 10

Faith (Orrorsh) 14, intimidation 15

Possibility Potential:

none

Natural Tools: teeth (damage value STR+4/15)

Power Rating: 1

Corruption Value: 19

Fear Rating: 3

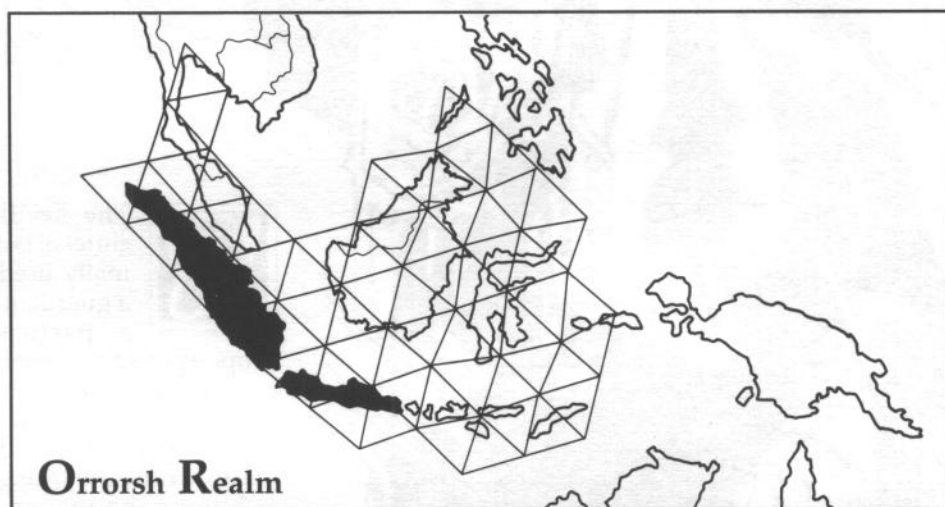
Suggested Perseverance

DN: 22

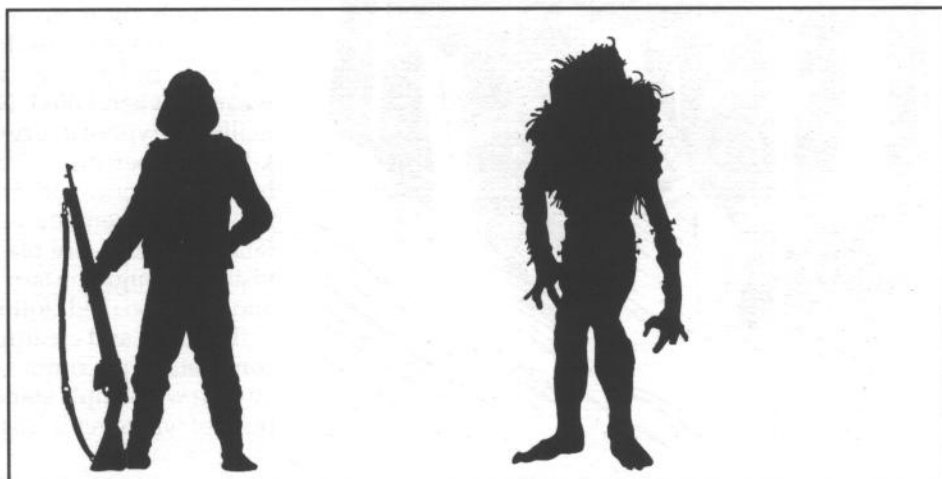
Suggested Weakness: a photograph or other image of anyone whose head is now part of the creature

Suggested True Death: killed by severing all of its heads before it dies due to injury

DOMAIN



SIZE REFERENCE



Discovered by
Patrick Flanagan



HEADLESS SHRIEKER



P. Daly



The headless shrieker is normally used as a guardian for a particular property or site, normally a tunnel, cave, crypt, fortress or other sensitive area.

The appearance of this creature can be startling — a human body carries around its head, which is completely animated. Usually the eyes are rolled back, with small trickles of blood rolling out of the eye sockets. The body is normally dressed in rags, or the clothing the individual was wearing when killed. Normally, the type of injury that killed the person — bullet holes, cut veins and arteries, impalement or other fatal injuries — are plainly visible through the tattered and blood-soaked clothing.

The head and creature is completely uncommunicative. It will simply stand in front of whatever it was or-

dered to protect, with the body slowly turning the head back and forth so the creature has a panoramic view of the area. Whenever anyone steps within 10 meters of the creature, the creature will step aside to let the intruders pass, but the head will start to scream, as if in great agony. The shriek is so frightful, that the characters must make an opposed *test* or *Mind* roll to pass the guardian.

Headless shrieker are normally used by powerful occultists and others involved with necromancy. They are created solely for guardianship, and if found uncontrolled, it is merely because their master has been slain.

Domain

Headless shrieker may be found anywhere in Orrorsh and Gaea.

Headless Schrieker

DEXTERITY 8

Dodge 9, maneuver 9,
running 9, stealth 9

STRENGTH 8

TOUGHNESS 8

PERCEPTION 8

Find 9, tracking 9

MIND 8

Test 25

CHARISMA 8

Charm 9, persuasion 9

SPIRIT 8

Faith (Orrorsh) 9,
intimidation 17

Possibility Potential:

none

Natural Tools: Shriek
(make opposed *test* or *Mind*
roll or be unable to pass)

Powers: *magical resis-*
tance, resistance to normal
weapons

Corruption Value: 10

Fear Rating: 1/2

Suggested Perseverance

DN: 13

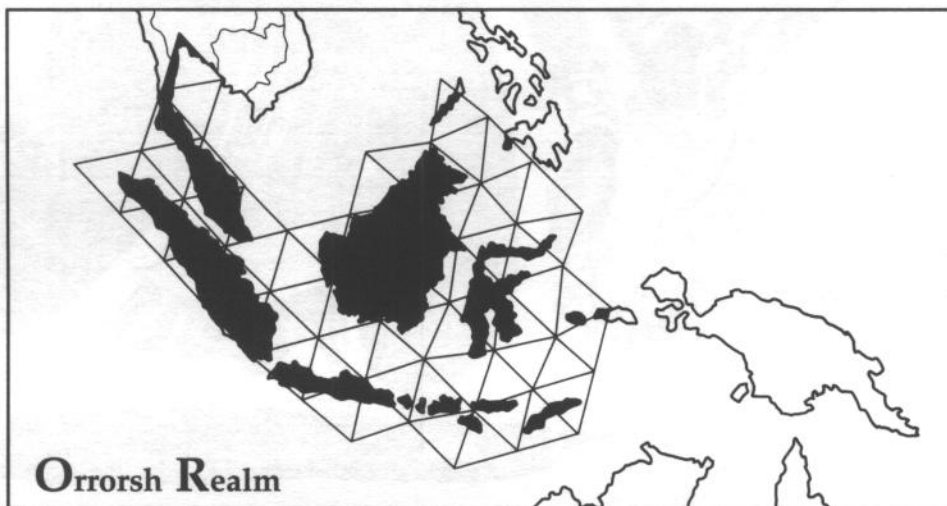
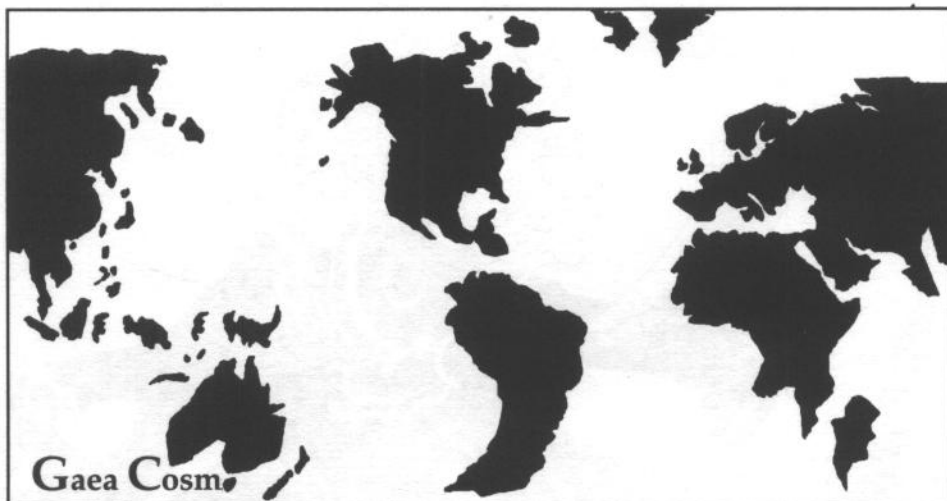
Suggested Weakness:

none

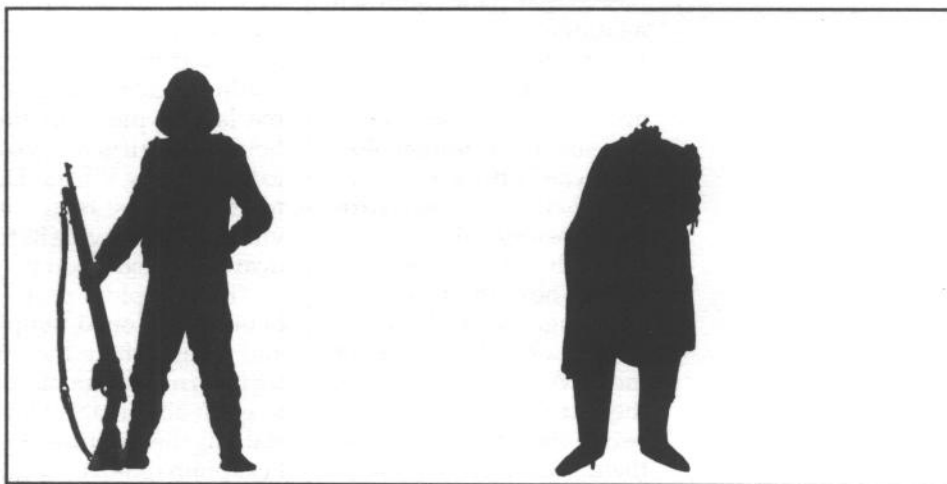
Suggested True Death:

occult ritual

DOMAIN



SIZE REFERENCE



Discovered by
Randle Hodge, Jr.



HEXAPHIM



M. Andrews



The hexaphim are a creation of the Nightmare Toll, who fancies himself a student of religions. The hexaphim are modeled on Hindu temple statues, and appear as three to four meter tall, six-armed humanoids. They can be male or female, with their skin a deep red or blue. Their eyes flame, burning with unholy delight.

The hexaphim are able to change themselves into statues of either stone or metal. While in statue form, they are still able to perceive the world around them. Use of *true sight* or divination spells centered

around entity magic will allow these creatures to be detected.

When a hexaphim is killed but not subjected to its true death, it changes to stone and shatters. The animating soul remains with the largest piece for three hours before it is swept back to the Waiting Village. During those three hours, it is vulnerable to having its true death inflicted upon it.

The hexaphim prefer to haunt abandoned temples and ruins, where they use their form change abilities to great advantage, slowly stalking their victims. Some hexaphim remove the arms of their victims and use

them to decorate their territory.

Domain

The hexaphim are most common in Toll's province (in the dominant Core Earth area that spans the border between Thailand and Burma). He has sent some afield, ranging as far as Cambodia and Laos, and in what Toll considers a spectacular coup, he has sold over 20 of them on the black market as antiquities and souvenirs.

Hexaphim

DEXTERITY 10

Maneuver 11, melee



weapons 15, running 11,
stealth 15, unarmed
combat 15

STRENGTH 18

Climbing 20

TOUGHNESS 20

PERCEPTION 8

Find 10, trick (18)

MIND 15

Test 20, willpower 18

CHARISMA 8

Taunt (15)

SPIRIT 8

Faith (Orrorsh) 12,

intimidation 20

Possibility Potential:

some (18)

Natural Tools: Thick skin
(armor value TOU+5/25;
flesh only), statue form (ar-
mor value TOU+10/30),
claws (damage value
STR+3/21), fangs (damage
value STR+1/19). Ignores
multi-action penalty to attack
twice, but three or more at-
tacks invokes penalty.

Power Rating: *elemental
alteration* (stone) or *elemen-
tal alteration* (metal), plus 2

Corruption Value: 21

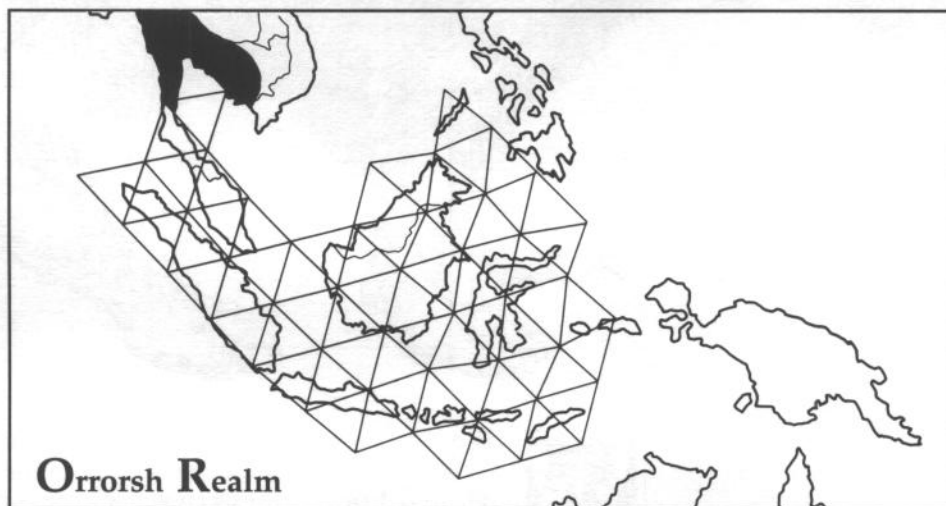
Fear Rating: 1

Suggested Perseverance
DN: 14

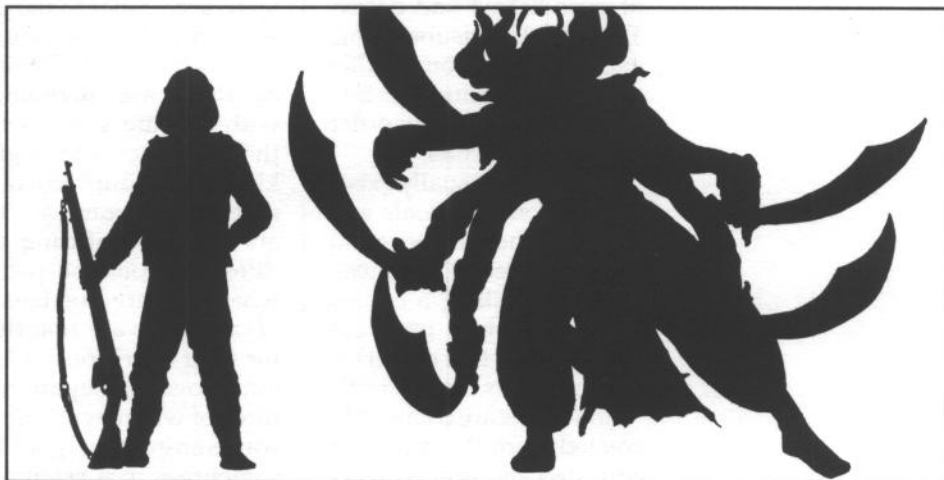
Suggested Weakness:
Hindu holy objects

Suggested True Death:
Cast pieces into a fire blessed
by a Hindu priest

DOMAIN



SIZE REFERENCE



Discovered by
Sean Holland



ID WOLF



The id wolf is a "wild horror," released from the life force of dying madmen. The chaotic and devious result is the id wolf, a powerful and vicious entity of pure hatred and desire. The id wolf is insubstantial, existing largely on another plane and crossing over into the physical world in order to achieve its ends.

An id wolf usually exists to carry out the goals and wants of the twisted mind that spawned it. This can vary from killing a certain person (or just innocent strangers, for that matter) to driving others mad as well.

Id wolves are commonly created from the minds of educated and powerful occultists, or embittered indi-

viduals who would gladly trade their soul for an chance to exact revenge upon someone or something. Others spring from the brains of psychopaths and deranged amoral killers.

The id wolves of these souls are similar to the personality of the individuals, but not identical. Those of occultists are methodical, with definite goals, while those of the pathological killers are unpredictable and compassionless. They are always confusing and different from the person which they are an extension of, and they are notorious for their capricious behavior. Above all, they are creatures of whim, working towards an eventual goal, but sometimes in a seemingly insane manner.

They also have a reputation of eating spirit mediums for breakfast; gypsies probing the spirit world for contacts sometimes wind up recipients of an id wolf's hatred. Id wolves exist on the same plane as lost souls (see page 105 of the *Horrorsh* sourcebook), and are drawn to gypsies in the same fashion. When contact is made, the gypsy may learn about the wolf's true nature and purpose, as if she was questioning a lost soul; however, this exposes her to attack from the creature.

Id wolves, when perceived by their victims or by hapless spirit mediums, appears as transparent dog-like spirits, with fiery crimson eyes and huge fangs. They are visible only when preparing to strike. When



they attack, they may use either their spirit claws (which do physical damage) or their *Spirit* attack (roll opposed *Spirit* totals, doing spiritual damage).

Domain

Id wolves may travel from the spirit realm to anywhere in Orrorsh or Gaea. To date, none have escaped into Core Earth or other realms.

Id Wolf

DEXTERITY 3

Stealth 25

STRENGTH 2

TOUGHNESS 15

PERCEPTION 12

Find 18, tracking 16, trick 14

MIND 14

Willpower 21

CHARISMA 13

Taunt 15

SPIRIT 14

Faith (Orrorsh) 16, intimidation 18

Possibility Potential:

none

Natural Tools: Spirit claws (damage value STR+12/14), spirit attack (damage value 12)

Power Rating: 2

Corruption Value: 24

Fear Rating: 3 (to intended victim); 1/2 (all others)

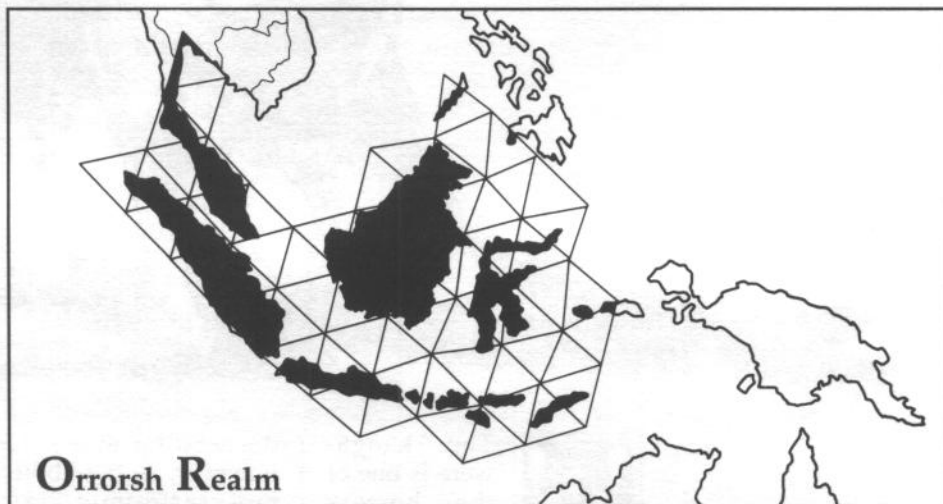
Suggested Perseverance
DN: 16

Suggested Weakness: pronouncing its mortal name

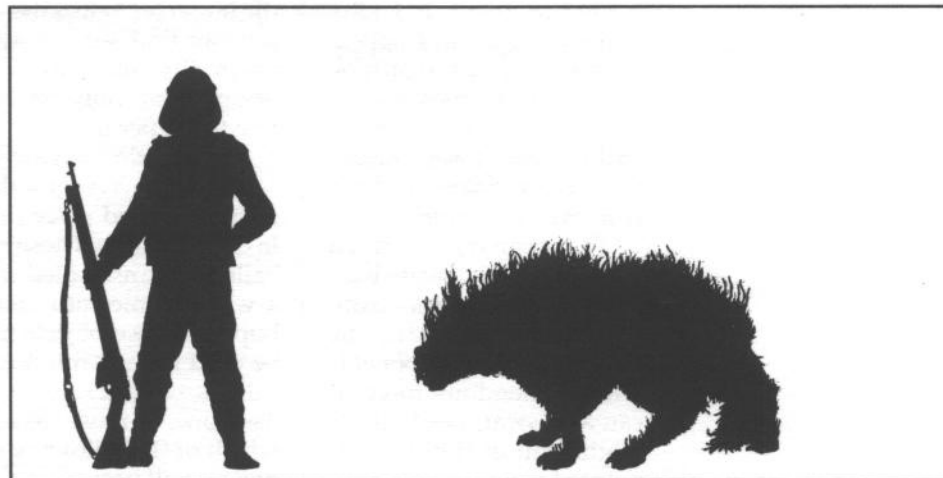
Suggested True Death: occult ritual

Note: Id wolves are summoned in the same manner as Lost Souls, and questioned likewise. They are invisible to all except to those they are attacking, and thus have two fear ratings.

DOMAIN



SIZE REFERENCE



Discovered by
Patrick Flanagan



KANGAWERE



D. Gelon



The kangawere is one of the horrors created by Gmorph, the nightmare attacking northern Australia. Standing a little over two meters tall and weighing about 100 kilograms, kangaweres appear to be nothing more than typical great kangaroos that inhabit all parts of Australia. Only upon closer contact with these beasts is their true nature revealed.

The primary unarmed attack of a kangawere is its powerful hind legs. Leaning back on its tail, the kangawere kicks opponents with tremendous force. It can also swat foes with its mighty tail and bite with its pointed teeth.

The kangawere's most

devastating attack form, however, is the ability to project a stream of acid from its nostrils. The acid stream can hit single opponents up to three meters away. The acid continues to do damage for three rounds after the initial hit unless the victim can find some way to wash the acid off. This weapon can only be used five times per day.

After battle, kangaweres remove the eyeballs of slain opponents and place them in their pouches. These eyeballs are transformed over a week's time into "falsehopes." These objects may be used for any number of actions; when a kangawere uses one, it must decide which of the following options it will use:

- Crushing a falsehope in

its hand gives the Kangawere a +5 for any combat attacks in the round it is used.

- Crushing two falsehopes in its hand simultaneously gives the kangawere a roll again for that round. It may not be cancelled by Possibilities.

- A falsehope may be thrown at an opponent. If the *missile weapons* attack is successful, the falsehope explodes, causing a damage value 20 (blast radius of one meter).

- A falsehope may be used as a spying eyeball. The falsehope can roll along the ground or other surfaces at a speed value of 8, with a maximum range equal to the kangawere's *Mind* + 10. If the kangawere holds another falsehope before one



of its eyes, it can see everything that the spying eyeball does.

A kangawere normally has four to seven fully developed falsehopes.

Domain

Kangaweres can be found in northern Australia and are making their way south. Rumors of these abominations are travelling a lot quicker than the horrors can, resulting in the hunting and mass slaughter of normal Core Earth kangaroos.

Kangawere

DEXTERITY 13

Dodge 14, long jumping 15, missile weapons 15, unarmed combat 15 (also used for breath weapon)

STRENGTH 11

TOUGHNESS 12

PERCEPTION 8

Tracking 10, trick (13)

MIND 9

Willpower (12)

CHARISMA 7

Taunt (15)

SPIRIT 9

Faith (Orrorsh) 11, intimidation 12

Possibility Potential:

some (17)

Natural Tools: Hind legs (damage value STR+5/16), tail (damage value STR+3/14), teeth (damage value STR+2/13), acid stream (damage value 20)

Equipment: 4-7 falsehopes

Power Rating: 2

Corruption Value: 16

Fear Rating: 1

Suggested Perseverance

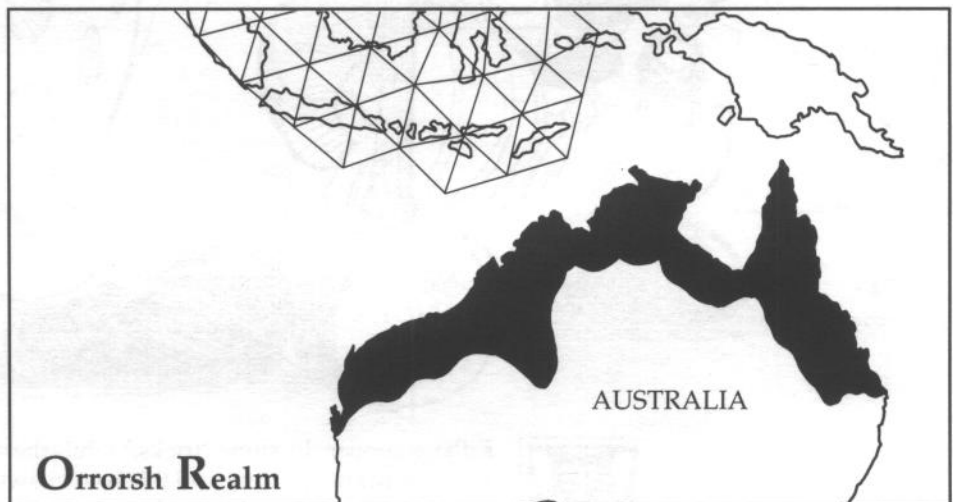
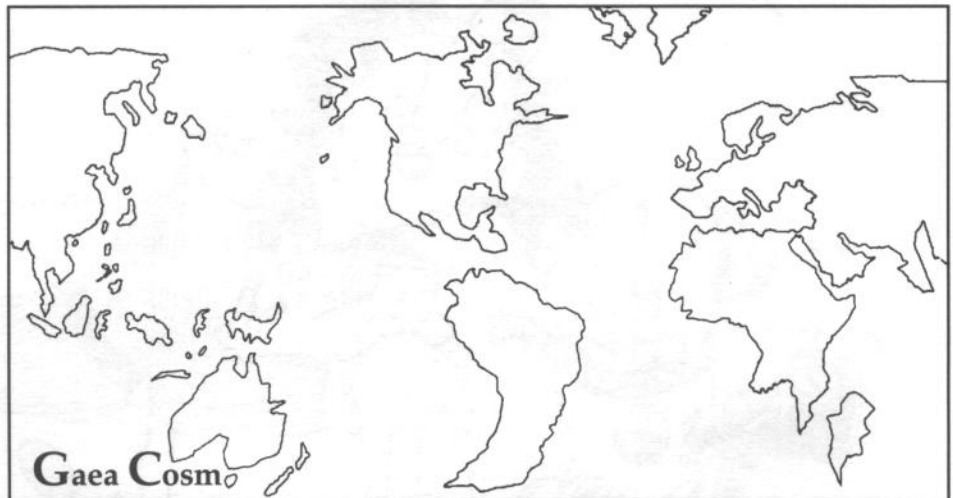
DN: 14

Suggested Weakness: none

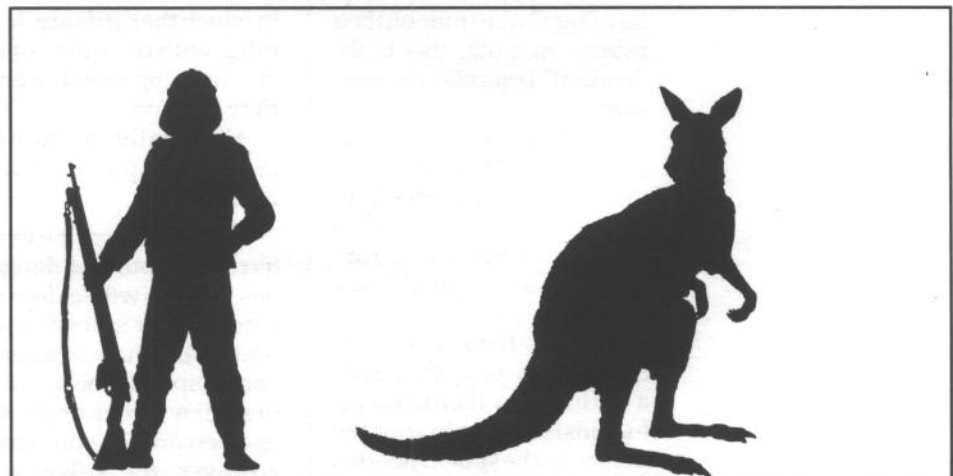
Suggested True Death: shot in the head with a blessed bullet

Discovered by
Paul Balsamo

DOMAIN



SIZE REFERENCE



KILLJOYS



Killjoys appear as human-sized clowns, and dress in gaily, bright, multi-colored outfits. Their faces appear to be covered with red and white makeup, forming a large smile on their face — in truth, this is the “natural” coloration of their skin.

Killjoys prey upon solitary Victorians or small groups. As opposed to many other horrors, a killjoy’s “reign of terror” produces a very small body count.

Killjoys tend to stay in the shadow until they spot a victim. They then use their *hypnosis* power to root the person to the spot. Once this is accomplished, the killjoy performs bizarre and grue-

some “tricks,” while the victim is unable to run away.

Examples of tricks include:

- Reaching behind the victim’s ear and “finding” a large rat.
- Performing a card trick in which the cards are decorated with drawings of the victim being killed in a variety of ways.
- Hitting the victim in the face with a pie filled with blood.

Note that these tricks are terrifying, but not dangerous. Killjoys will seldom kill lone victims since it is essential that there be a survivor to spread the word of the killjoy. When more than one person is encountered, however, the killjoy may kill an individual. It usually picks the victim at ran-

dom, in a drawn-out process designed to instill terror in all of the people present. Once the victim is dead, the killjoy will take a bite out of the corpse with its long, razor-sharp teeth. At this point, it’s job done, it will abruptly turn its back on its victims and walk away. More than one killjoy has fallen to a sudden, furious assault by a group of frightened, but enraged Storm Knights.

Killjoys never seem to speak, although whether this is voluntary is unknown. They are generally solitary creatures and are only known to work with pop weasels. During the day, they hide in deserted buildings, and fight furiously if discovered.



Domain

Killjoys are found only in seedy neighborhoods of New London, Jakarta and Singapore.

Killjoy

DEXTERITY 9

Dodge 11, melee combat 11, prestidigitation 16, stealth 16, unarmed combat 12

STRENGTH 13

Climbing 15, lifting 15

TOUGHNESS 12

PERCEPTION 13

Find 15, trick 15

MIND 10

Test 12, willpower 12

CHARISMA 10

Taunt 12, hypnosis 25, persuasion 12, taunt 12

SPIRIT 7

Faith (Orrorsh) 12, intimidation 12

Possibility Potential:

some (35)

Natural Tools: Sharp

teeth (damage value STR+3/16)

Power Rating: *hypnosis* plus 3

Corruption Value: 25

Fear Rating: 2

Suggested Perseverance

DN: 15

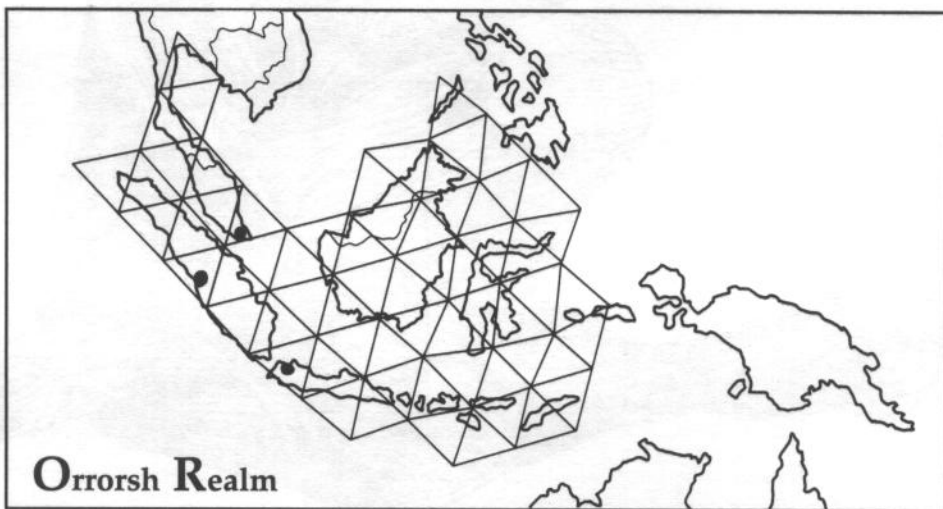
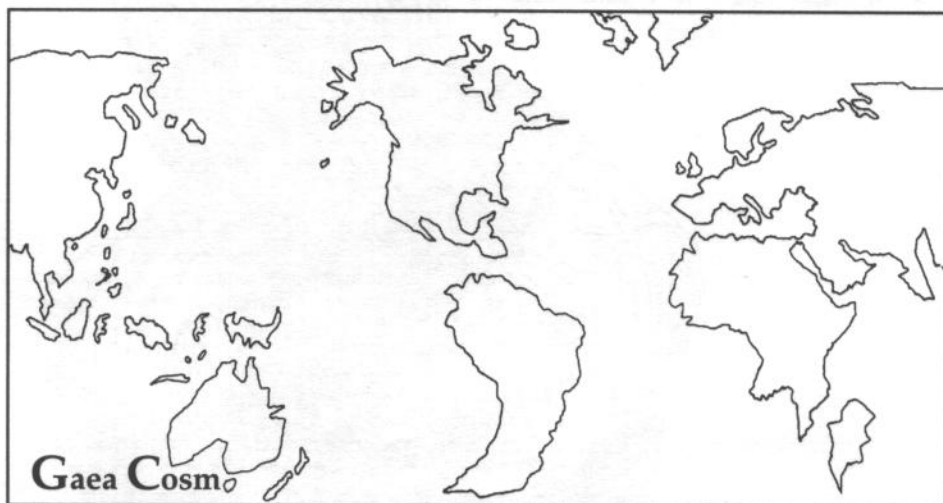
Suggested Weakness:

anyone who manages to withstand killjoy's *hypnosis* and who generates a *prestidigitation* total of 14 or higher invokes a *stymie* weakness — the killjoy will be totally engrossed for one round, plus for every subsequent round as long as a successful *trick* is made against it (character gets +5 modifier to *trick*)

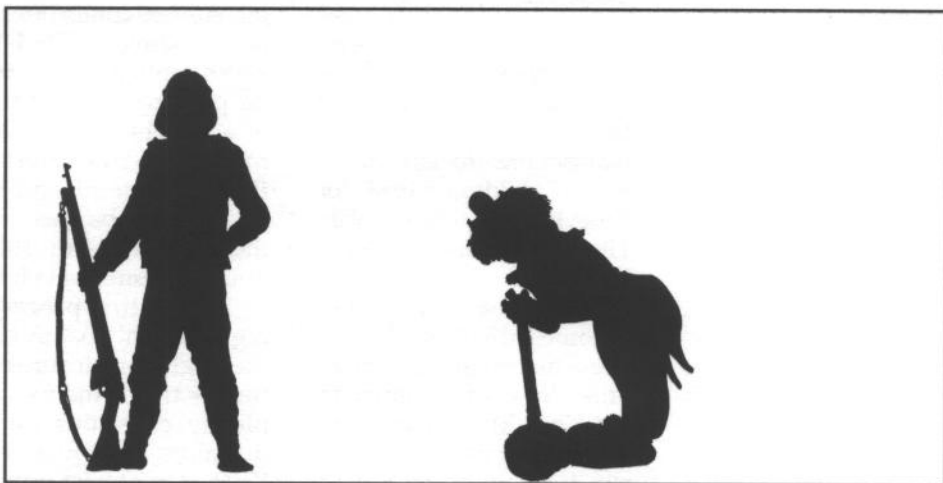
Suggested True Death:

Using a prop to kill the killjoy, for example: beating it to death with its mallet; drowning it with a seltzer bottle; "finding" a knife behind its ear and stabbing it to death

DOMAIN



SIZE REFERENCE

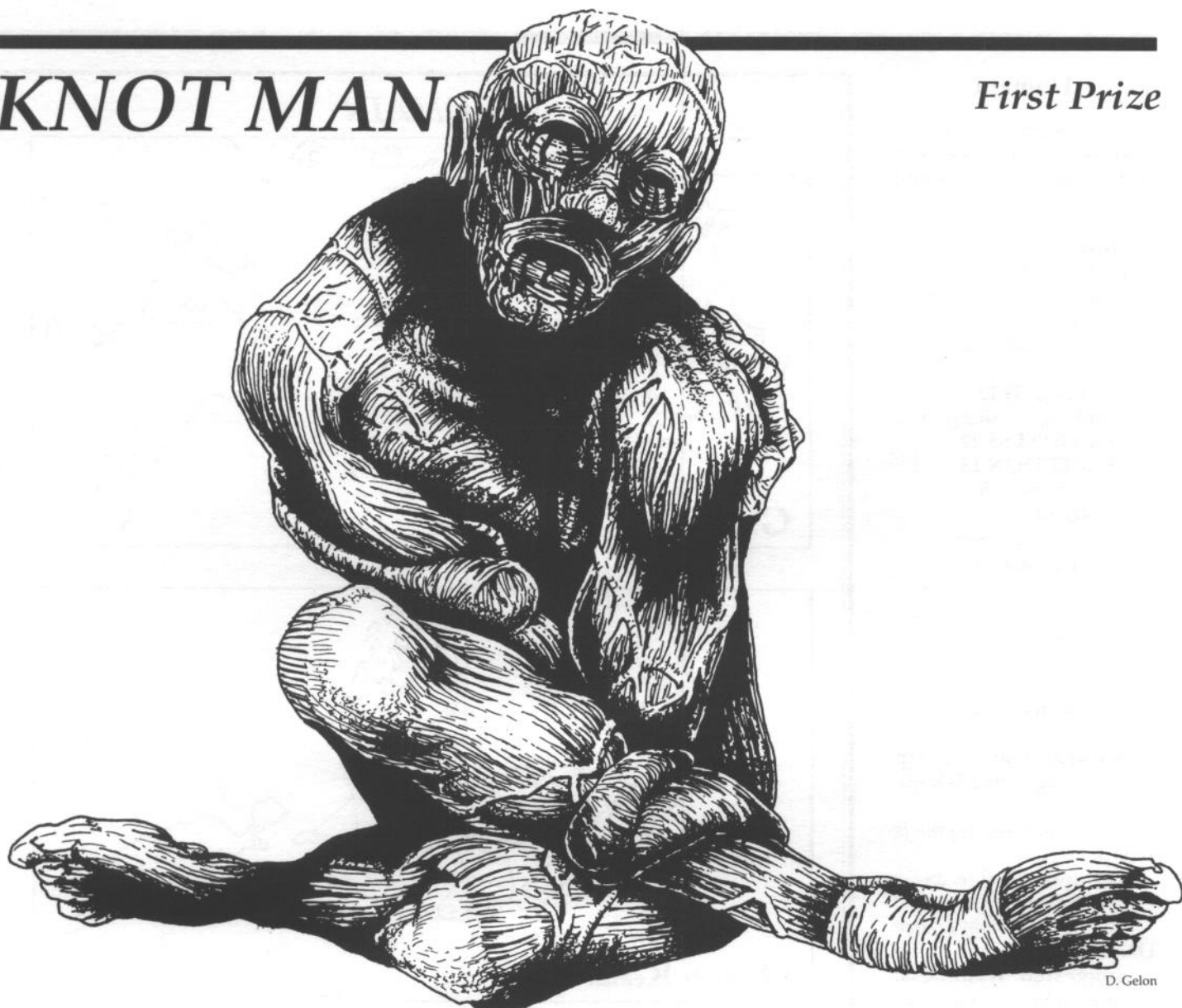


Discovered by
Shawn Metcalf



KNOT MAN

First Prize



D. Gelon



When children in Victoria misbehave, they are frightened by their nannies with ghoulish stories about the Knot Man. "The Knot Man will catch you, and twist you inside out," they whisper breathlessly, thinking the children foolish for believing in such rubbish. They are wrong. The Knot Man is real.

When the Gaunt Man becomes displeased with one of his servants, he sometimes "rewards" them with the Knot Man's curse. Instantly, the person is literally twisted inside out so that the outside is all swol-

len pink tissue, throbbing with veins bloated with the blood of innocents. The body is reshaped into various stunted contortions, the limbs being twisted into knots (giving it its name), its posture becoming that of a hunchback. The Knot Man bleeds from every orifice: nose, mouth and ears. Its eyes can't be seen due to the constant stream of blood pouring from its eyelids.

This entire process is nightmarishly painful, and the High Lord insures that the victim remains completely conscious for the duration. This makes the Knot Man almost immune to all forms of pain (it is

immune to *shock* and *KO* conditions).

The Knot Man is in constant agony. The Gaunt Man makes a bargain with the horror: if the Knot Man can find and drink the blood of 1,001 innocents (uncorrupted persons), then he will be released from the curse and sent on to his final judgement. The creature has one decade to fulfill the deal, or it will simply be recycled as another cursed and pain-riddled horror. The Knot Man will attack a "decent" person with the intent of rending them in two and lapping up their spilled blood. Although an individual Knot Man can



be destroyed, since a new one is created immediately, the people of Victoria generally believe that there is only one.

The Knot Man is a being of fear, hatred, disgust ... and pity.

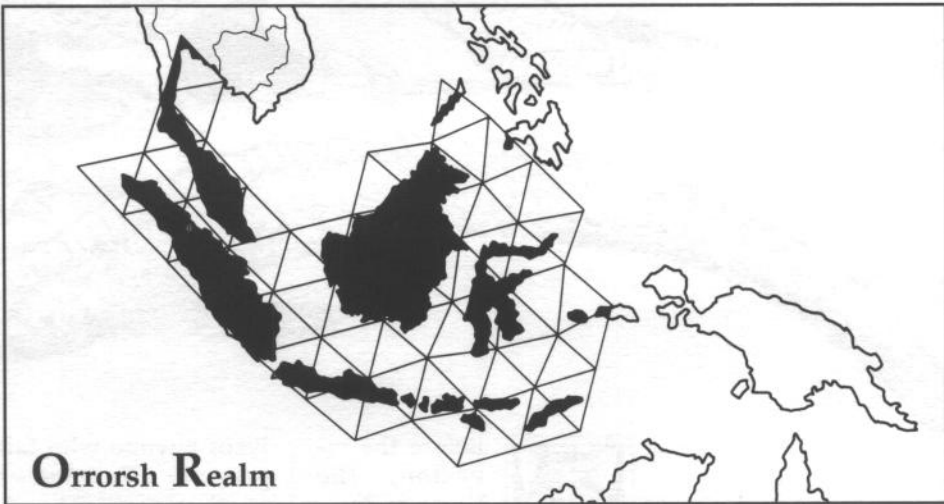
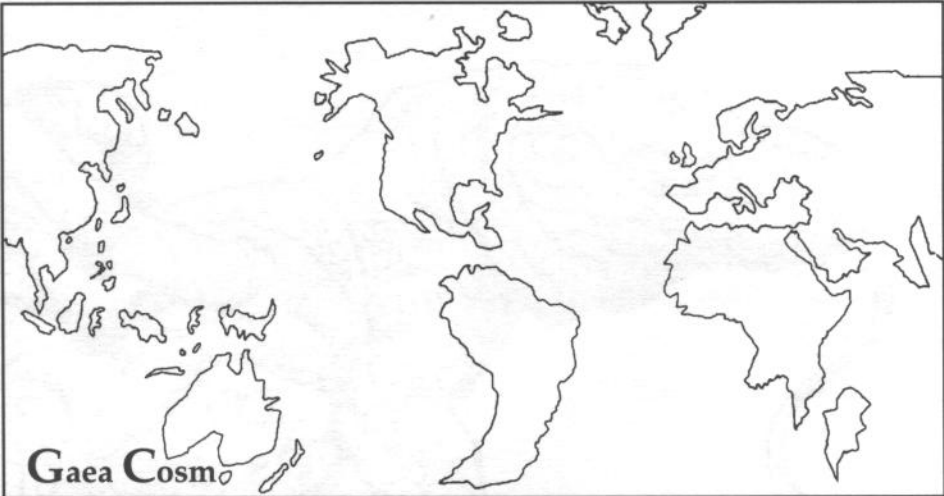
Domain

The Knot Man travels throughout the realm of Orrorsh.

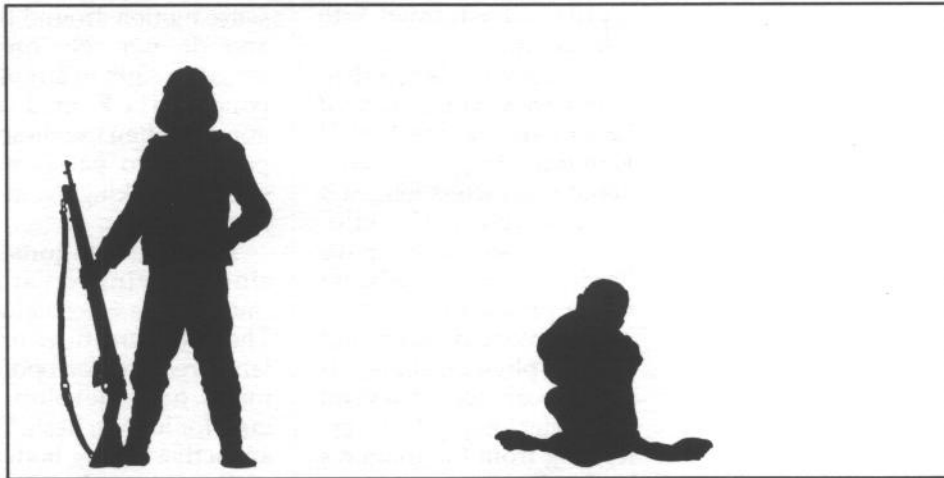
Knot Man

- DEXTERITY 9
- Dodge 10, stealth 10, unarmed combat 13
- STRENGTH 13
- TOUGHNESS 16
- PERCEPTION 9
- Find 11, tracking 12, trick 12
- MIND 7
- Test 14, willpower 19
- CHARISMA 2
- SPIRIT 10
- Reality 14, intimidation 18
- Possibilities: 14
- Power Rating: 6
- Corruption Value: 26
- Fear Rating: 4
- Suggested Perseverance
- DN: 24
- Suggested Weakness: holy water
- Suggested True Death: occult ritual
- Note: The Knot Man is immune to all shock and KO results.

DOMAIN



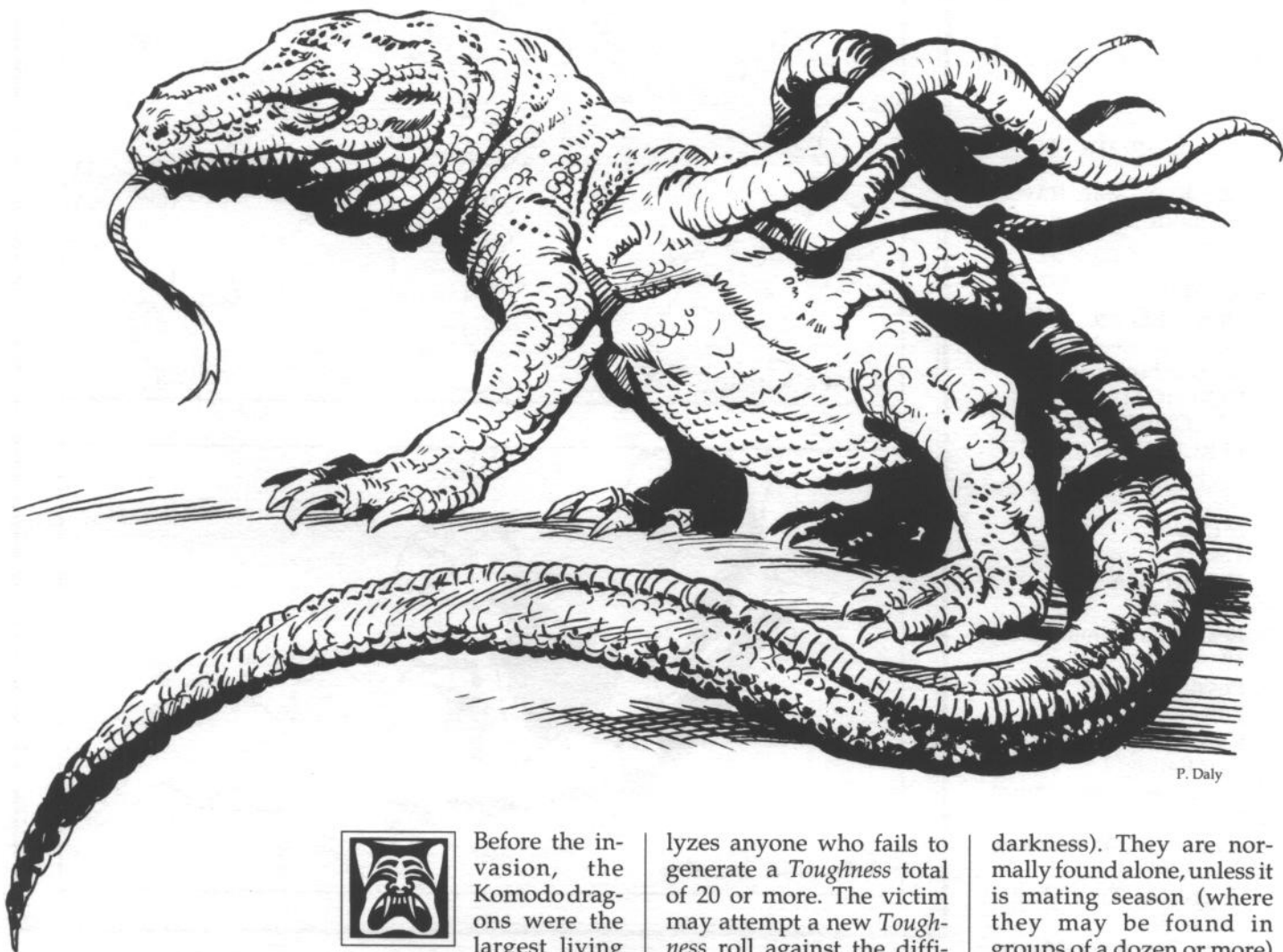
SIZE REFERENCE



Discovered by
Patrick Flanagan



KOMODO DRAGON



P. Daly



Before the invasion, the Komodo dragons were the largest living lizards on Earth. When the Orrorsh axioms washed over Indonesia, these native reptiles transformed into wild horrors.

Stronger and larger than when they were part of Earth's reality, the typical Komodo dragon is now about five meters long and weighs about 220 kilograms. Their scales have hardened, providing better armor protection.

The most drastic, and deadly, physical change is the appearance of several two meter long tentacles extending from the dragon's back. These appendages secrete a venom which para-

lyzes anyone who fails to generate a *Toughness* total of 20 or more. The victim may attempt a new *Toughness* roll against the difficulty each round and remains paralyzed until successful. The tentacles can sense motion around them and do not rely on the dragon's sight to target opponents. The Komodo dragon will often use these appendages to paralyze enemies attacking from the rear and sides.

Komodo dragons are slow moving creatures (moving at a speed value 7). These new creatures prefer large creatures for food, and many have developed a taste for human flesh. They are active during both day and night, with excellent night vision (no penalties in

darkness). They are normally found alone, unless it is mating season (where they may be found in groups of a dozen or more) or there are new dragon hatchlings, in which case one parent remains with the nest while the other hunts; the weaker hatchlings aren't aggressive, and will flee any danger (young hatchlings only have *Dexterity* 8, *Strength* 12 and *Toughness* 10, with armor TOU+2, claws at STR+1, teeth at STR+2 and no paralyzation attack)

Domain

Komodo dragons may be found in any of the jungles of Indonesia. They were not created intentionally, so they are not under the con-



trol of the Nightmares.

The Komodo dragons are adept swimmers and have found their way into some of the nearby realms. Sightings of the beasts have been reported in parts of Nippon, the Living Land and Core Earth Australia.

Komodo Dragon

DEXTERITY 11

Dodge 15, maneuver 14, stealth 17, swimming 20, unarmed combat 16

STRENGTH 19

Climbing 20

TOUGHNESS 14

PERCEPTION 10

Tracking 13, trick (15)

MIND 5

Test (18)

CHARISMA 5

Taunt (20)

SPIRIT 9

Faith (Orrorsh) 18, intimidation 18

Possibility Potential:

some (25)

Natural Tools: Claws (damage value STR+3/22), teeth (damage value STR+5/24), tentacles (paralyzation, see note), hard scales (armor value TOU+6/20)

Power Rating: 3

Corruption Value: 15

Fear Rating: 1

Suggested Perseverance

DN: 15

Suggested Weakness:

none

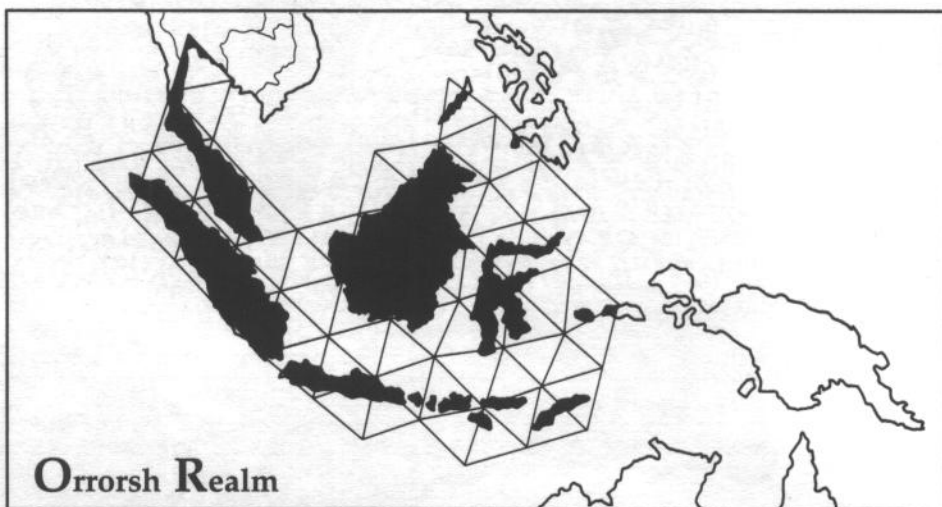
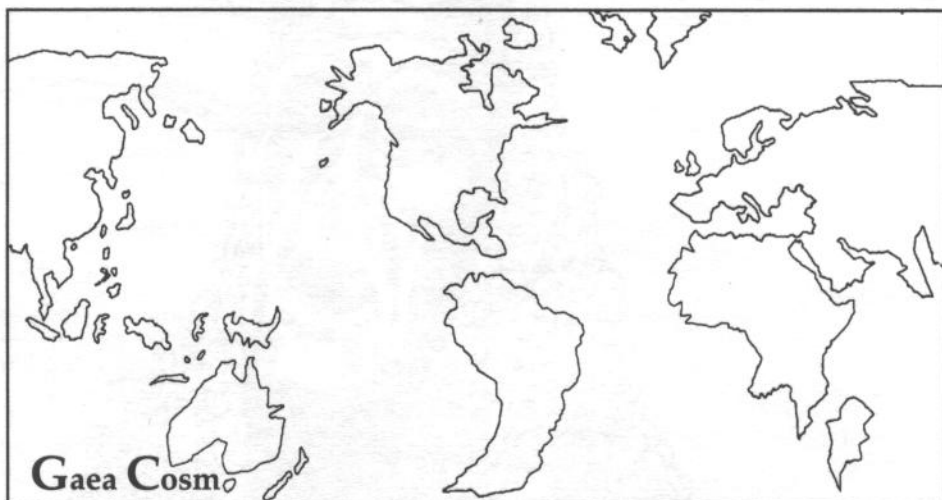
Suggested True Death:

Impaled through the head with a poison-coated weapon. The poison is prepared by occult ritual and must include blood from the dragon in question.

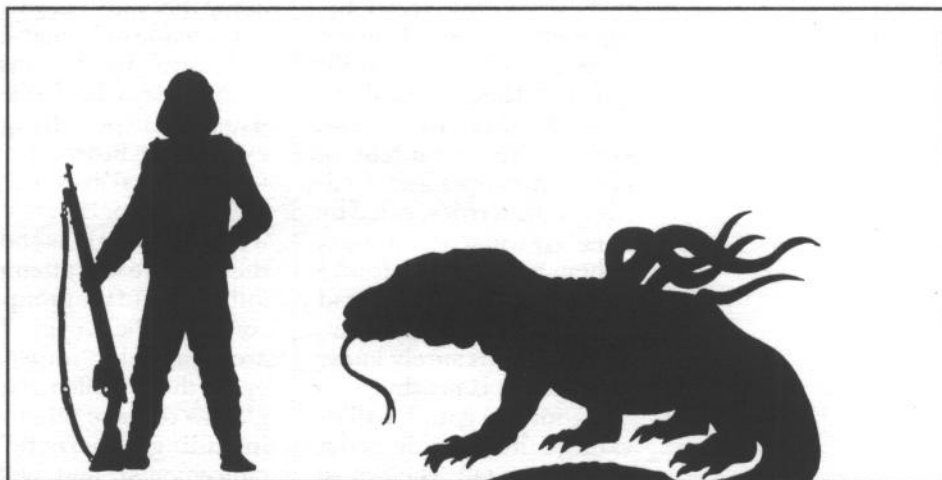
Note: When attacked by a tentacle, the character must make a *Toughness* total of 20 or higher. If the character fails, he is paralyzed, and remains so until he can generate a total of 20 (the character may generate a new total once per round).

Discovered by
Paul Balsamo

DOMAIN



SIZE REFERENCE



LADOC



M. Andrews



Ladoc (plural: ladon) are creatures of Gaeian myth, the word being derived from a Congan tribe's word for "sight thieves." The creatures have a morbid fascination with sight, with the intent of blinding people and feeding off the terror created by this traumatic change. When people are found blinded and mad, or dead with their eyes gouged out, the Victorians surely know that a ladoc is nearby.

Ladon are gaunt, pallid-skinned humanoids about two meters tall. Their most striking physical feature is

on their left hand: one "finger" is rigid and shaped like a spoon, with microscopic serrated ridges running along the edge. They wear a cloak made of human eyes.

Ladon are fascinated with those who have unusual or especially good eyes. Any Storm Knight with unusual eyes is a possible target for the creature; if a Storm Knight is chosen, the creature will attempt to kill the rest of the group and consume their eyes. They are enraged by "imperfect" eyes (those which require glasses or have other aids, including cybernetic enhancements), and will attempt to kill anyone with

obvious changes or vision aids.

The creatures prefer stealth and secrecy, and while it is obvious to determine what kind of creature is committing the atrocities, the ladoc realizes that it isn't powerful enough to handle large groups or other organized resistance. When safe to do so (such as a weak, lone individual), ladon enjoy briefly revealing themselves and playing on the terror their reputation engenders. During the ensuing hunt, they taunt their prey by whispering complements on the color or shape of one's eyes or casting darkness on a character and tell-



ing them they will soon be living the rest of their life in constant darkness. All too often, the threat turns out to be the truth.

On chosen characters, the ladoc will make aimed shots at their eyes. Generally, the ladoc is relentless in battle, but it will retreat if things go against it. They hunt alone.

Domain

Ladoc are found in the jungles of the Indonesian archipelago.

Ladoc

DEXTERITY 14

Dodge 17, maneuver 18, running 16, stealth 18, swimming 15, unarmed combat 23

STRENGTH 15

TOUGHNESS 13

PERCEPTION 11

Find 17, tracking 17, trick 15

MIND 14

Test (19), willpower 19

CHARISMA 6

Taunt 15

SPIRIT 13

Faith (Orrorsh) 14, intimidation 20

Possibility Potential:
some (12)

Natural Tools: Filed teeth (damage value STR+2/17), claws (damage value STR+3/18)

Power Rating: 7 (suggested powers are *dark vision*, *darkness* or *hypnotism*)

Corruption Value: 23

Fear Rating: 3

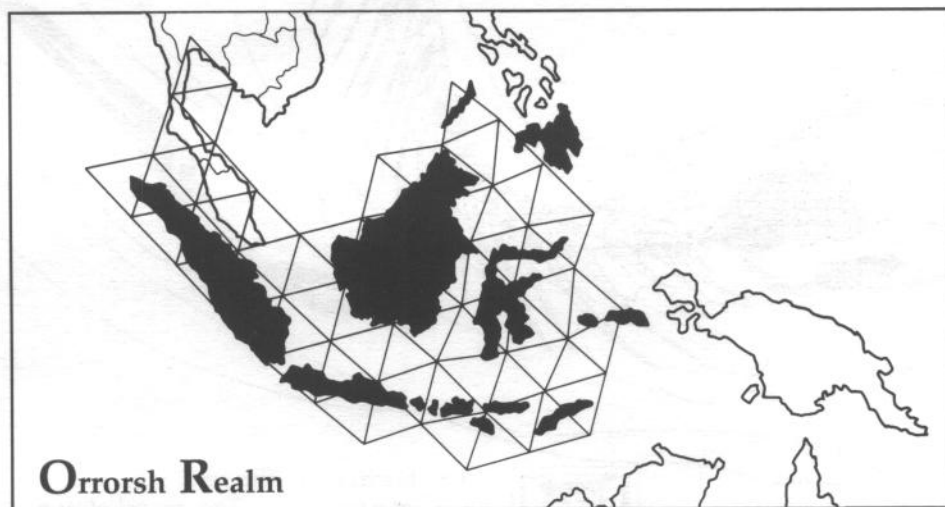
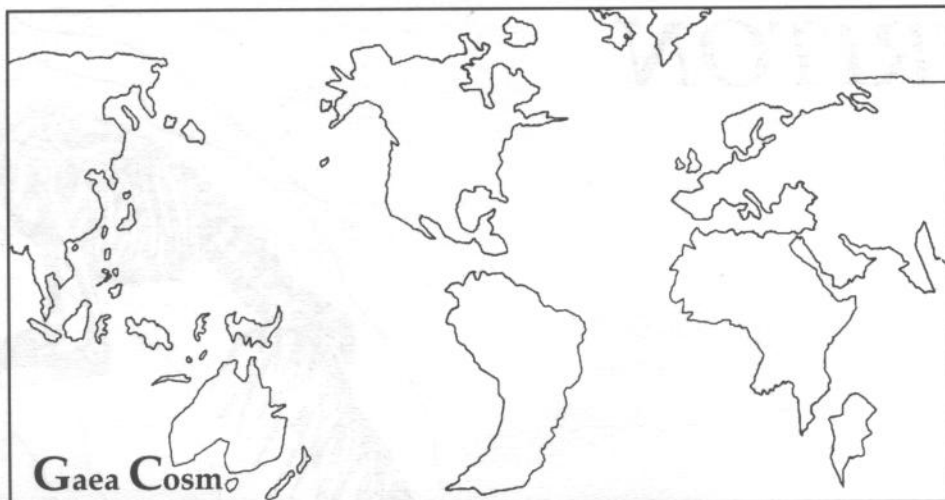
Suggested Perseverance
DN: 18

Suggested Weakness:
bright light

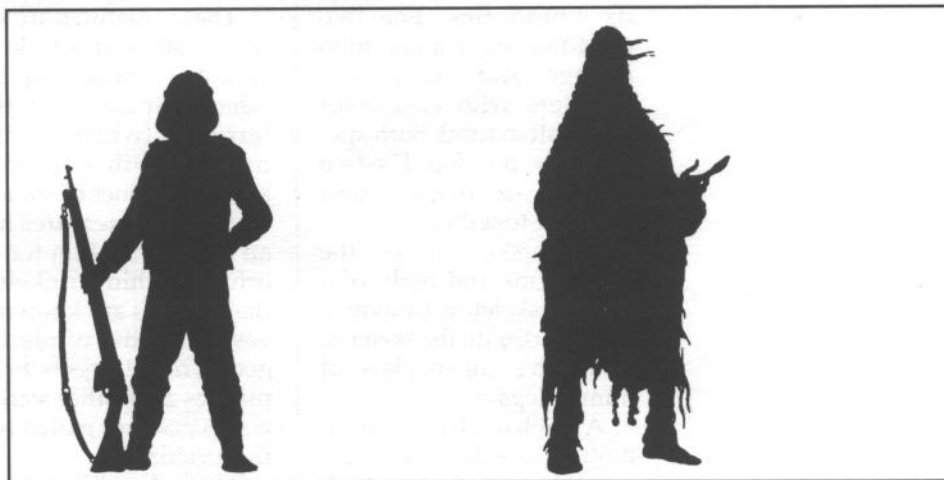
Suggested True Death:
blind cloak of eyes, burn body with fire started by magnified noonday sunlight

Discovered by
William C. Vaughan

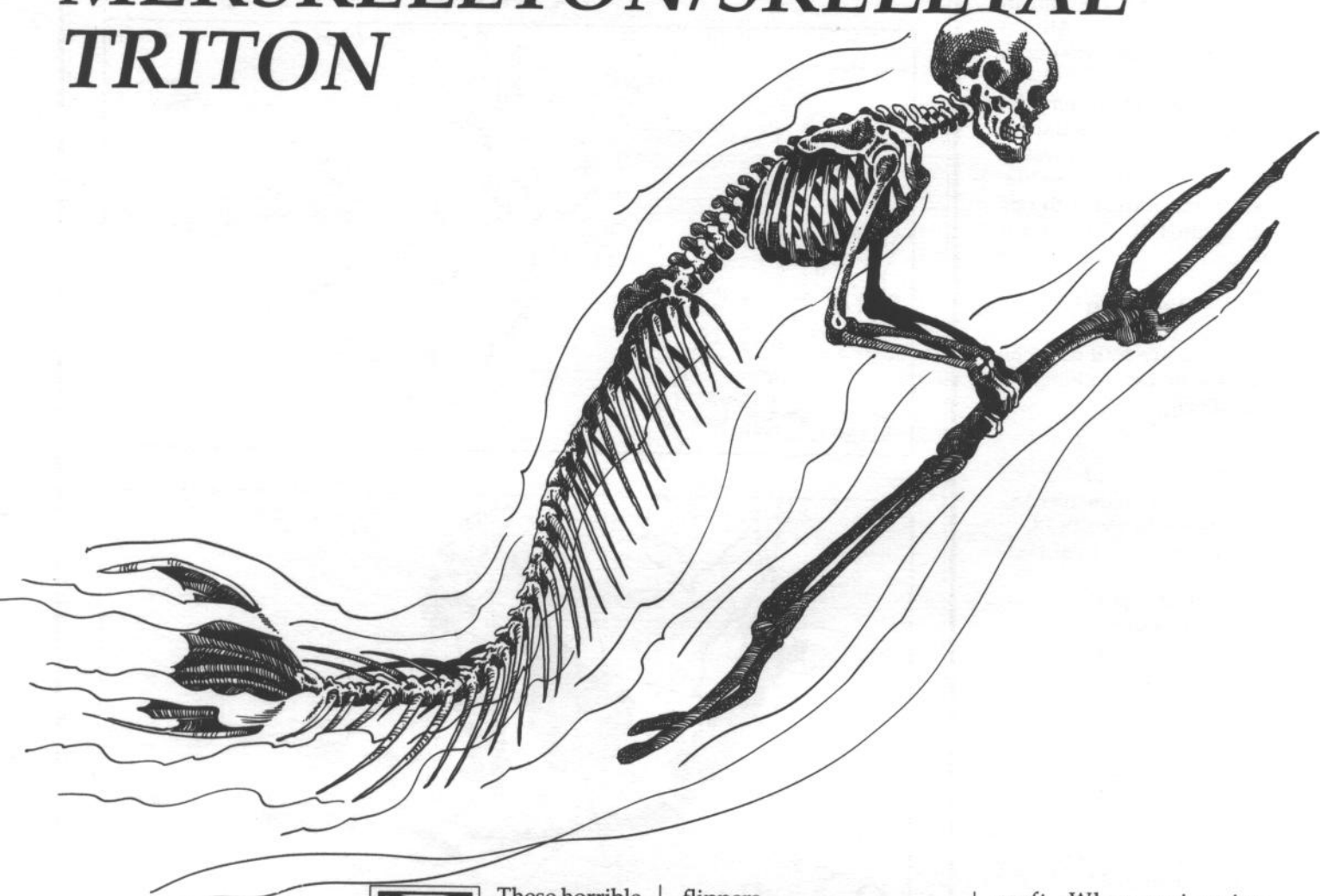
DOMAIN



SIZE REFERENCE



MERSKELETON/SKELETAL TRITON



M. Andrews



These horrible two-meter long monsters are found in the seas surrounding Orrorsh and all large bodies of water within its boundaries. The two creatures share a common lineage, and sailors and travelers who encounter them, often think both species to be but one. The two species are often found working together.

A merskeleton has the skull, arms and body of a human skeleton (down to the waist), with the skeleton of a fish's tail in place of human legs.

A skeletal triton has a human skeleton in all respects save the feet, which instead have the bones of

flippers.

The merskeleton must stay in water at all times, but a skeletal triton may travel on land (on land, its movement limit value is 4, or six meters per turn).

These creatures are very territorial, and attack any creatures (including fish) which intrude upon their territory (which is often marked with elaborately arranged bones of slain enemies). The creatures have an odd fascination for colorful and shiny trinkets, so their homes are known for vast quantities of precious goods, metal objects, bright plastics and other various goods that they gather from their victims.

These horrid creatures attack swimmers and small

craft. When swimming swiftly, a merskeleton can build up enough speed and power to flip a rowboat, raft or canoe. In combat, these creatures are armed with tridents of bone.

Domain

These creatures are found in bodies of water anywhere in Orrorsh.

Merskeleton

DEXTERITY 8

Dodge 14, maneuver 12, melee weapons 11, swimming 17, unarmed combat 10

STRENGTH 10

TOUGHNESS 10

PERCEPTION 9

Find 8, tracking 9

MIND 4



CHARISMA 4

Taunt (8)

SPIRIT 3

Intimidation (7)

Possibility Potential:

none

Natural Tools: Ram

(damage value STR +1/per two rounds spent charging, maximum of +6)

Skeletal Triton**DEXTERITY 8**

Dodge 10/8, maneuver

12/8, melee weapons 11,

swimming 13, unarmed

combat 10

STRENGTH 10**TOUGHNESS 10****PERCEPTION 9**

Find 8, tracking 9

MIND 4**CHARISMA 4**

Taunt (8)

SPIRIT 3

Intimidation (7)

Possibility Potential:

none

Natural Tools: Claws

(damage value STR+2/12)

*The following stats are the same for both creatures:***Equipment:** Bone trident

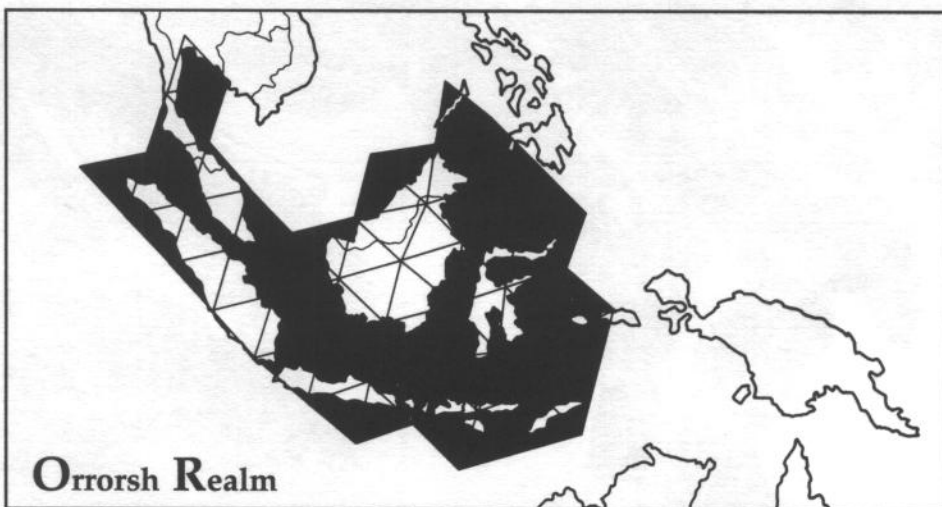
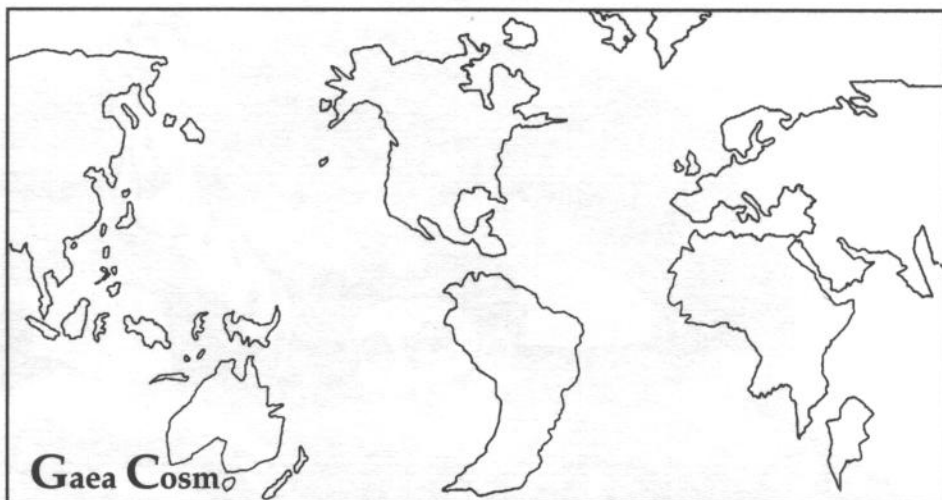
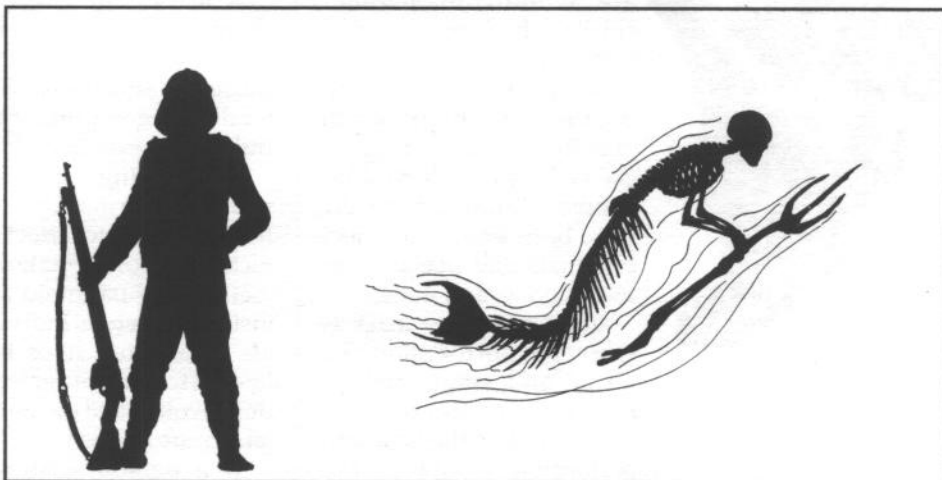
(damage value STR+6/16)

Power Rating: 1**Corruption Value:** 12**Fear Rating:** 1**Suggested Perseverance****DN:** 11**Suggested Weakness:**

none

Suggested True Death:

occult ritual

Note: Immune to *shock* and *KO* conditions**Note:** For skills with two numbers, the first number represents that ability while in water, while the second number is for while on land.**DOMAIN****SIZE REFERENCE**

Discovered by
Gregory Detwiler



MURDER MASK



Murder masks are the creations of the Nightmare Punch. They are actually malevolent spirits which possess costume masks and wait for some unsuspecting fool to put them on. The mask will usually only act during social gatherings where other people are around, but a few have been known to affect criminals and masked heroes who wear a mask.

Once a murder mask is worn, the horror alters the visual and audio perceptions of its wearer in order to manipulate the host into performing corrupt acts. For

example, a man wearing a murder mask is approached by a gentleman who says, "Nice mask," in an amiable and complimentary way. The mask will affect the wearer's mind, making him think that the comment was meant as sarcasm and intended to goad him into a fight.

Depending upon the situation, the mask will use *trick* or *taunt* to affect the victim, and often makes the victim very paranoid after just a short while. Individuals so affected have been known to go into seemingly unprovoked and uncontrollable murderous rages.

If a person wishes to

physically attack the mask while it is being worn, the attack is considered a *called shot*, adding +4 to the difficulty. In addition, the host takes full damage from the attack.

Murder masks are most useful in civilized areas, and they are usually worn at Victorian galas and masquerade balls. However, a few have been found in the form of tribal and shamanic masks. Skutharka, the Nightmare of Singapore, has started using murder masks as well, but they are often employed by robbers and muggers in his domain.

They are normally sold to victims as normal mas-



querade attire, but mystics and soothsayers have been able to peddle them to some Victorians as "enchanted protection masks."

Domain

Murder masks are found throughout Malaysia, especially Singapore. A small number have been reported in New London and Jakarta. It is believed that some have been exported to the Nile Empire.

Murder Mask

DEXTERITY 1

STRENGTH 1

TOUGHNESS 3

PERCEPTION 16

Trick 20

MIND 14

Test 18, willpower 17

CHARISMA 5

Taunt 20

SPIRIT 14

Faith (Orrorsh) 19,

intimidation 17

Possibility Potential:

some (40)

Power Rating: 2

Corruption Value: 25

Fear Rating: 1

Suggested Perseverance

DN: 12

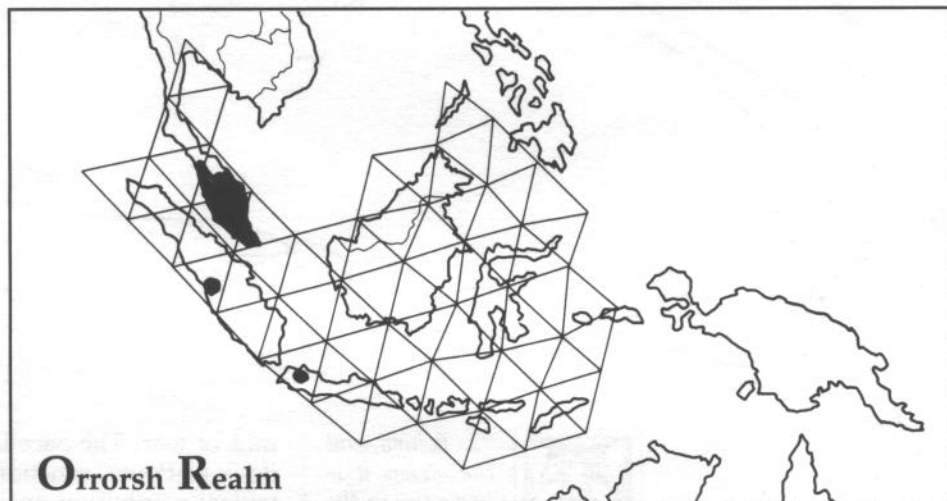
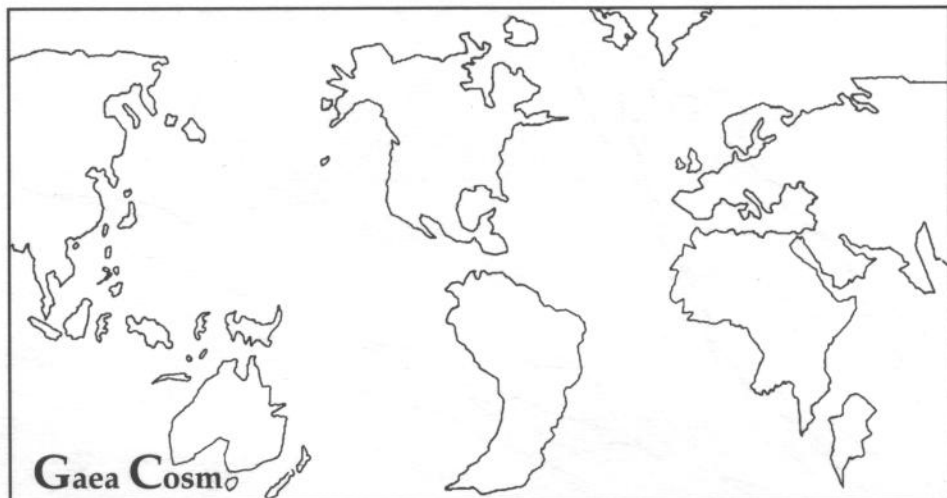
Suggested Weakness:

none

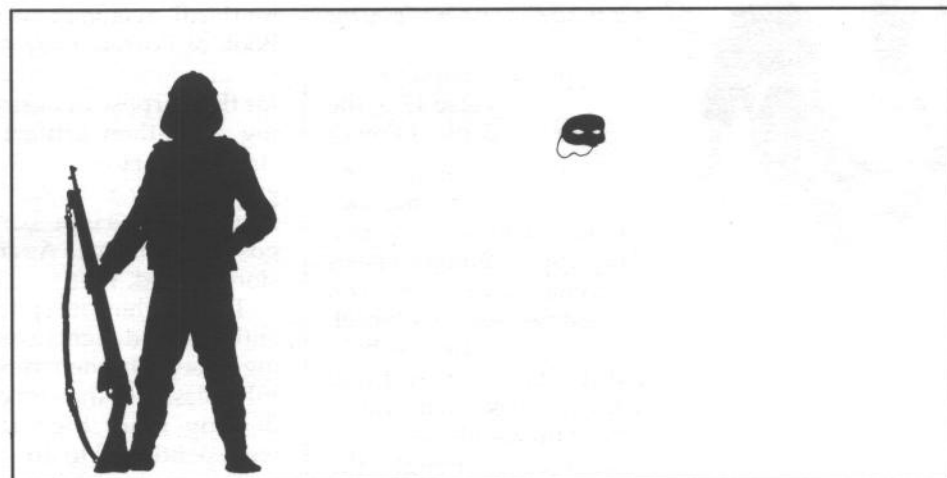
Suggested True Death:

place mask on the head of a holy statue

DOMAIN



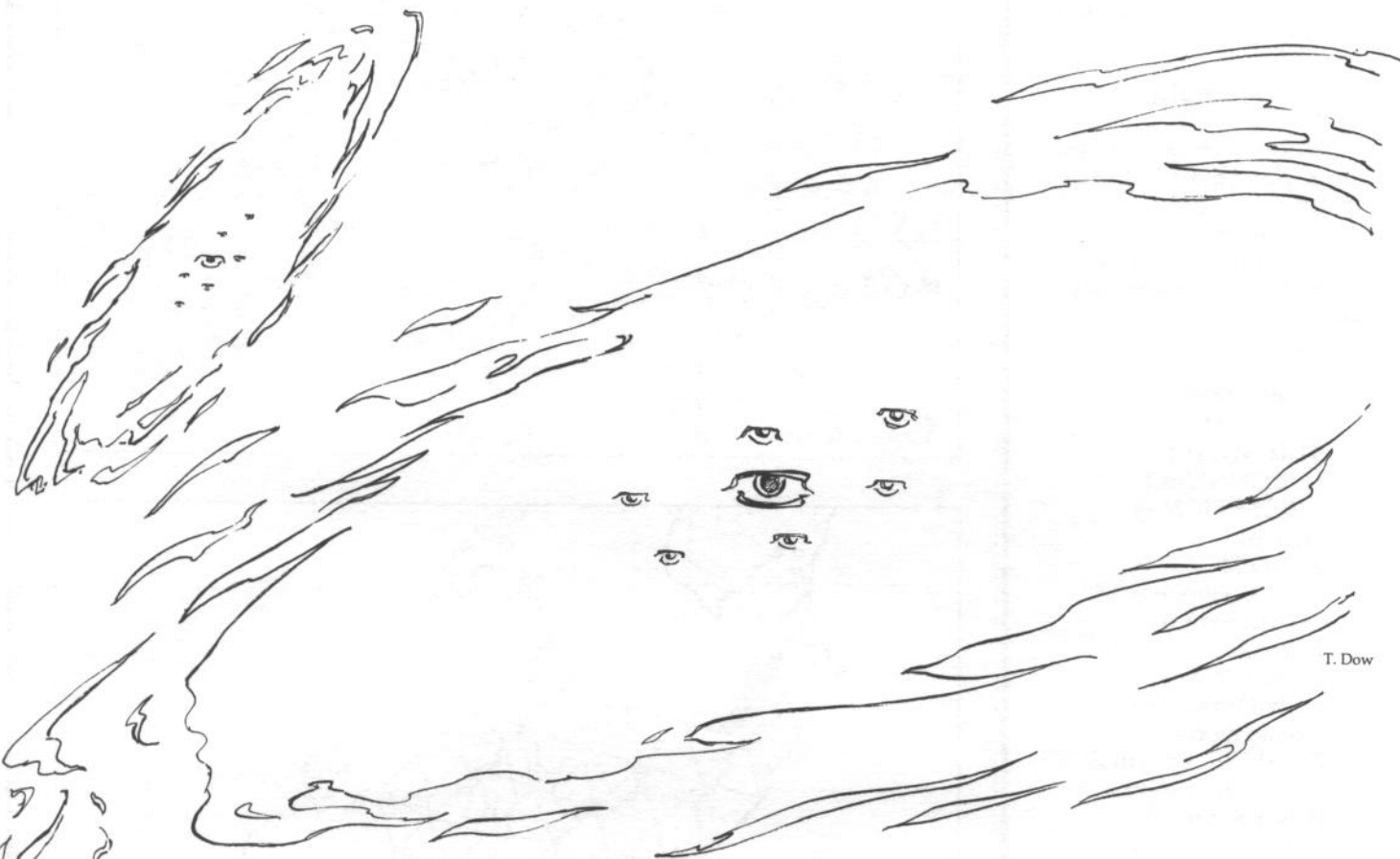
SIZE REFERENCE



Discovered by
Michael Shannon



ORAPHIM



T. Dow



"... Behold, said the vizier, it is like a fire in the vault of heaven.

And the angel of the Lord's vengeance soared down from Heaven, a great wheel of fire. And the prince of the third city was smote by the flaming oraphim."

— Epochs, Chapter Four, Verse 12 of the Book of Power

The oraphim are the flaming angels of vengeance in the Sacellum religion. They appear as huge wheels of divine flame, with seven golden eyes set into a wheel. The oraphim are the holy spirits that destroy those who do not serve the interests of the Sacellum.

In reality, though, the oraphim are just another tier in the Gaunt Man's pyra-

mid of fear. The Sacellum Book of Power sanctioned violent retribution against the enemies of the Lord. So the Gaunt Man would twist this approved violence into violence for its own sake. He created the oraphim, the mythical avengers of the Book of Power. They may be summoned by a miracle for the purpose of destroying a heathen artifact or stronghold. However, in the guise of holy avenger, they spread their High Lord's gospel: Violence. Aggression. Hatred. War.

The oraphim are spiteful entities that delight in causing misery. In their vengeful "missions" they tend to destroy more than they were petitioned to do.

The creatures may only be summoned by Sacellum

priests, who regard them as divine tools from God.

Domain

Oraphim may be summoned by Sacellum priests anywhere using the miracle *summon oraphim*.

Oraphim

DEXTERITY 11

Dodge 14, flight 16, maneuver 15, stealth 13, unarmed combat 16

STRENGTH 10

TOUGHNESS 12

PERCEPTION 11

Evidence analysis 14, find 15, language 14, tracking 15, trick 14

MIND 10

Test 15, willpower 14

CHARISMA 10

SPIRIT 9

Faith (Orrorsh) 12,

intimidation 14, reality 13

Possibilities: Four per Storm Knight

Natural Tools: Wings (speed value 15)

Powers: *Attack form resistance (heat), fire attack, regeneration, resistance to normal weapons*

Corruption Value: 20

Fear Rating: 3

Suggested Perseverance DN: 24

Suggested Weakness: driving out its eyes with silvered weapons

Suggested True Death: an honest and decent person disbelieving its "divine" nature

Summon Oraphim

Spiritual Rating: 15

Community Rating: 12

Difficulty: 20

Range: 15 (one kilometer)

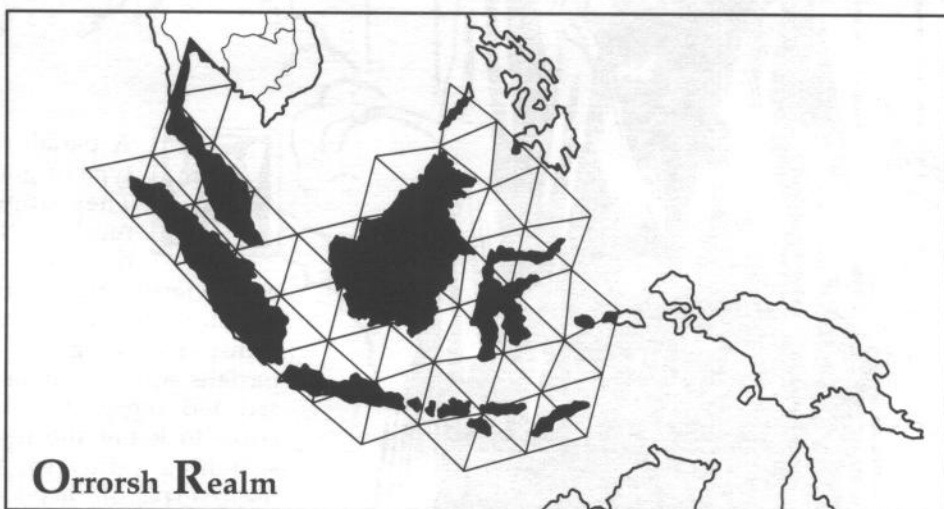
Duration: 18 (one hour)

Effect: summons an oraphim to do the priest's bidding

Summon oraphim allows a Sacellum priest to summon a "divine" angel of vengeance to smite the enemies of God. If successfully used, one oraphim will be called from the heavens, and will attack targets as directed by the priest. However, once the enemy has been eliminated, the priest must make a *faith* total of 20, or the creature will be free to do its bidding until the duration of the miracle is over and the creature is sent back to the plane from which it came. Oraphim, when allowed to act of their own volition, have been known to attack anything.

Discovered by
Patrick Flanagan

DOMAIN



SIZE REFERENCE



PARIAH



P. Daly



A pariah is a type of ghost. They appear much as they did in life, but are obviously supernatural in nature. Many are semi-transparent or glow. All pariahs appear intensely sad and angry. It is their curse to haunt the night, searching vainly for the means to placate their longings and regrets. While pariahs are not common in the Orrorsh realm, they are unrestricted geographically and can be found anywhere that men and women die unhappy.

All pariahs were once mortals who died in the Orrorsh realm leaving some goal unfulfilled. The nature of this goal varies greatly; a lost love, a promotion at work, revenge for some perceived wrong, and so forth. The powers of Orrorsh offer the deceased soul the chance to fulfill its goal instead of dying unhappy.

Of course, the offer is one of false hope. The transfor-

mation from mortal to pariah twists the deceased's emotions into a maniacal blend of anger, hatred and remorse. Furthermore, a pariah is incapable of fulfilling its goal, no matter how hard or long it tries. A pariah's undead status is a horrible curse: they have all the time in the world to pursue a goal they can no longer hope to obtain. As such, pariahs haunt dark streets and buildings. They mercilessly slay any who they perceive to interfere with their quest for fulfillment.

Pariahs are semi-material. To the touch, a pariah feels very much like ice-cold mud. This state does not, however, prevent a pariah from striking solid blows in combat. Pariahs are often resistant to normal weapons.

Domain

Pariahs may be encountered anywhere in Orrorsh or on Gaea.



Pariah

DEXTERITY 9

Dodge 11, maneuver
10, running 10, stealth
11, unarmed combat 11

STRENGTH 11

TOUGHNESS 11

PERCEPTION 9

MIND 10

Test of will (11),
willpower 23

CHARISMA 9

SPIRIT 10

Faith (Orrorsh) 10,
intimidation 11

Possibility Potential:
some (24)

Natural Tools: Semi-
material form (armor value
TOU+4/15)

Power Rating: 2

Corruption Value: 15

Fear Rating: 2

Suggested Perseverance

DN: 15

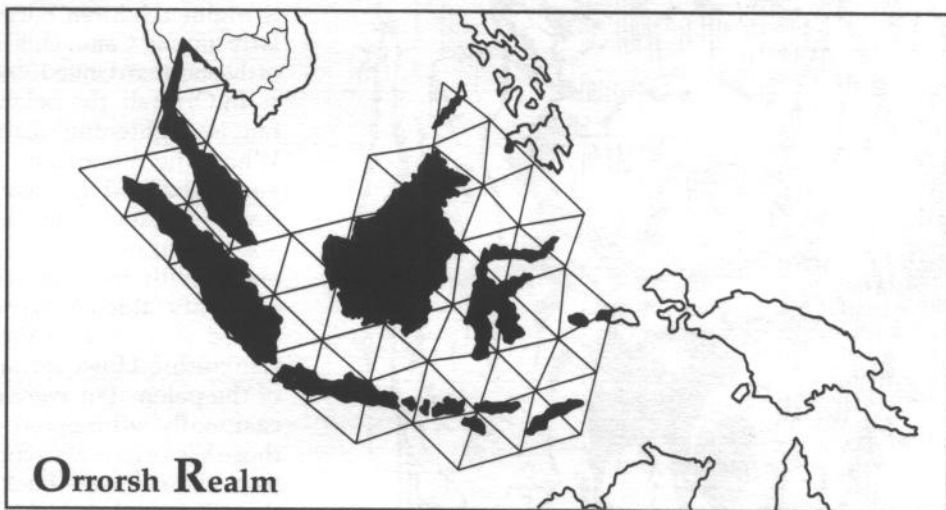
Suggested Weakness:

Light from a lantern burn-
ing blessed oil

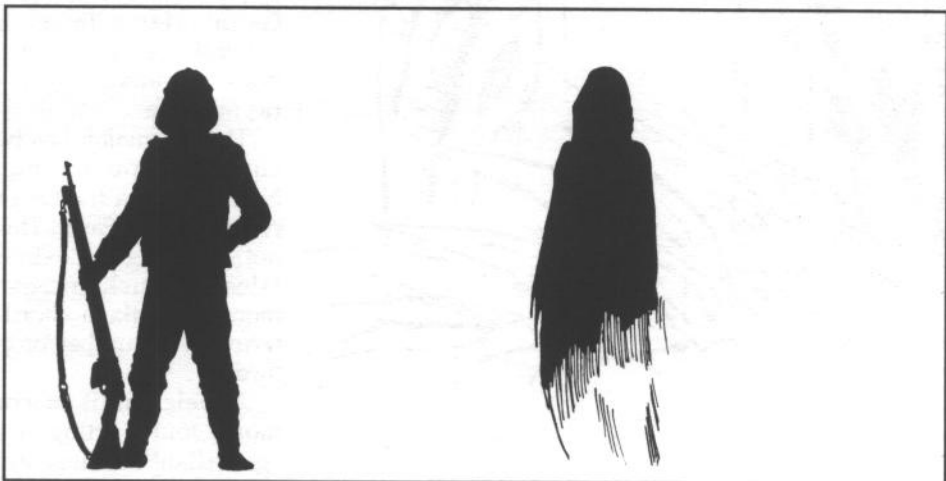
Suggested True Death:

Granting the pariah what it
could not attain in its life

DOMAIN



SIZE REFERENCE



Discovered by
Mark L. Chance



PELEMAFAIT



P. Daly



On Core Earth, legends are told of the pelemafait. A creature of the swamps, the legend is used to frighten children, particularly among Cajun children of the southern United States.

In Orrorsh, the pelemafait is frightening reality. When the Victorians invaded the land that would become France, they also absorbed the country's legends. With the Victorian mentality, this absorption added very little to Victorian culture. However, tales of the pelemafait were occasionally whispered by those Victorians who could trace their lineage back to the conquered nation.

It is unknown which Nightmare took the legend and made it reality. The creatures have come into popular use during the Gaunt Man's invasions. Several are active in the bogs and moors of Majestic, on Gaea.

The pelemafait has been equally popular among Nightmares in the Orrorsh realm of Core Earth. This is not surprising, since strange tales of muck-encrusted monsters strike a chord of terror in a number of cultures.

A pelemafait is commonly found acting as the "guardian" of a swamp. Nightmares will often place one in a swamp that travel-

lers must often pass through. If a Nightmare is aware of a group of Storm Knights moving through a bog, that group may receive a rude welcome. In this case, the pelemafait is a randomly encountered creature, or an agent of a more powerful being, rather than a primary monster.

Pelemafait can be encountered outside of swamps since a Nightmare will occasionally remove one from a swamp an place it in a city's sewer system. The creature makes its lair in the heart of the system, and uses the pipes to move about the city.

A pelemafait that is a primary monster will often focus on an individual of French descent. It can sense that person's enemies, hunts the enemy down, and crushes them to death. Their calling card is a body enshrouded in moss and muck.

The unwitting Frenchman has no idea what is going on, but may soon find himself being sought as the primary suspect in the series of ghastly murders. It is usually clear that the individual does not have the strength to crush anyone, but mass hysteria often results in the suspect being killed by a mob. The pelemafait then picks another individual, and the cycle begins again.



Domain

Pelemafait are found in swamps and bogs, and are located primarily on the island of Borneo. A few are located in the sewer networks of various cities. None have migrated outside the realm.

Pelemafait

DEXTERITY 9

Running 10, stealth 12, swimming 15, unarmed combat 15

STRENGTH 20

Climbing 21, lifting 23

TOUGHNESS 24

PERCEPTION 9

Trick (10), tracking 14

MIND 7

Test (20), willpower 20

CHARISMA 6

Taunt (8)

SPIRIT 9

Faith (Orrorsh) 15, intimidation 16

Possibility Potential:
some (40)

Natural Tools: Crushing grip (damage value STR+5/25), moss-enshrouded body (armor value TOU+2/26)

Power Rating: 3

Corruption Value: 16

Fear Rating: 2

Suggested Perseverance
DN: 16

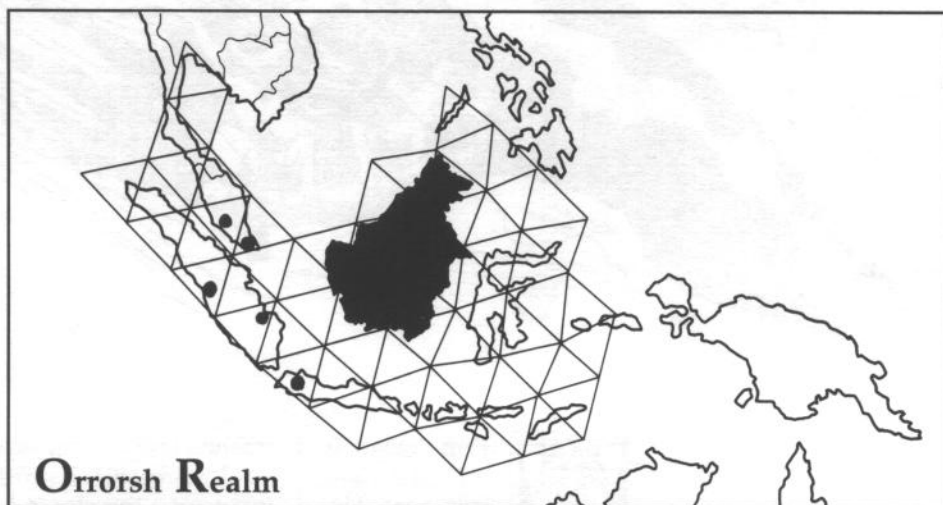
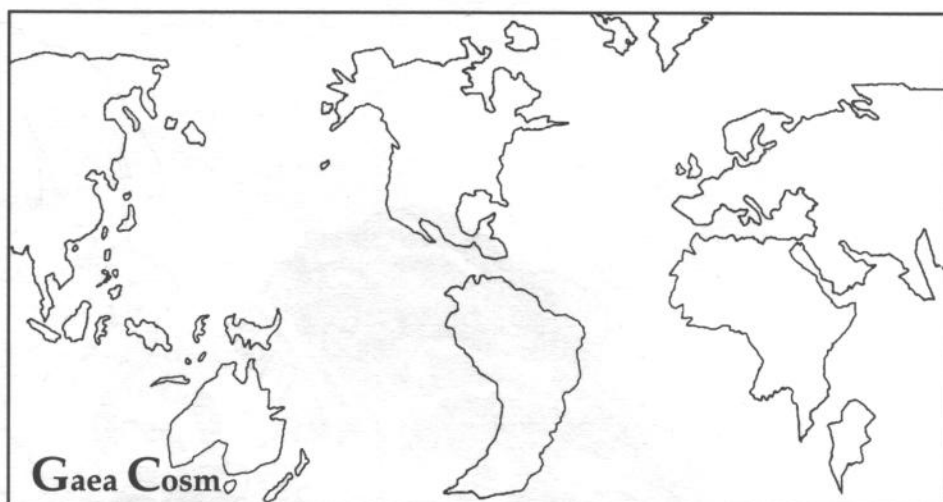
Suggested Weakness:
Stymie weakness against a rare flower, only found in the swamp that it inhabits or originated in. The type of flower varies with location.

Suggested True Death:
Being stabbed with a spear made from a rare tree of the swamp it originated in. The type of tree varies by location.

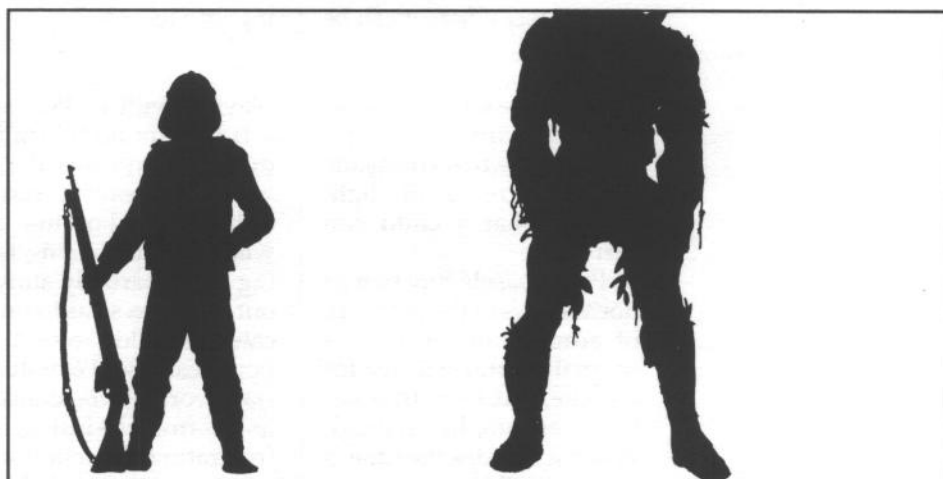
Note: All pelemafait have been subjected to an occult ritual that allows them to perceive the enemies of any one person of French descent within one mile of the creature.

Discovered by
Steve Crow

DOMAIN



SIZE REFERENCE



POP WEASELS



M. Andrews



Pop weasels are vicious horrors created by the Nightmare Punch. They are used as a tool by killjoys, who normally choose the victim. The killjoy places the pop weasel where it can be found.

Pop weasels resemble a jack-in-the-box or similar toy. They are usually not more than two feet on a side, and they are usually light enough that a child can carry one.

Pop weasels function as normal toys in the presence of adults, and also seem normal around children for a while, but their true nature is eventually revealed. When it decides the time is right, it will change its appearance the next time it is

opened (only if there are no adults present). Its former image of a toy clown is replaced by that of a demonic creature. It will tower on its spring, hovering over the child, and strike the child several times before retreating into its box.

At this point, the child will probably want to stop playing with it. Pop weasels get around this in two different ways: first, the pop weasel can leave its box for a short period of time, and will steal small items, leaving them partially sticking out of its box so as to implicate the child. Second, the pop weasel will eventually start working the crank on its box from the inside, thus frustrating the child's efforts to ignore or avoid it.

Eventually, matters will

come to a head. The child will usually confront his parents, and demand that it be removed. Either the parents will open the box to refute the child, or the pop weasel will open the box itself. At this point, it will appear in monster form and attack the entire family with the intention of killing everyone. If the family tries to run away, it will jump out of its box and pursue them on foot (speed value 8).

If the pop weasel is successful in slaughtering the family, it will crawl back into its box and wait for the deed to be discovered. Often, the pop weasel is donated to a needy family or orphanage.

Outside of its box, pop weasels appear as ugly, grey creatures, about 40 centime-

ters tall, and vaguely man-shaped, but soft, doughy and hairless.

Domain

Pop weasels have been distributed throughout New London, Jakarta, and Singapore. They have not migrated to any other realms (although Skutharka is certain to produce a 'high-tech' counterpart to the creature).

Pop Weasel

DEXTERITY 10

Dodge 12, maneuver 14, melee combat 12, stealth 14, unarmed combat 12

STRENGTH 6

Climbing 8, lifting 10

TOUGHNESS 10

PERCEPTION 12

Find 14, trick 14

MIND 10

Test 12, willpower 12

CHARISMA 10

Charm (15), persuasion 12, taunt 18

SPIRIT 8

Faith (Orrorsh) 10, intimidation 13

Possibility Potential:

some (60)

Natural Tools: Sharp

teeth (damage value STR+2/8)

Equipment: Box (armor value TOU+4/14), small knife (damage value STR+3/9)

Power Rating: 2

Corruption Value: 20

Fear Rating: 1

Suggested Perseverance

DN: 14

Suggested Weakness:

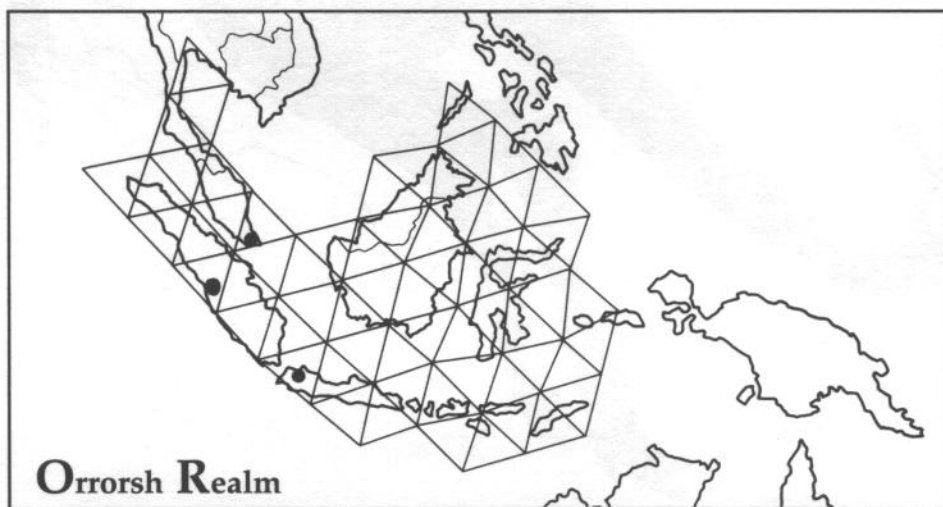
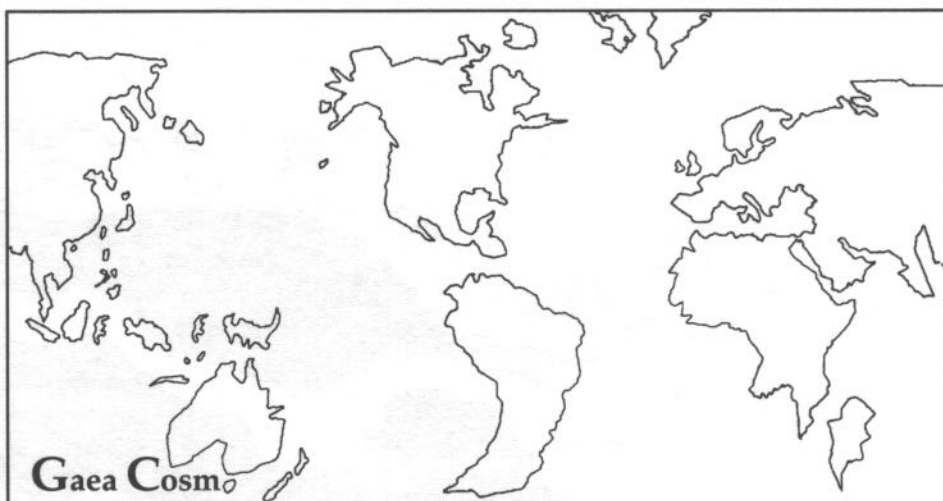
none

Suggested True Death:

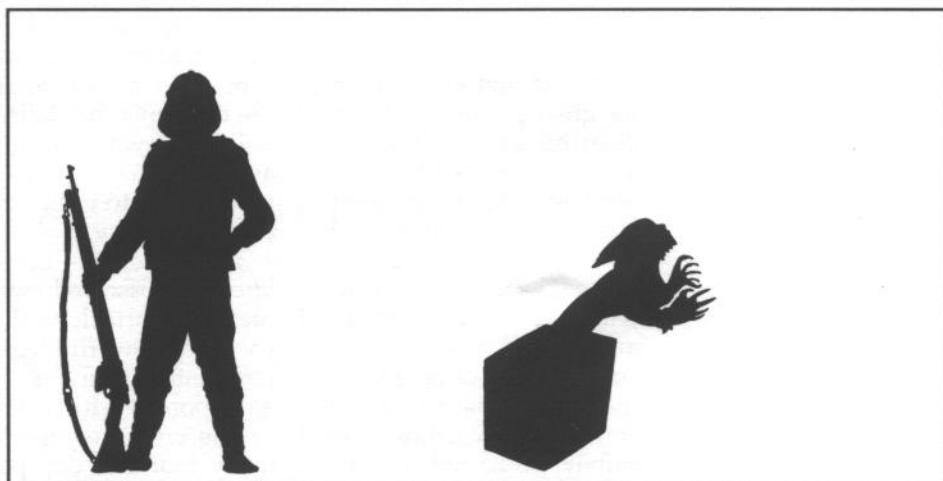
performing an occult ritual which concludes with the occultist screeching to the tune of "Pop Goes the Weasel." As the occultist finishes, the weasel's box must be smashed with the pop weasel inside.

Discovered by
Shawn Metcalf

DOMAIN



SIZE REFERENCE



POSSESSED MARSUPIAL



M. Andrews



This monster shows once and for all that technodemons do have a sense of humor, no matter how warped ...

The kangaroo of Australia greatly amused Thratchen the first time he saw it, and also inspired him to create a new terror. This monster can be found in both rural and urban areas.

The "kangaroo" will pretend to be a very friendly animal and will approach small groups of people, although its main target is children. It will hop over slowly (so as not to scare the children), and will al-

low itself to be petted or fed. Suddenly, it will attack, as its eyes begin to glow red. It will reveal its forked serpent-like tongue and huge fangs, as it tries to rip the throat out of the innocent children. As soon as the marsupial has killed, it will hop away and go to another location where it will be able to inflict more pain and injury.

Aside from its horrible bite, the possessed marsupial may attack with its hands or powerful legs, or jump into the air, and club an opponent with its tail.

The creatures are normally found in city parks and petting zoos, in the com-

pany of other kangaroos. However, the creatures hate kangaweres, and will attack them on sight — the battle between a kangawere and a possessed marsupial is at once humorous and terrifying. They will fight to the death.

Domain

Possessed marsupials are found throughout Australia, although a few have been sold (mistakenly as kangaroos) to zoos around the world.

Possessed Marsupial

DEXTERITY 10

Dodge 14, long jump-



ing 16, maneuver 12,
unarmed combat 13
STRENGTH 9
TOUGHNESS 12
PERCEPTION 9

Trick 11

MIND 10

Test 13, willpower 13

CHARISMA 14

Taunt 21

SPIRIT 5

Faith (Orrorsh) 7,
intimidation 9

Possibility Potential:
some (20)

Natural Tools: Hands
(damage value STR+2/11),
legs (damage value STR+4/
15), tail (damage value
STR+5/16), bite (damage
value STR+1/10, plus venom
which does damage value 12
for two rounds)

Power Rating: 2

Corruption Value: 25

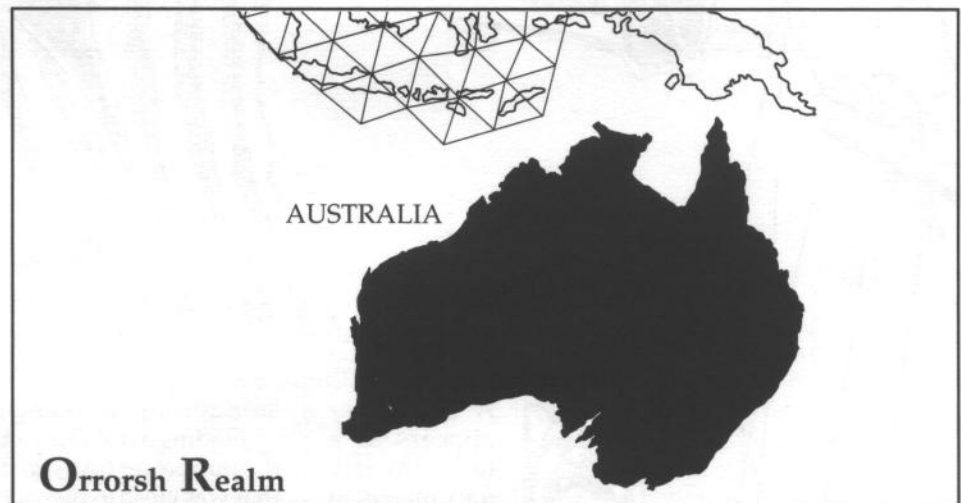
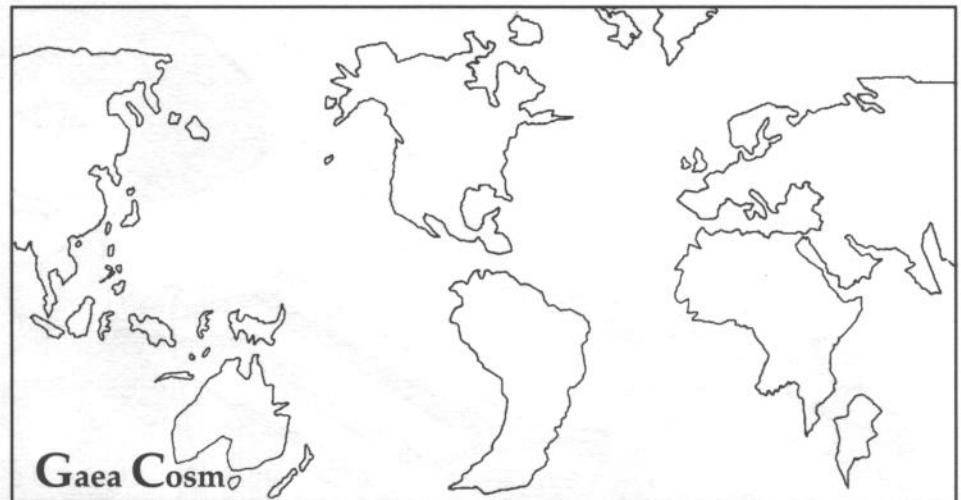
Fear Rating: 1

Suggested Perseverance
DN: 15

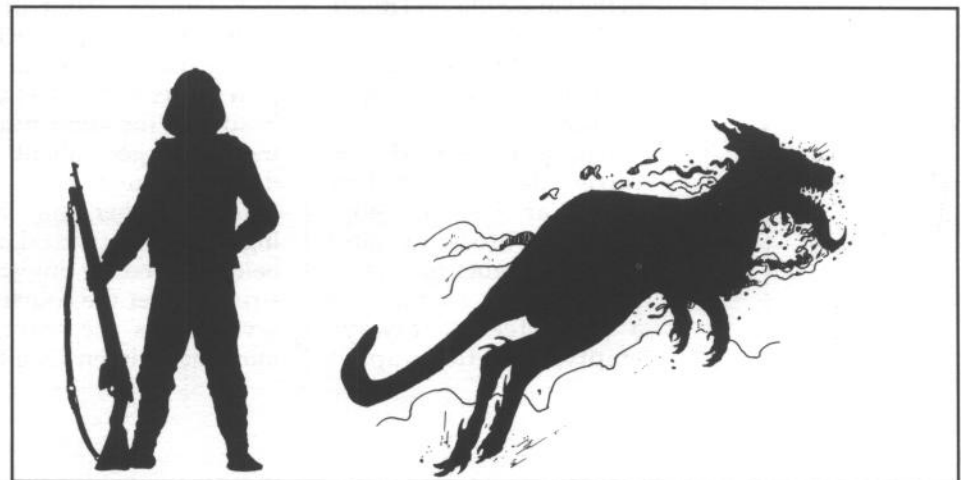
Suggested Weakness:
Children under 12 years of
age with a *faith* or *Spirit* of 7
or higher can automatically
see the creature's true nature,
as can those with *true sight*

Suggested True Death:
death

DOMAIN



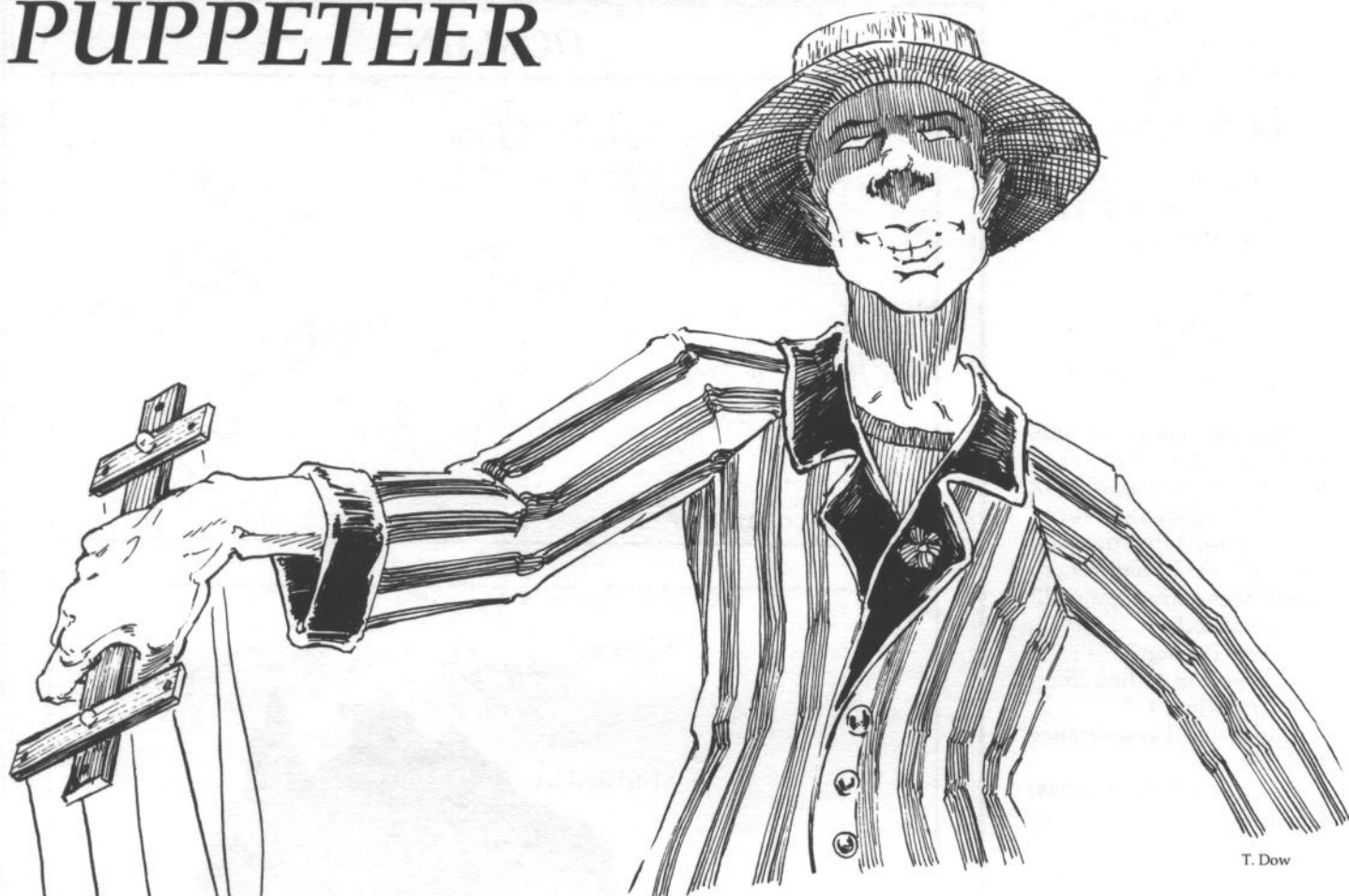
SIZE REFERENCE



Discovered by
Randle Hodge, Jr.



PUPPETEER



A puppeteer appears as a tall (nearly four meters in height), thin man with thin, pointed fingers. Invariably, they are dressed in striped blazers and straw boaters, an echo of the vaudeville and music hall of the Victorian era. They have a perpetual wide grin, seemingly verging on the lunatic.

The puppeteer always carries the tools of their 'trade,' an X-shaped puppet frame used to control the movements of a puppet. However, the frame of a puppeteer is always empty, and the puppet

strings hanging loosely.

Finding a suitable victim, the puppeteer takes an item that was close to the victim. This could be a lock of hair, an item of clothing or a piece of jewelry. The puppeteer then attaches it to the puppet frame.

Following a full lunar cycle (28 days), the victim finds small bruises that appear on her hands, feet and head. As the unfortunate individual goes about her daily business, she suddenly finds her limbs acting of their own accord, as if being pulled by invisible strings. Over the course of several days, the phantom movements intensify into a

wild, relentless dance, the victim being pulled this way and that.

The hideous dance continues until the victim dies from exhaustion or the puppeteer gets bored and sends the hapless individual dancing into the path of an oncoming carriage, off a cliff or a similarly nasty demise.

The puppeteer is always within sight of its victim, hiding in the shadows as its hands move the puppet frame frantically, the victim mirroring the movements. The victim can be freed if the strings on the puppet frame are severed.

Every hour that the puppeteer forces the character



to dance, he effectively makes an attack, with a base damage of 12 plus the bonus number. The character suffers damage normally. Any character killed by the dance dies from exhaustion.

Domain

Puppeteers are found on the island of Sumatra.

Puppeteer

DEXTERITY 13

Dodge 16, maneuver 15, stealth 14, unarmed combat 16

STRENGTH 16

Climbing 17

TOUGHNESS 15

PERCEPTION 12

Tracking 14, trick 13

MIND 10

Test 12

CHARISMA 8

SPIRIT 8

Faith (Orrorsh) 9, intimidation 12

Possibility Potential:

some (35)

Natural Tools: Fingernails (damage value STR+2/16)

Equipment: Oak puppet frame

Power Rating: 1

Corruption Value: 21

Fear Rating: 2

Suggested Perseverance

DN: 18

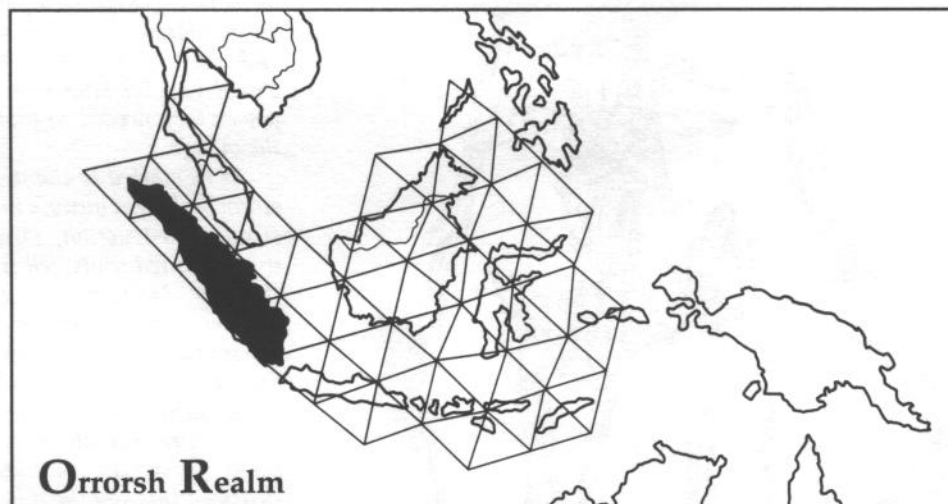
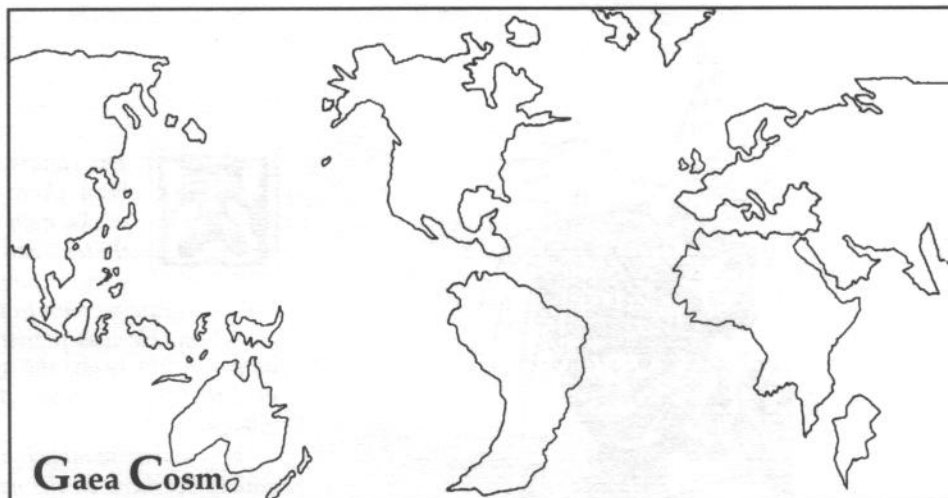
Suggested Weakness:

none

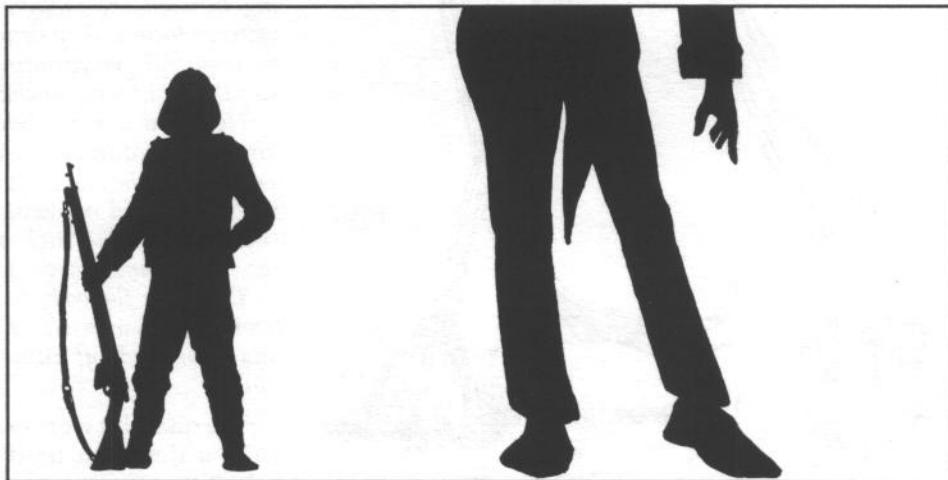
Suggested True Death:

suspended like a puppet from an oak tree at sunset

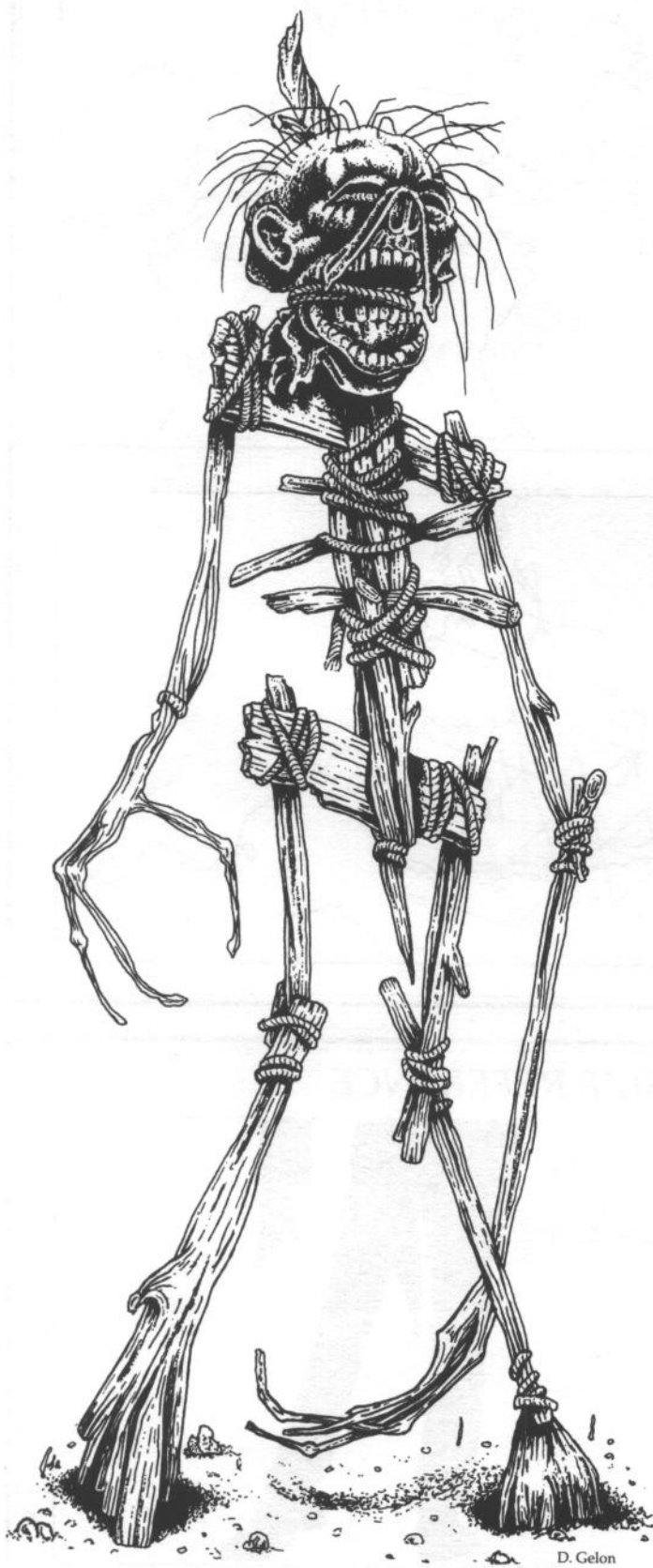
DOMAIN



SIZE REFERENCE



QUATULPI



D. Gelon



The clouds had been there for weeks now but the tribe had not worried, for they

had the medicine man to protect them. He was preparing now, getting ready the stick men that would protect their village.

The storm rumbled ominously overhead as the medicine man placed the final skull on the last stick body. He placed his headdress upon his head and started the ritual that would give the stick men the power they needed to protect the village.

As he started to chant, the storm broke. Far away, a monstrous construction, formed from tortured souls, fell from the sky. Hellish creatures swarmed down the bridge and fled into the forest. The horrific reality of the Gaunt Man had found them.

The ritual was almost complete when the monsters swarmed through the village. As they ran, things changed, conforming to the twisted reality of Orrorsh. The medicine man looked outside, confused as he saw the horrors streaming through the village. He watched them as they slew the innocent villagers, wanting to stop them, but being unable to.

He heard a noise behind him. He turned around slowly. Terrified by the sight of what he knew should not exist, he tried to run. The stick man reached out and grabbed him.

Throwing the body to the floor, the stick man left the hut and shambled off into the jungle.

The quatulpi were originally a deterrent used by primitive tribes, meant to scare away intruders from

sites such as burial grounds. When the reality of Orrorsh washed over them, they were given a magical form of life.

They now wander the jungles of various islands seeking to protect the chosen site by killing everyone within their territory (which normally extends for about one kilometer around the site).

Their appearance varies according to which tribe created them, but all tend to have the following characteristics: they stand about four feet high and are constructed of a wooden frame, with either a human or carved head tied to the top of the torso. Their limbs are also wooden, simply being branches tied to the main torso.

They move silently and swiftly, but attack without a plan of battle. They simply strike at the closest target, and for this reason are exceptionally easy to lead into traps. The creatures often trick trespassers into thinking they are merely stick figures, not animated monsters, holding still until an invader is within arms length.

Quatulpi are often found in groups of six to a dozen individuals, although they act completely without organization.

Domain

The quatulpi roam the smaller islands of Indonesia, where they were created to protect sites of religious importance. The exact nature of these sites varies from tribe to tribe, but



they are usually burial grounds. As yet they have not traveled to other realms.

Quatulpi

DEXTERITY 7

Dodge 9, unarmed combat 10

STRENGTH 16

TOUGHNESS 16

PERCEPTION 7

Trick (10)

MIND 4

Test (15)

CHARISMA 1

Taunt (10)

SPIRIT 5

Intimidation 11

Possibility Potential:

none

Natural Tools: Wooden hands (damage value STR+2/18), teeth (damage value STR+1/17)

Power Rating: 1

Corruption Value: 11

Fear Rating: 1

Suggested Perseverance

DN: 12

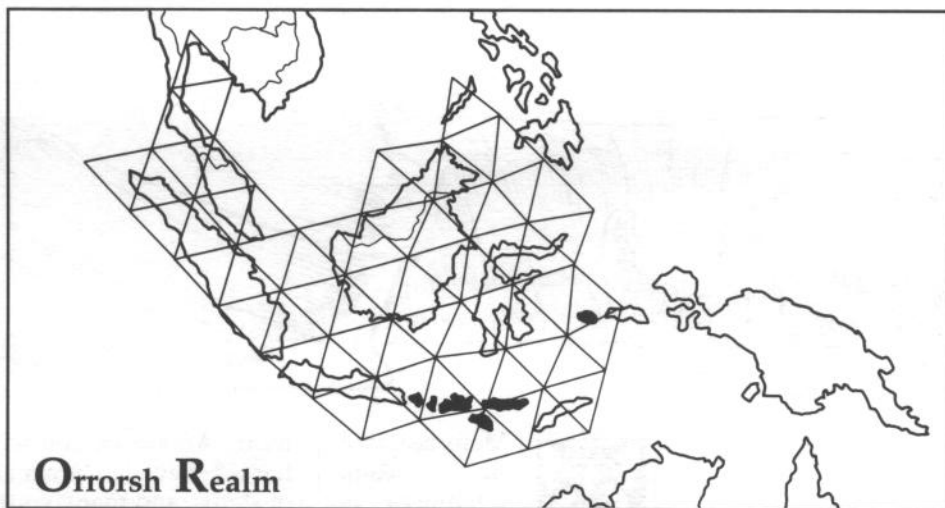
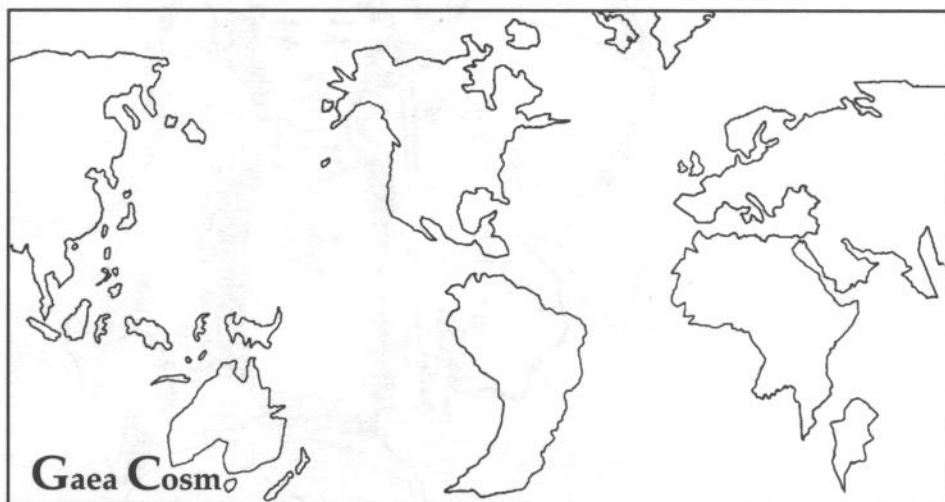
Suggested Weakness:

axes

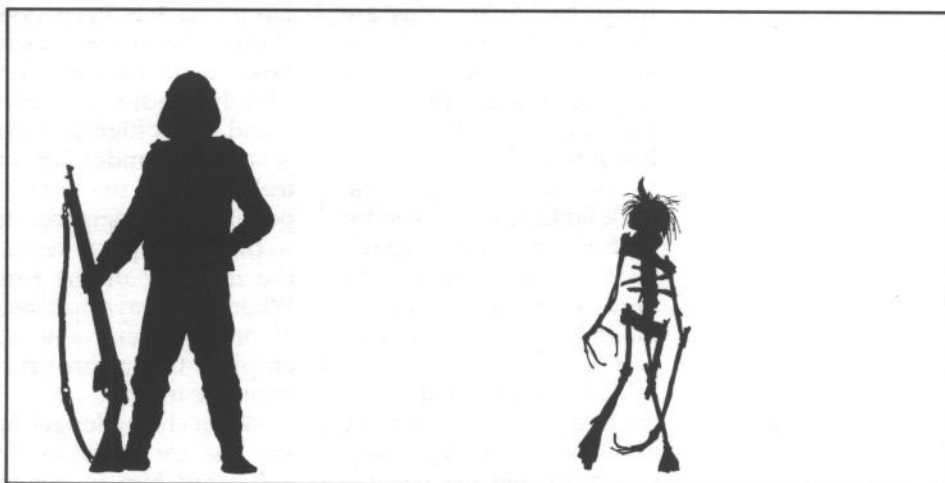
Suggested True Death:

Removing the head, filling it with earth and burying it.

DOMAIN



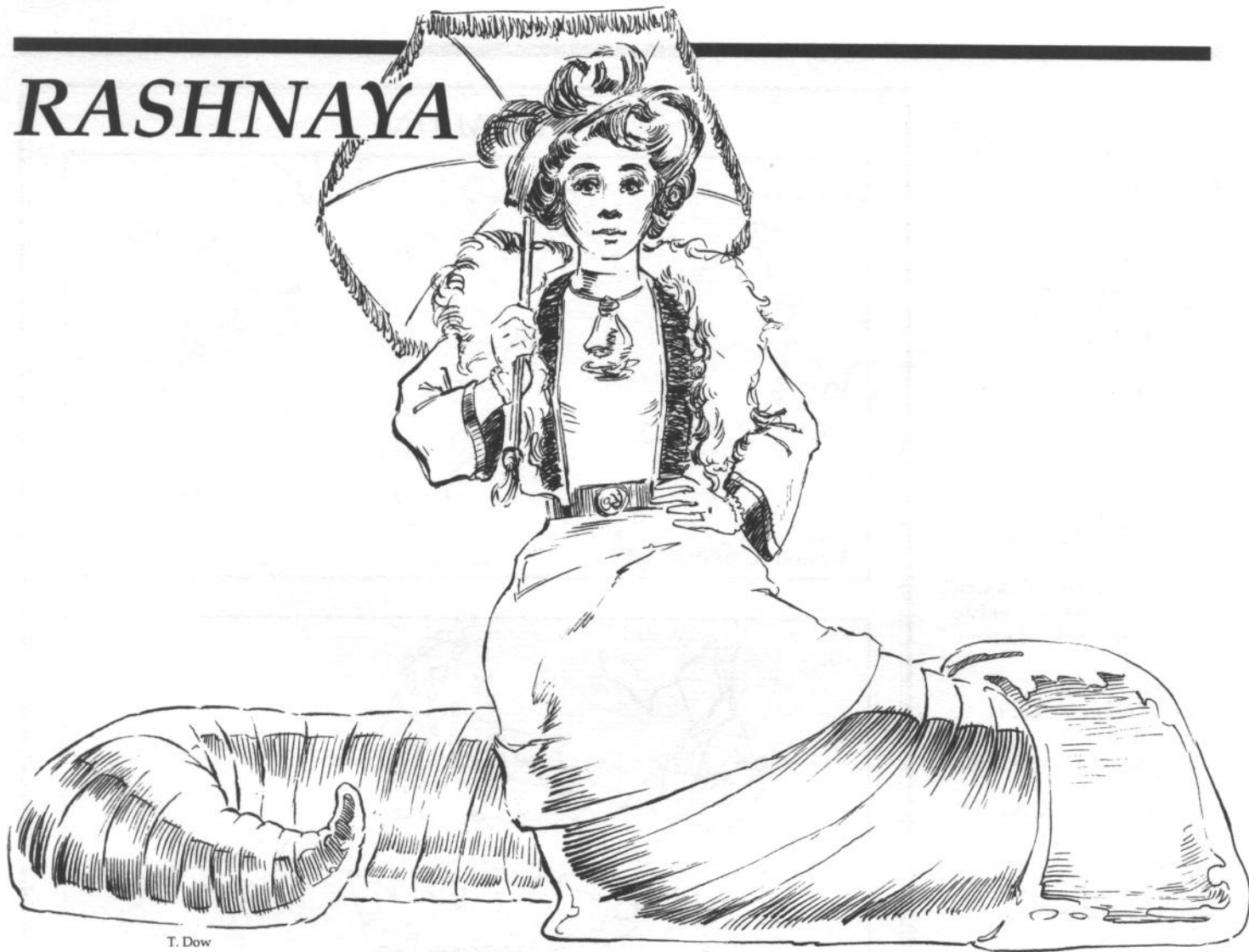
SIZE REFERENCE



Discovered by
Sam Thornton



RASHNAYA



T. Dow



More beautiful than a dream, Rashnaya is also one of the coldest, most lethal of the Nightmares. A hybrid creature, in her natural state her face and the upper half of her body are that of a human woman, and the lower half that of a huge red worm. She can, at will, transform her worm half into legs.

She exists to exploit the dark fantasies harbored by Victorian men, and like the succubi and incubi she favors, she can appear as her victim's ideal woman come to life.

Rashnaya frequents only the best clubs and the most exclusive restaurants, and has cultivated the reputation as a high-priced cour-

tesan. An association with her is believed to be a mark of status, and many young officers make a point of meeting her.

Once she has attracted a man of influence, she slowly begins to drain his will. Once this has been done, she uses her powers of hypnosis to bring him completely under her command. Many high Victorian officials are under her control, most in the snare of post-hypnotic suggestions so that they appear normal the majority of the time. When Rashnaya has need of one of them, she will employ the appropriate hypnotic trigger.

When she no longer has any use for a victim, she will wrap him in her tail (*Strength* total of 20 to es-

cape), and feast upon him. She need feed only once every six months. If she is already sated, she will simply order the unfortunate man to kill himself.

What makes Rashnaya so insidious is that even before their wills have been sapped, most Victorian men would refuse to believe that so beautiful and gentle a creature could be in the service of the evil that plagues *Errorsh*. Those few who have learned her secret and attempted to expose her have more often than not been slain in duels with her lovers or clapped in lunatic asylums.

Rashnaya has plans to seduce Lord Stanton Cheltenham and "persuade" him to sponsor her for membership in the Hellion

Court. Thus far, Cheltenham has resisted her advances, knowing well what she truly is, and not wishing to become her next victim.

Domain

Rashnaya rules the southern tip of Majestic, near the city of Telukbetung.

Rashnaya

DEXTERITY 16

Acrobatics 17, dodge 18, maneuver 20, melee weapons 18, stealth 18, unarmed combat 18

STRENGTH 19

Lifting 20

TOUGHNESS 15

PERCEPTION 20

Evidence analysis 22, find 21, tracking 22, trick 24

MIND 19

Occult 21, survival 20, test 22, willpower 22

CHARISMA 23

Charm 28, persuasion 26, taunt 24

SPIRIT 13

Faith (Orrorsh) 15, intimidation 17, reality 17

Possibilities: 25

Natural Tools: Scales (armor value TOU+4/19), tail (damage value STR+1/20)

Powers: *hypnosis, life drain, shapechange*

Corruption Value: 22

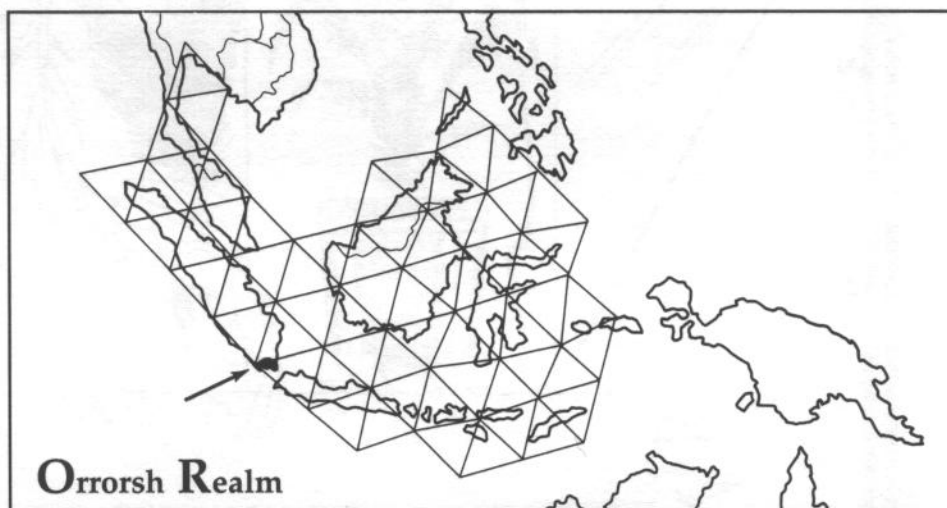
Fear Rating: 3

Suggested Perseverance
DN: 20

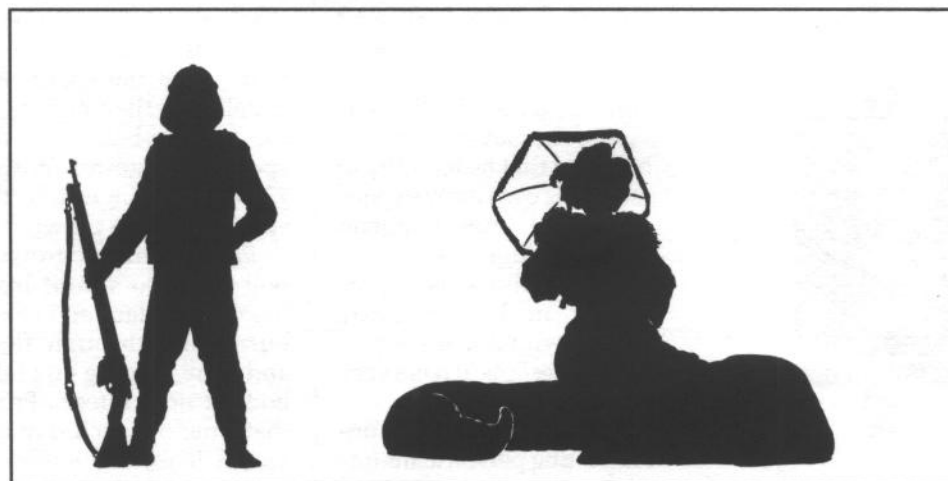
Weakness: mandrake root

Suggested True Death:
Rashnaya must be dismembered by someone who has felt her kiss.

DOMAIN



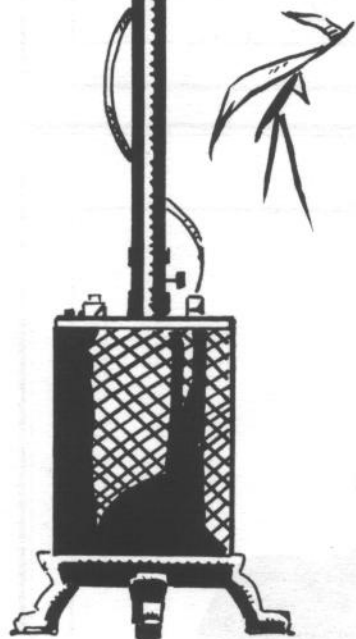
SIZE REFERENCE



Discovered by
Greg Farshtey



REAPER'S BLOSSOM



The reaper's blossom is a horrid variant of the gospog plant created by the Nightmare Ramulus. Ramulus was a half-mad biologist whose experiments now yield dozens of "killer plants" in the service of the Gaunt Man. It is believed that he fell prey to one of his own early experiments and is now half man and half plant.

Physically, it is a gorgeous multi-chromatic flower, with dozens of petals and designs. It has a very sweet fragrance.

However, when an unsuspecting person leans for-

ward to sniff the sweet fragrance, the reaper's blossom strikes. It sends a toxic cloud of spores into the victim's face, sending her into a coughing fit and allergic reaction. If the victim makes a *Toughness* total of 21 or more, then the spores are expelled by the coughing; if the total is below 21, the spores are ingested. Within 72 hours of ingestion, the spores begin to grow.

Painful parasitic growths will begin to sprout from the victim's face and chest, burrowing through flesh and bone, feeding off of the body it now infests. From that time on, each day the victim lives, she suffers a

wound, as the infection spreads through the cardiovascular and respiratory systems, lacing the skeleton and finally piercing the heart. When the victim's body finally dies, the remaining cadaver is now fully manipulated by the plant itself, which guides it back to the main flower. The plant may use the body to attack or defend itself. The host body is often forced to plant itself and serve as a host for a new plant.

A reaper's blossom host body is a sickly pale white in pallor, gradually turning grey. Rapid weight and hair loss is also symptomatic.

The only known way to



counter the effects of the reaper's blossom spore is to be blessed by a priest and drink holy water. This systematically destroys the spores' presence in the infested body, and a slow recuperation is now possible.

Domain

This plant grows most frequently in the dense jungles of Majestic.

Reaper's Blossom (Host Body)

DEXTERITY 9

Dodge 10, maneuver 10, melee combat 10, stealth 11, unarmed combat 11

STRENGTH 10

TOUGHNESS 9

PERCEPTION 9

Find 10, tracking 10

MIND 6

Willpower 10

CHARISMA 1

SPIRIT 3

Intimidation 9

Possibility Potential:

none

Natural Tools: Skin (armor value TOU+1/10)

Power Rating: 1

Corruption Value: 15

Fear Rating: 1

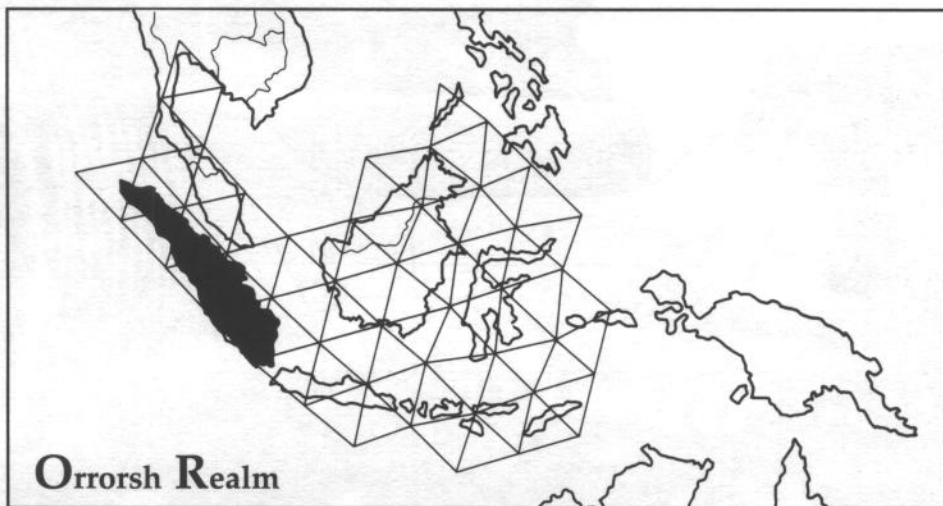
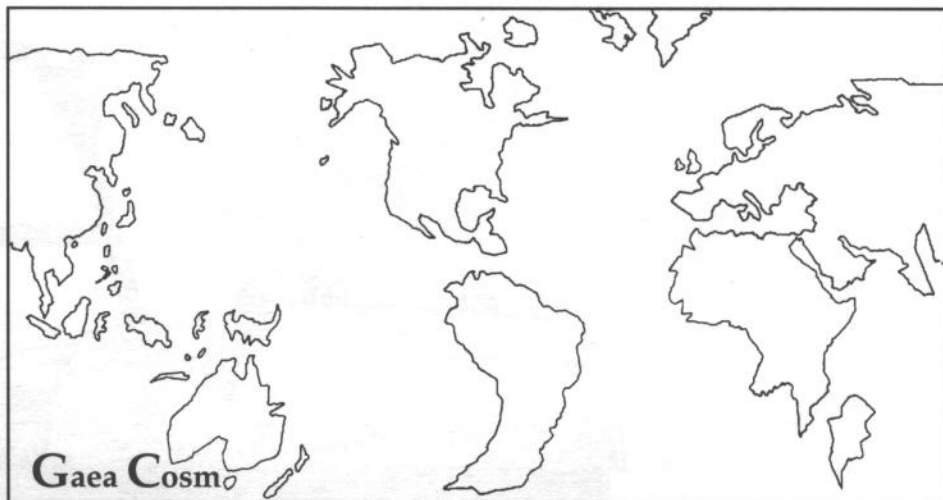
Suggested Perseverance

DN: 16

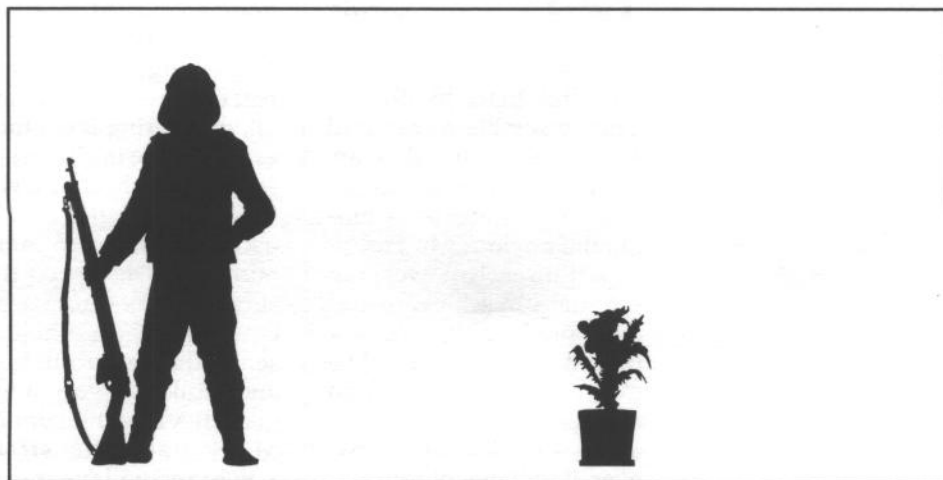
Suggested Weakness: mistletoe

Suggested True Death: immersion in holy water

DOMAIN



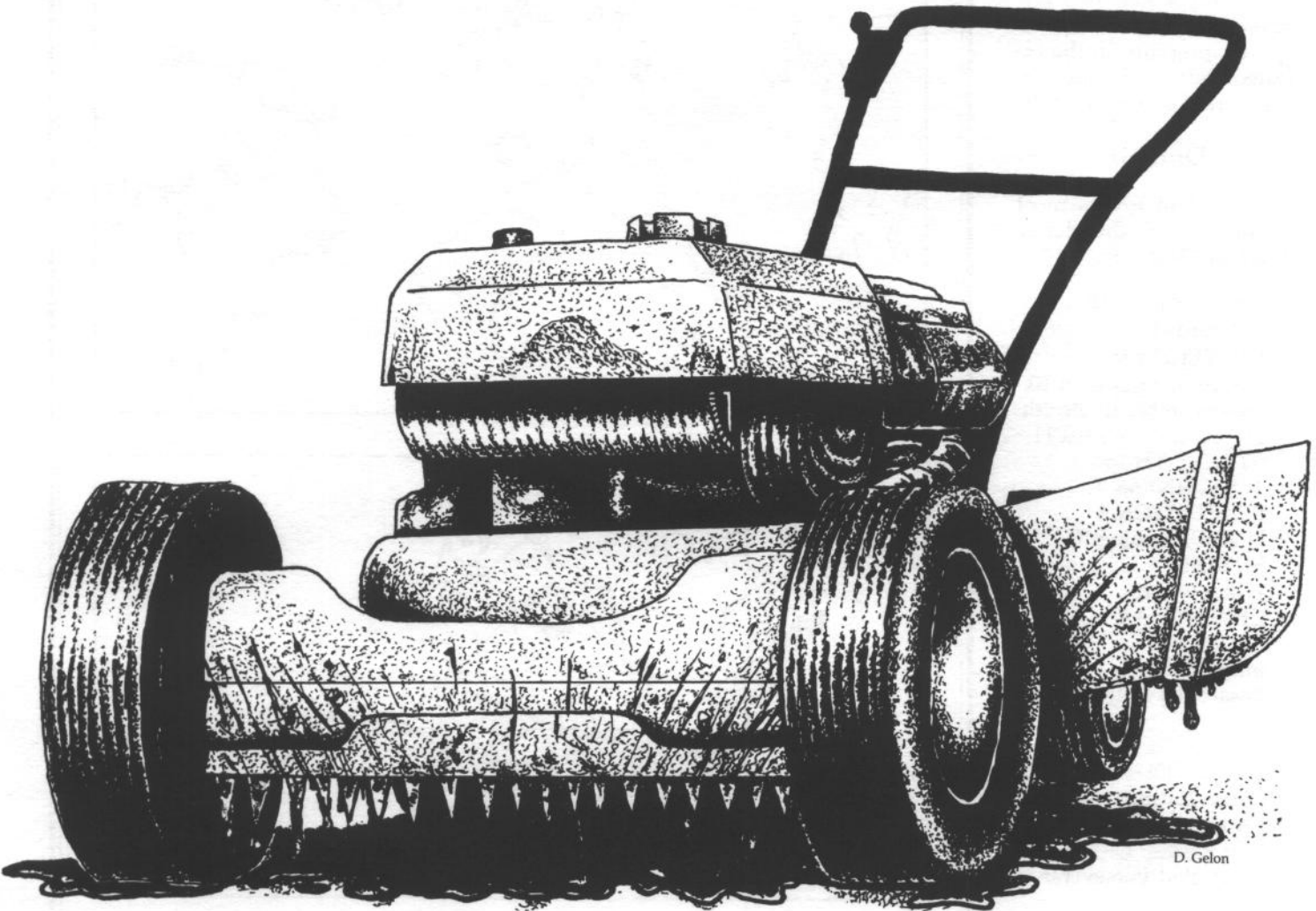
SIZE REFERENCE



Discovered by
Patrick Flanagan



ROTARY MOWER OF DOOM



A demented and rather straightforward horror, rotary mowers of doom are the creation of the Nightmare Skutharka. They resemble a standard lawn mower, and they are smuggled into stores by Skutharka's agents, including the devious Mr. Ho.

Within each mower is an especially mischievous and demented soul, specially picked by Skutharka. The mower will appear to be an altogether normal appliance — for a while. However, it will inexplicably go berserk, and will mow

down anything or anyone in its way. Souls who occupy these mowers are doomed due to the fact that they will seldom survive long enough to create much fear or grow in power (after all, murdering lawn mowers are normally disassembled in short order).

In combat, the mowers use their blades to attack, buoyed by the speed their small motors can generate (speed value 7). They can sense their surroundings, and while not very intelligent, they are quite cunning. Many have the *silence* power and will sneak up on their victims.

Based on the success of the mowers and the VCR's of death, it is believed that Skutharka has started developing other deadly appliances and tools, such as toasters, scissors, gardening tools, wrenches, computer monitors and other devices commonly used throughout the world.

Domain

These mowers have been spotted in cities throughout all of Orrorsh's mixed zones, but have not, as of yet, migrated to any other realms.



Rotary Mower of Doom

DEXTERITY 7

Dodge 10, melee
combat 10, stealth 8

STRENGTH 10

TOUGHNESS 12

PERCEPTION 7

Find 10, trick 10

MIND 4

Test 13

CHARISMA 7

Charm (20), persuasion
(18), taunt 14

SPIRIT 10

Faith (Orrorsh) 15,
intimidation 13

Possibility Potential:

some (60)

Natural Tools: Blades

(damage value STR+5/15)

Power Rating: 4 (usually
has *armor defeating attach*
and *resistance to normal*
weapons)

Corruption Value: 15

Fear Rating: 1

Suggested Perseverance

DN: 12

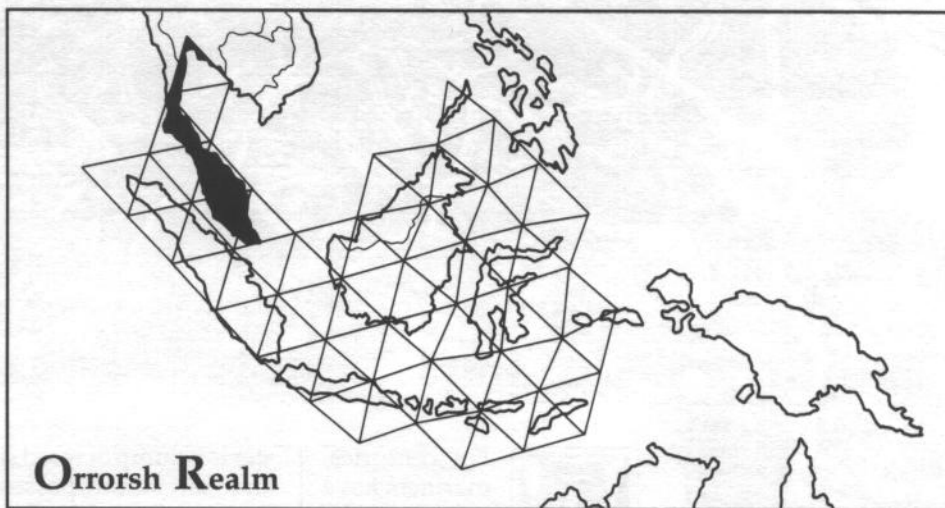
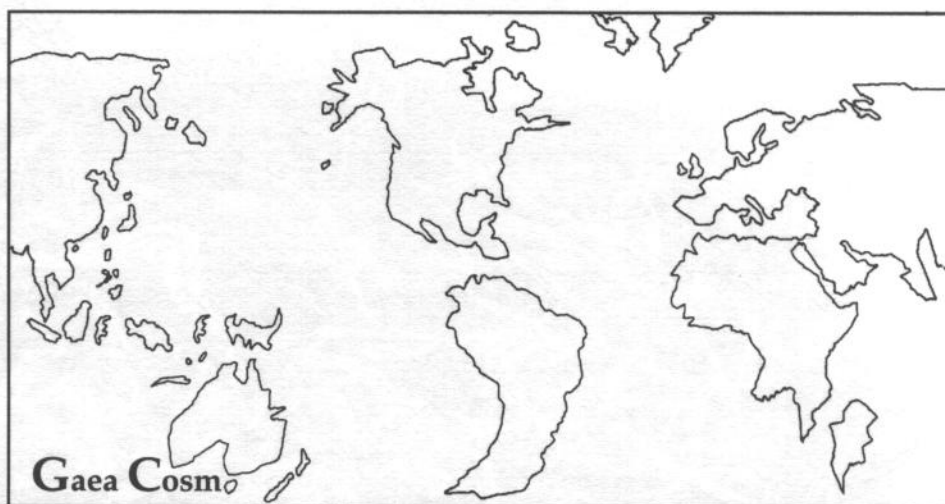
Suggested Weakness:

none

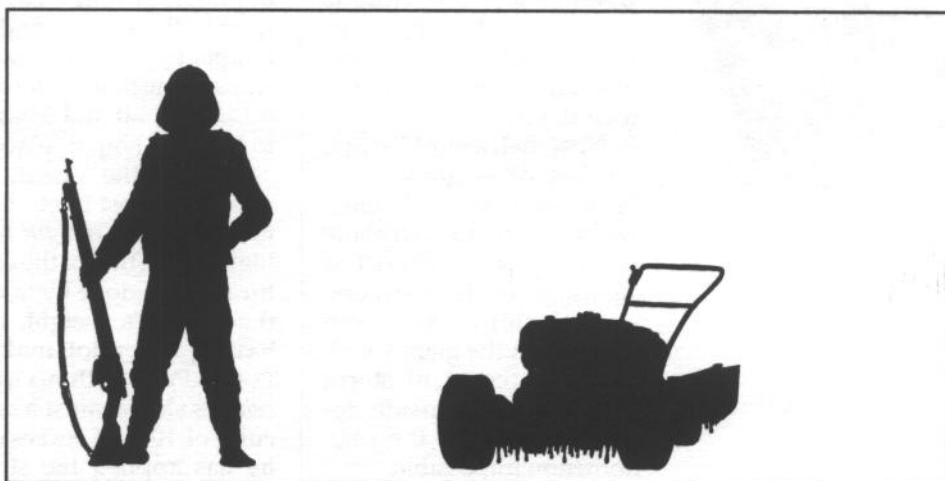
Suggested True Death:

performing an occult ritual
to immobilize the mower,
and then removing the mo-
tor and smashing it with an
enchanted hammer

DOMAIN



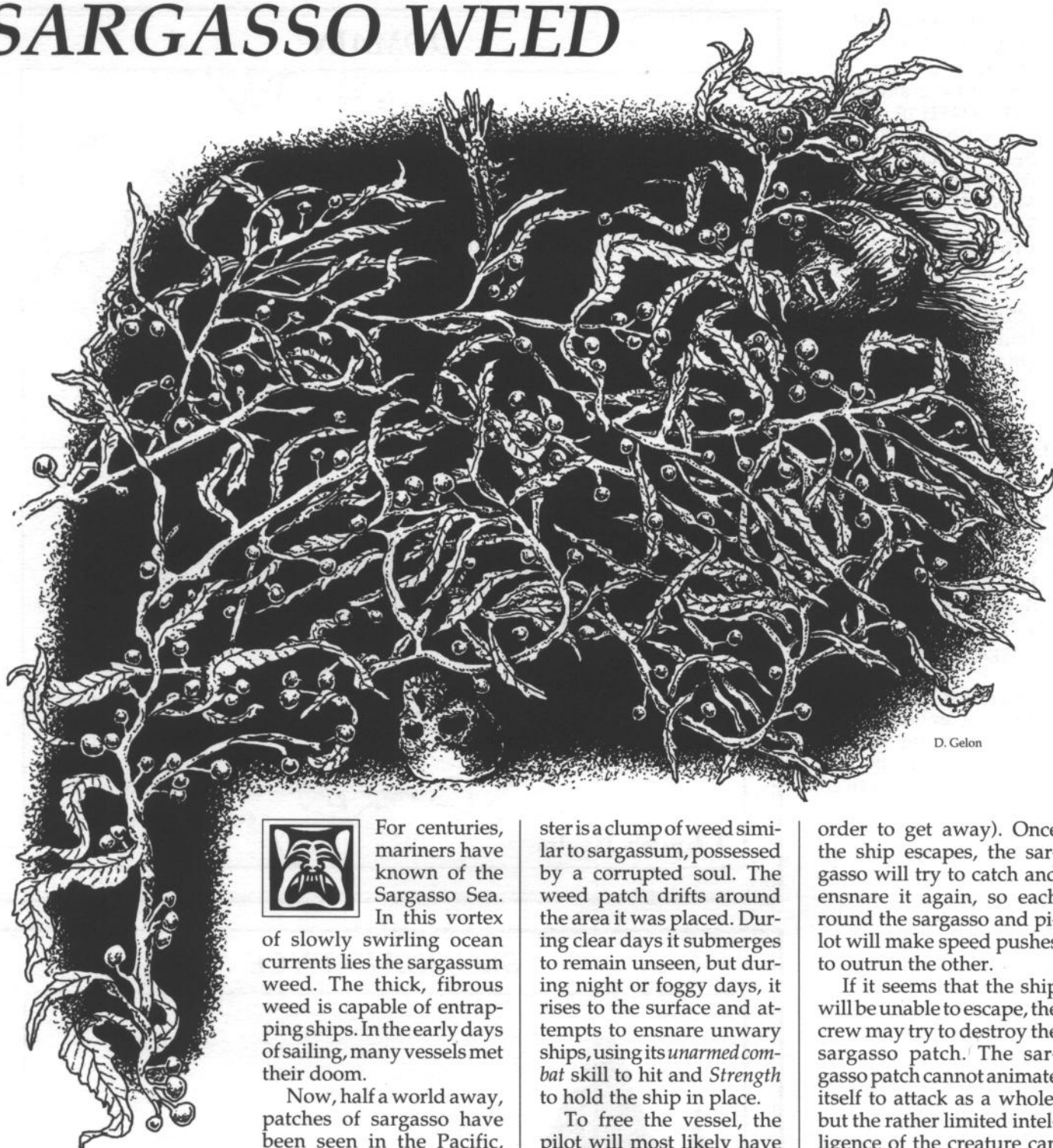
SIZE REFERENCE



Discovered by
Shawn Metcalf



SARGASSO WEED



For centuries, mariners have known of the Sargasso Sea.

In this vortex of slowly swirling ocean currents lies the sargassum weed. The thick, fibrous weed is capable of entrapping ships. In the early days of sailing, many vessels met their doom.

Now, half a world away, patches of sargasso have been seen in the Pacific, within *Horrorsh*. Airplane pilots have reported sightings, and furthermore, several ships have been snagged in the giant weed. However, constant storm conditions have made definitive study of the phenomenon impossible.

A sargasso weed mon-

ster is a clump of weed similar to sargassum, possessed by a corrupted soul. The weed patch drifts around the area it was placed. During clear days it submerges to remain unseen, but during night or foggy days, it rises to the surface and attempts to ensnare unwary ships, using its *unarmed combat* skill to hit and *Strength* to hold the ship in place.

To free the vessel, the pilot will most likely have to achieve a *Strength* total higher than that of the creature (this is done by taking the vehicle's weight, and having the pilot make a *Power Push* with his *water vehicles* skill against a difficulty of 10 — if successful, he has applied the ship's mass and horsepower in

order to get away). Once the ship escapes, the sargasso will try to catch and ensnare it again, so each round the sargasso and pilot will make speed pushes to outrun the other.

If it seems that the ship will be unable to escape, the crew may try to destroy the sargasso patch. The sargasso patch cannot animate itself to attack as a whole, but the rather limited intelligence of the creature can create and control up to one dozen "weed men" to fend off attacks.

Domain

Patches of sargasso weed have been spotted east of Celebes and Timor. They are found between these two



islands and west of the easternmost boundary of Orrorsh. They are slowly drifting westward, into busier shipping lanes.

Sargasso Weed

DEXTERITY 11

Swimming 12, unarmed combat 13

STRENGTH 30

TOUGHNESS 35

PERCEPTION 8

MIND 7

CHARISMA 1

SPIRIT 6

Faith (Orrorsh) 12, intimidation 18

Possibility Potential:
none

Natural Tools: Swimming (speed value 8), can create one weed man per turn

Power Rating: 0

Corruption Value: 15

Fear Rating: 1

Suggested Perseverance

DN: 11

Suggested Weakness:
none

Suggested True Death:
being killed through the use of fire

Weed Men

DEXTERITY 9

Unarmed combat 11

STRENGTH 20

TOUGHNESS 18

PERCEPTION 6

Find 7

MIND 2

Test (20)

CHARISMA 1

Taunt (15)

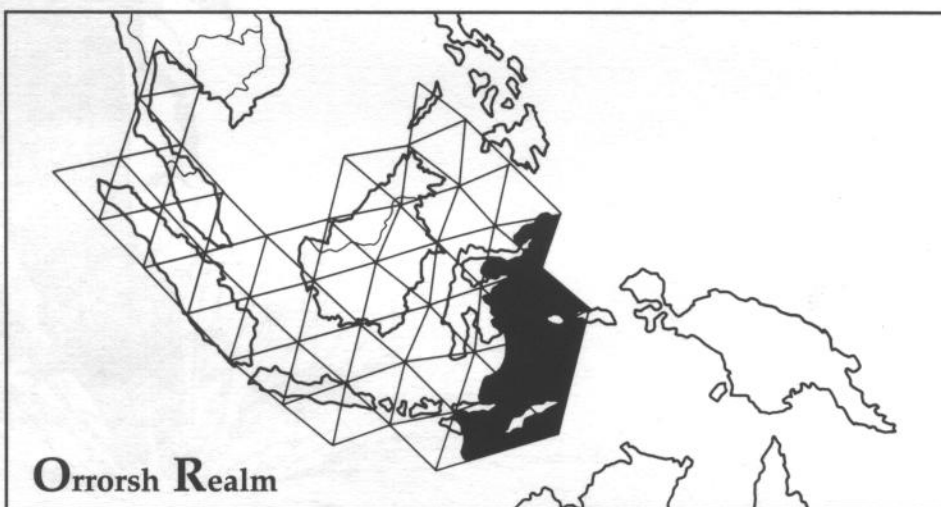
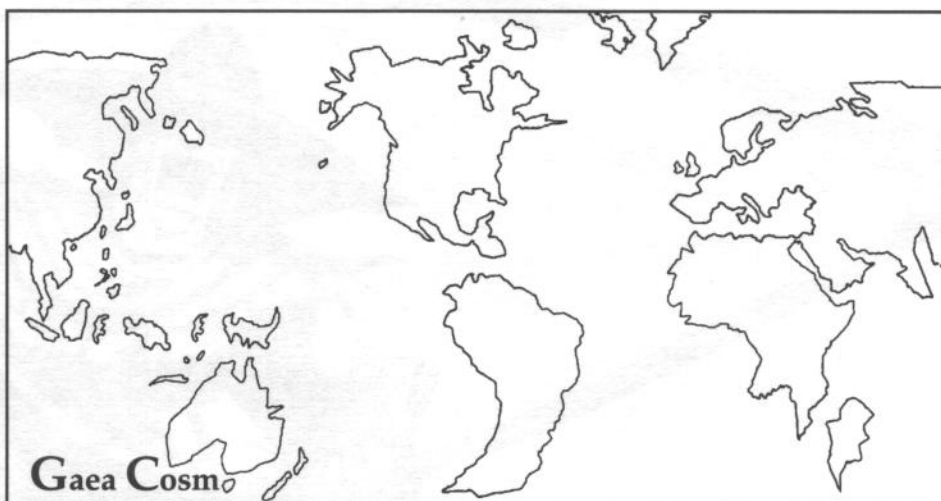
SPIRIT 4

Intimidation 12

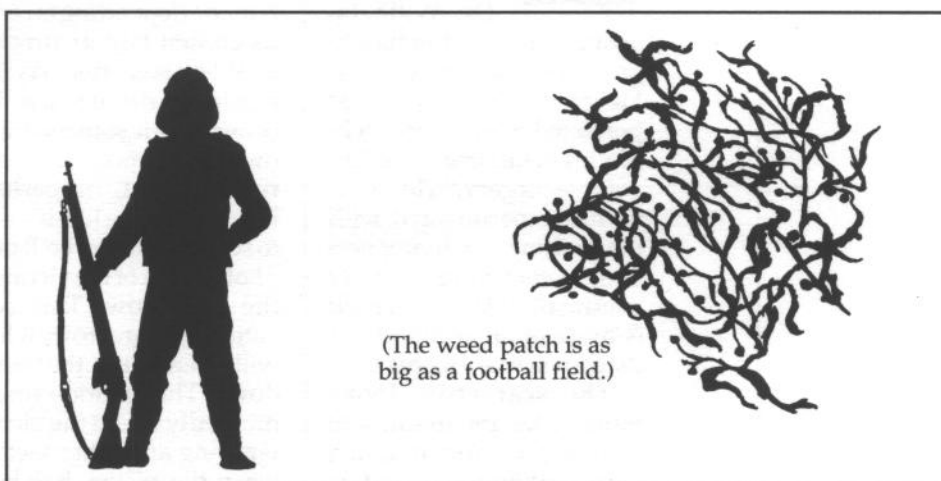
Possibility Potential:
none

Natural Tools: Weed-like bodies (armor value STR+2/20)

DOMAIN



SIZE REFERENCE



Discovered by
Steve Crow



SCARECROW



M. Andrews



The scarecrow is an utterly evil creation of the maniacal Dr. Willhelm

Sconce. In his attempts to gain the attentions of Heketon, Dr. Sconce has perfected a few more techniques in his arsenal of "inventive surgery." This time, he has experimented with the grafting of a living nervous system into a normally inanimate object. The result is more of an occult object than an actual creature.

The scarecrow looks much like its inanimate counterpart, albeit much more frightening, and is equipped with a huge two-

handed scythe.

As frightening as it looks, the scarecrow is not always dangerous. The distinction is made depending on what its chosen target currently is. When someone has particularly displeased Dr. Sconce, be it someone who owes him money, an unruly peasant, or perhaps he's just feeling like it's time to set an example, he'll pin a photograph of the victim on the scarecrow. This activates the scarecrow, which will then hunt the target down. This creation single-mindedly tracks the victim, ignoring any other factors. Once the victim has been killed, the scarecrow returns

to Dr. Sconce's castle, again with single-minded intensity.

The scarecrow, an ever silent entity, is not very intelligent, but its animal-like cunning makes it a dangerous opponent. It often "plays dead" in order to trick victims into thinking they have defeated the monster — as the person leans in close to see if the scarecrow really has been killed, it cuts the victim in two with a sweeping stroke of its blade.

Although it avoids fire, it will not burn as if made of dried straw. To truly destroy the monster, its head must be cut off with its



scythe. If the body is destroyed in any other way, the scarecrow will reform in one day.

Domain

Dr. Sconce's horrible castle is found southeast of Majestic, and the scarecrow may found anywhere near the castle.

Scarecrow

DEXTERITY 13

Dodge 15, maneuver 15, melee combat 18, stealth 14, unarmed combat 18

STRENGTH 14

TOUGHNESS 22

PERCEPTION 14

Find 19, tracking 25, trick 16

MIND 5

Test (16), willpower 15

CHARISMA 6

Charm (16), persuasion (16), taunt (12)

SPIRIT 15

Faith (Orrorsh) 17, intimidation 20

Possibility Potential:

some (15)

Natural Tools: Claws (damage value STR+4/18)

Equipment: Scythe, two-handed (damage value STR+7/21)

Power Rating: 6

Corruption Value: 22

Fear Rating: 2

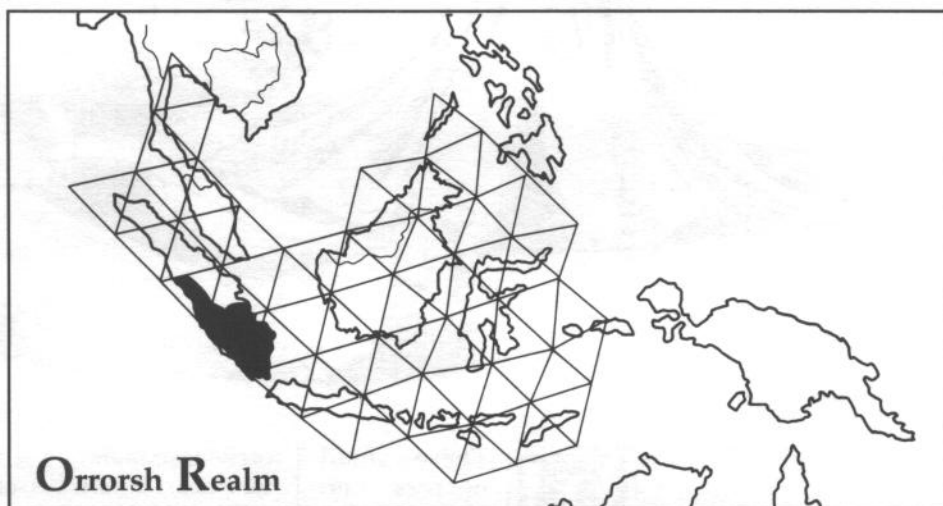
Suggested Perseverance

DN: 16

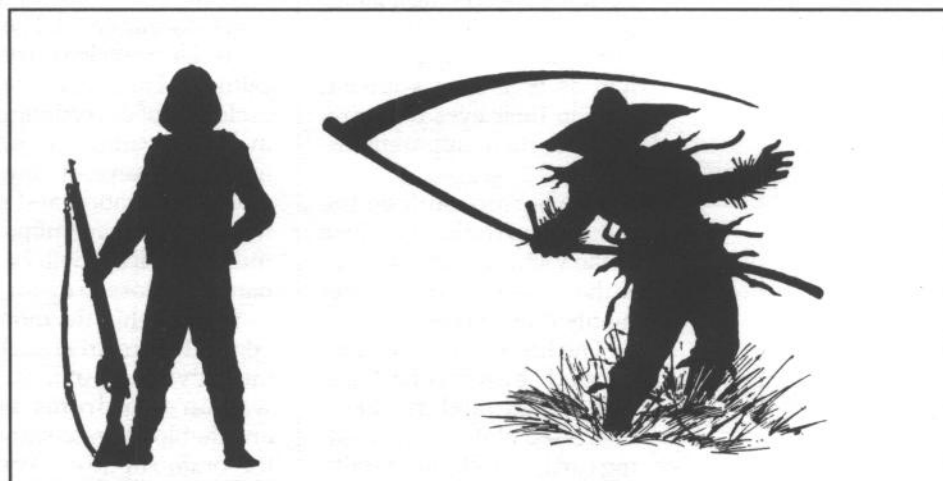
Suggested Weakness: *stymie weakness* to fire

Suggested True Death: cut off head with its own scythe

DOMAIN



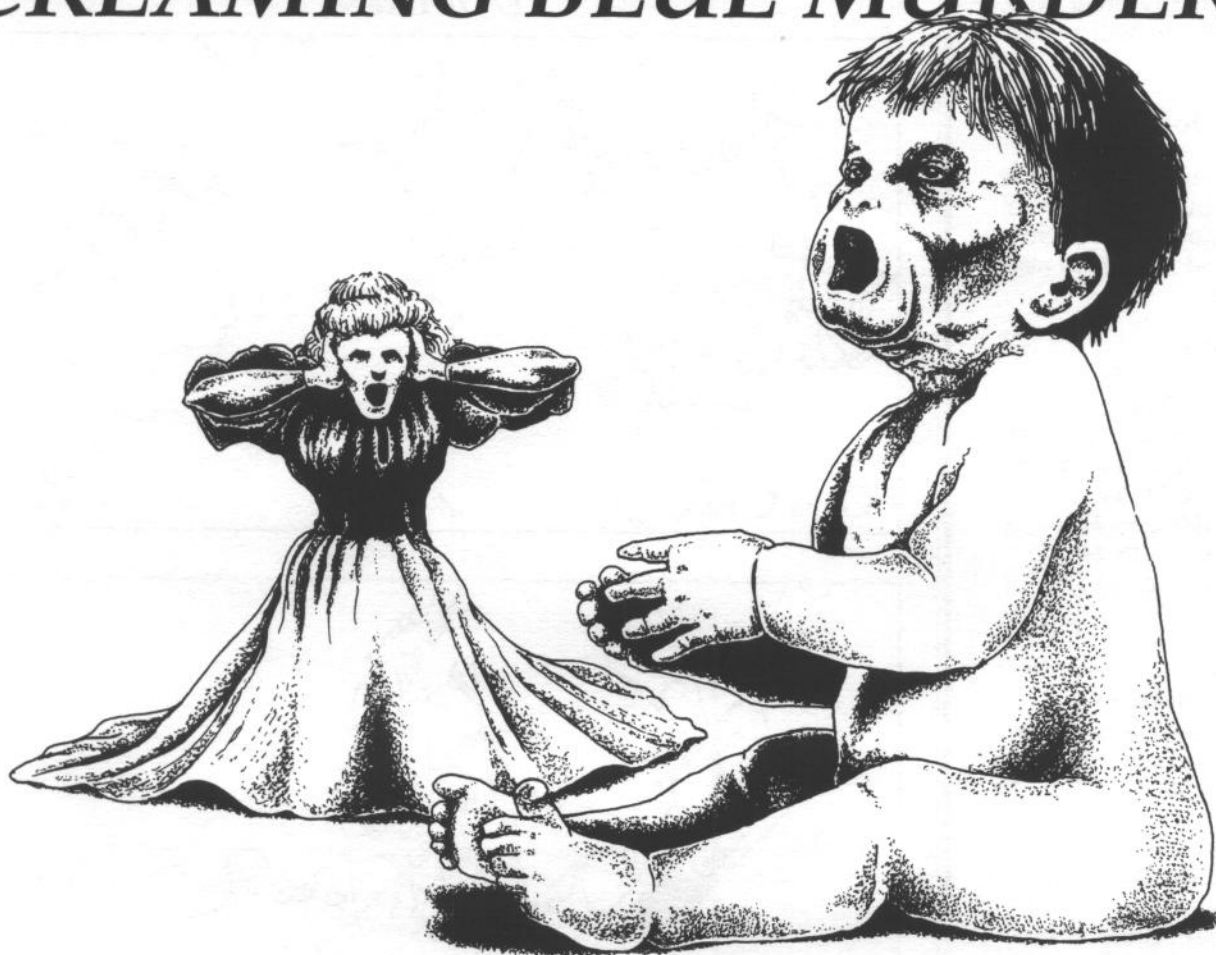
SIZE REFERENCE



Discovered by
Nicholas Corkigian



SCREAMING BLUE MURDER



D. Gelon



These small horrors, no more than a foot long, resemble newborn babies, the only discernable difference from normal babies being a pallid blue hue to their skin that gives them a sickly complexion, as well as a knowing look in their eyes that goes beyond their apparent infancy.

The horrors lurk on the outskirts of the jungle, close to the Victorian settlements, rather than in the settlements themselves.

The horror must be "discovered" by someone. It lies in the jungles and cries like a distressed child. Their wailing carries itself unnaturally through the jungle into areas

of civilization and any female who hears it finds herself irrevocably drawn to the 'baby.' Thus, the screaming blue murder finds its victim.

Now in the arms of its comforter, the horror refuses to settle, and instead seems to get more agitated. The victim feels compelled to try and calm the baby down to the exclusion of everything else, including eating and sleeping. After several days of sleep deprivation and malnutrition, the screaming blue murder's victim will be unnaturally close to death.

Sensing this, the monster begins to scream at such an intensity that the unfortunate woman's eardrums burst and the blood vessels around the brain rupture. Death is often instantaneous. When

the body is found, the screaming blue murder is nowhere to be found. Also, no one seems to have heard the wailing cries that become the unfortunate victim's death knell.

In game terms, any female Storm Knight who hears the crying of a screaming blue murder must make a *persuasion* test against that of the horror (the Storm Knight and the baby begin at *neutral* since the child seems innocent enough, unless *true sight* is used, in which case the beginning attitude is *enemy*).

If the character fails the test, she feels compelled to find the baby and try to comfort it. A *vow* result will cause the character to take hostile action against anyone who tries to stop her.



Once in the sway of the screaming blue murder, affected characters may attempt to break free of the horror's influence by succeeding against another *persuasion* check (which may be attempted once per day). For each day the monster affects the character, the difficulty increases by +2, and after three days, the screaming blue murder will make its scream attack.

Domain

Screaming blue murders have been encountered mainly on Sumatra.

Screaming Blue Murder

DEXTERITY 8

Dodge 9, stealth 10

STRENGTH 4

TOUGHNESS 6

PERCEPTION 13

Trick 15

MIND 12

Survival 14, test 14

CHARISMA 15

Charm 19, persuasion 21

SPIRIT 8

Faith (Orrorsh) 11

Possibility Potential:

none

Natural Tools: Scream (damage value 14, applied every round)

Power Rating: 2

Corruption Value: 14

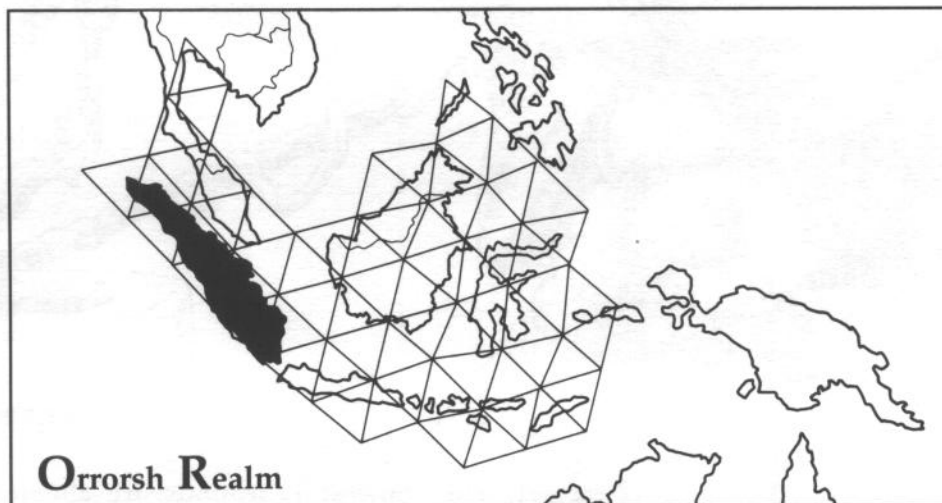
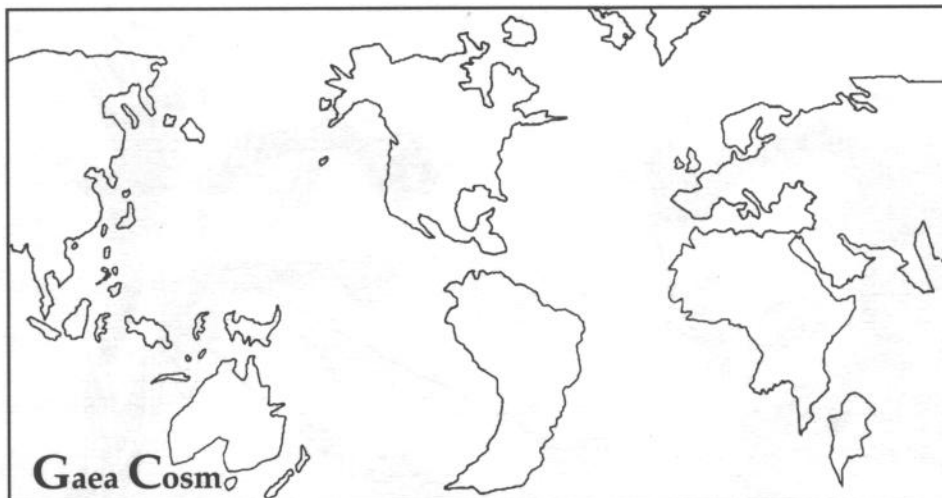
Fear Rating: 1/2

Suggested Perseverance
DN: 10

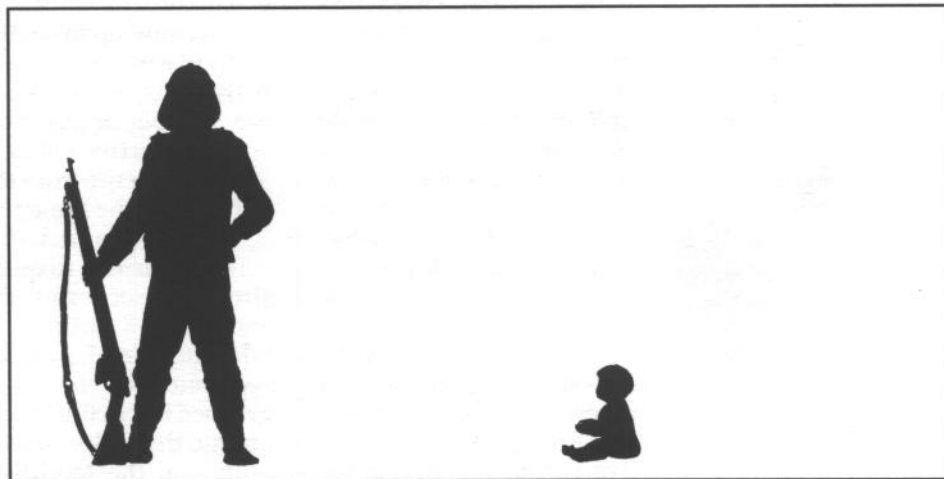
Suggested Weakness:
none

Suggested True Death:
decapitation

DOMAIN



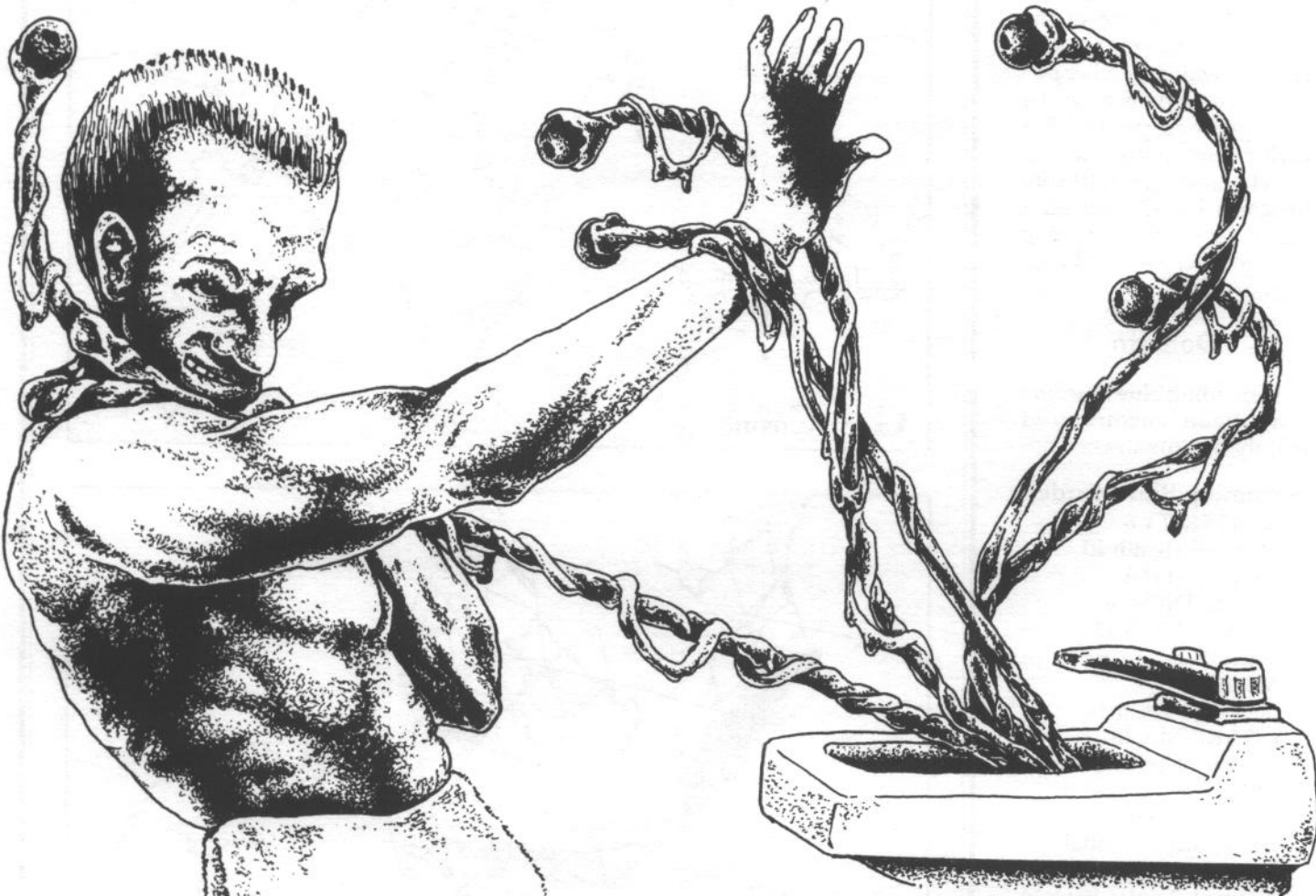
SIZE REFERENCE



Discovered by
Steve Tanner



SEWER TENDRILS



D. Gelon



The newest horror to haunt the sewer systems is this disgusting creation of Ahjebax, the Nightmare of Jakarta. These creatures consist of nothing more than long prehensile tendrils of slime, sewage, and other unidentifiable bits. Sewer tendrils are a collective of anywhere from four to eight individual whip-like strands. The end of each tendril is topped by what appears to be some sort of a red eye. As for the other end of the tendrils, nobody has been able to determine what lies there.

Although the creatures live within the city sewer system, their true hunting

grounds are above the streets, within peoples' homes. The impossibly long tendrils are able to wind their way through the plumbing systems and eventually make their way out to show up in such unlikely places as kitchens and bathrooms. Sewer tendrils can pop out of any fixture and a collective entity can actually emerge from more than one at the same time.

The favorite trick of the sewer tendrils is to quickly stretch out of a sink drain and attack a victim. If the whip attack makes at least a *good* success, then it has grabbed the victim (usually around the neck). From this point on, the tendrils do automatic strangulation

damage each round (only one strangulation total no matter how many tendrils hit, but the damage increases by +1 for each additional tendril attached).

The only way to break free of the tendrils is to generate a successful *Strength* total against the creature's *Strength*. An individual tendril is severed when it takes a wound. People that try to aid the first victim usually find that they themselves are victims as the tendril attack from a second source. The effective reach of the tendrils once outside of the fixtures is normally about four meters.

Being a particularly cruel creature, sewer tendrils are not above bashing a victim's



head into a sink, reaching up and turning on scalding hot water, or holding a victim's head underwater until they drown.

Domain

Ahjebax has infested the sewer systems below the vicinity of Jakarta with the sewer tendrils.

Sewer Tendrils

DEXTERITY 13

Dodge 16, maneuver 15, stealth 14, unarmed combat 17

STRENGTH 15

TOUGHNESS 12

PERCEPTION 12

Find 12, tracking 15, trick 15

MIND 4

Test (16), willpower 15

CHARISMA 5

Charm (10), persuasion (10), taunt (15)

SPIRIT 9

Faith (Orrorsh) 10, intimidation (17)

Possibility Potential:

none

Natural Tools: Whip

(damage value STR), strangulation (damage value STR+3/18)

Note: Ignore multi-action penalties for first four attacks on the same individual, but attacking more than one person brings standard penalties. If an attack nets a *good* result, strangulation occurs, adding +1 to damage for each tendril beyond the first attacking.

Power Rating: 2

Corruption Value: 10

Fear Rating: 1/2

Suggested Perseverance

DN: 12

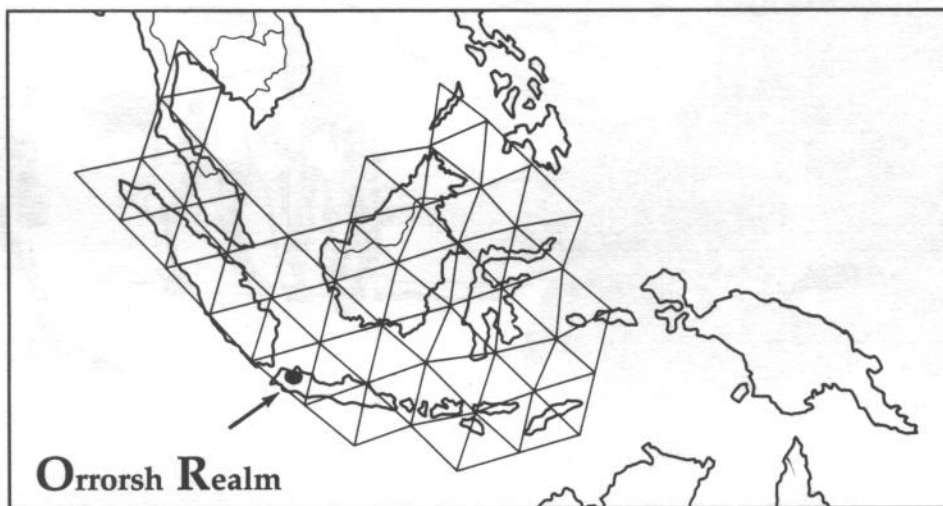
Suggested Weakness:

none

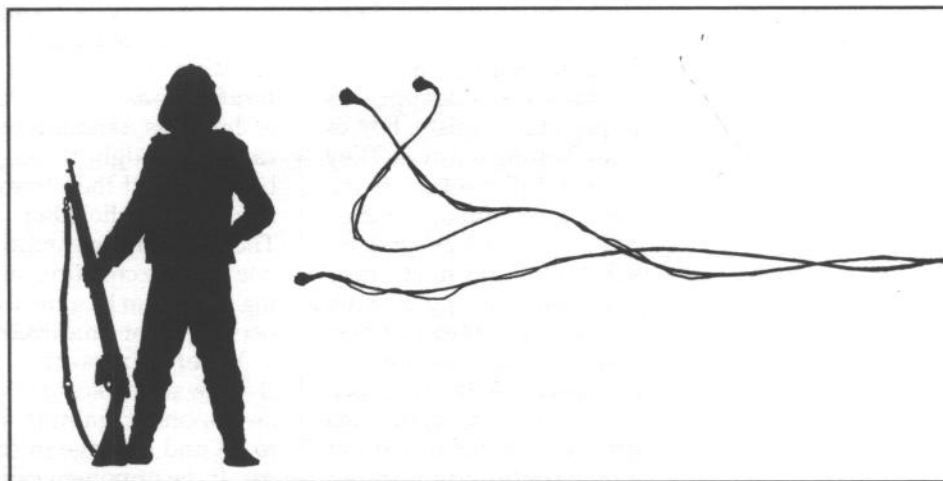
Suggested True Death:

smothered in salt

DOMAIN



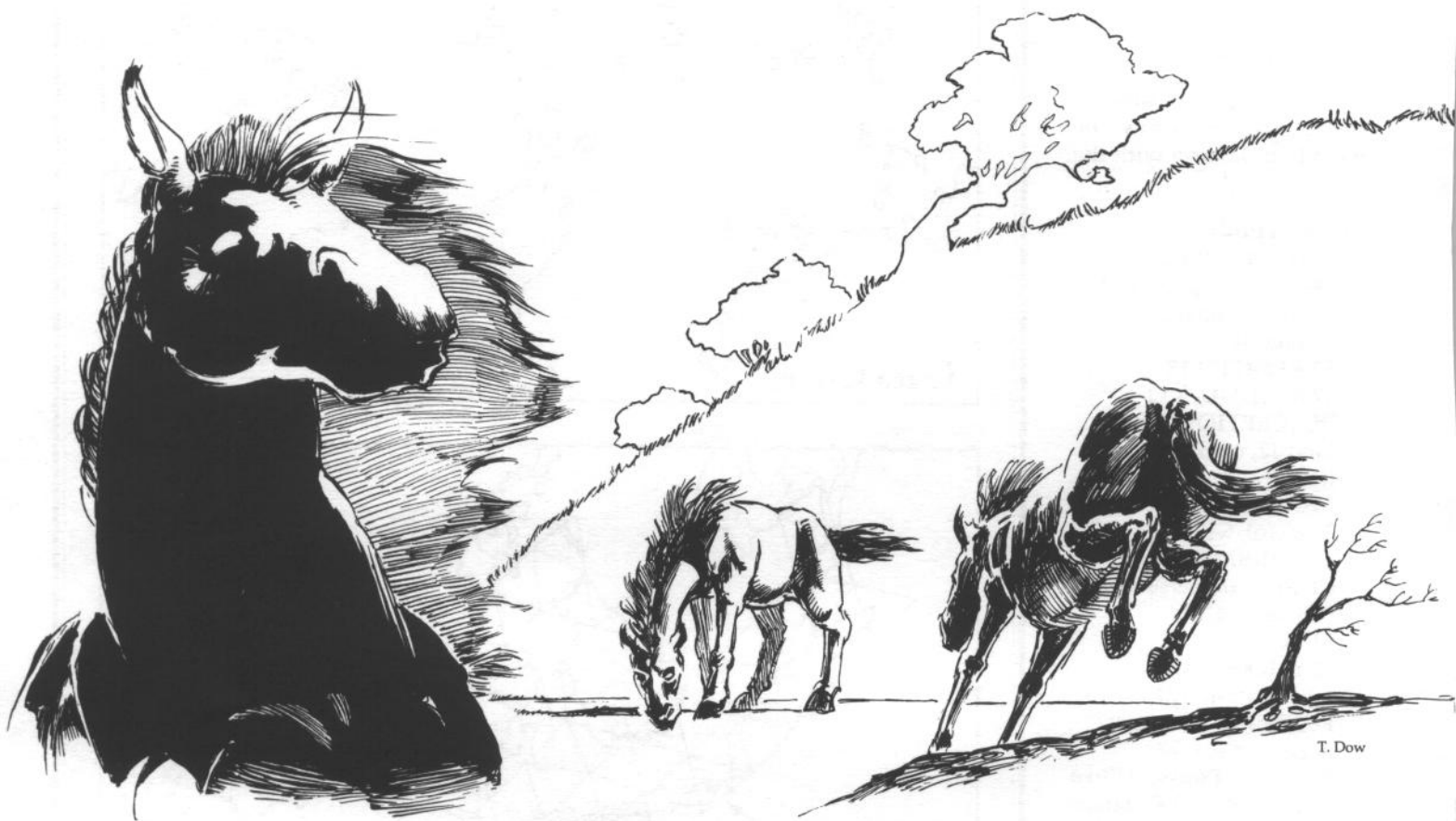
SIZE REFERENCE



Discovered by
Nicholas Corkigian



SHADOW STEED



Shadow steeds are the creation of Toral, a bestial Nightmare that operates in the vicinity of the Muller Mountains on Borneo.

Shadow steeds appear as large, black, misty horses with flaming red eyes. They appear fully solid on the head, torso and upper legs, but the lower legs seem insubstantial, like mist. These wild stallions appear only at night, and they can normally be heard before they can be seen. At the approach of a shadow steed, the area grows unnaturally quiet and the only audible sound is the thunder of the hooves.

Sometimes the steeds are so stealthy that they can't be seen until it is close enough to strike in combat (the creatures are actively trying to *stealth* to close range).

Using its *elemental alteration* to assume the form of darkness, a shadow steed can run straight through a building and then trample its victim on the other side. The sudden appearance of one of these creatures snorting steam can be a most unnerving night-time event.

Where possible, the shadow steed likes to charge an opponent, gaining a +5 to hit and damage in combat. If the opponent cannot

be trampled, then it will use its head butt attack. Since the creature's lower half is insubstantial, someone trying to gain safety by jumping onto a stage or other raised platform will find that the steed's insubstantial portions of its body can move right through solid objects.

Domain

Toral has given the shadow steeds free reign within his province, including the Muller Mountains of Borneo. They are found in forests, on plains and deserted roads.



Shadow Steeds

DEXTERITY 12

Dodge 15, maneuver 15,
running 14, stealth 14,
unarmed combat 15

STRENGTH 13

TOUGHNESS 12

PERCEPTION 13

Find 14, trick 14

MIND 14

Test 15, willpower 15

CHARISMA 7

Charm (14), persuasion
(12), taunt (10)

SPIRIT 8

Faith (Orrorsh) 10,
intimidation 11, reality
13 (if Possibility-rated)

Possibility Potential:
some (24)

Natural Tools: Hooves
(damage value STR+5/18),
head butt (damage value
STR+3/16)

Power Rating: *Elemental
alteration* (darkness), plus 3

Corruption Value: 18

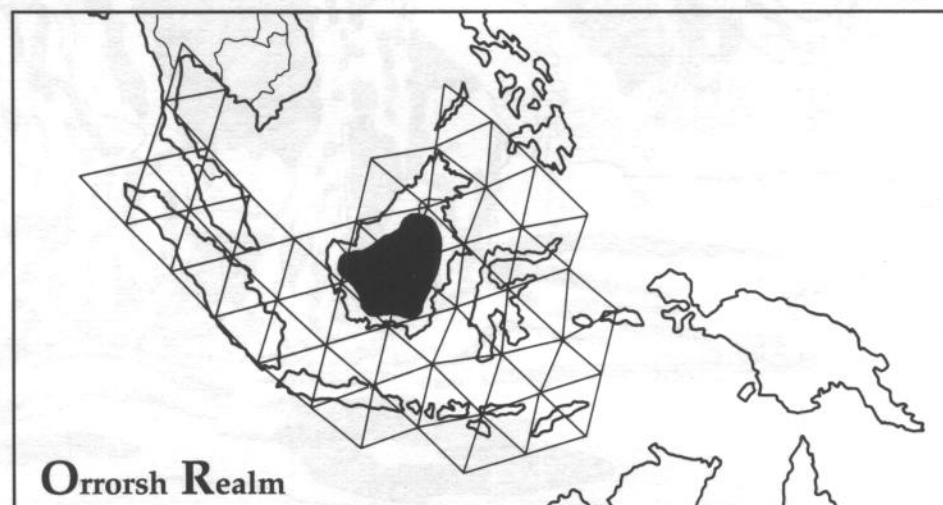
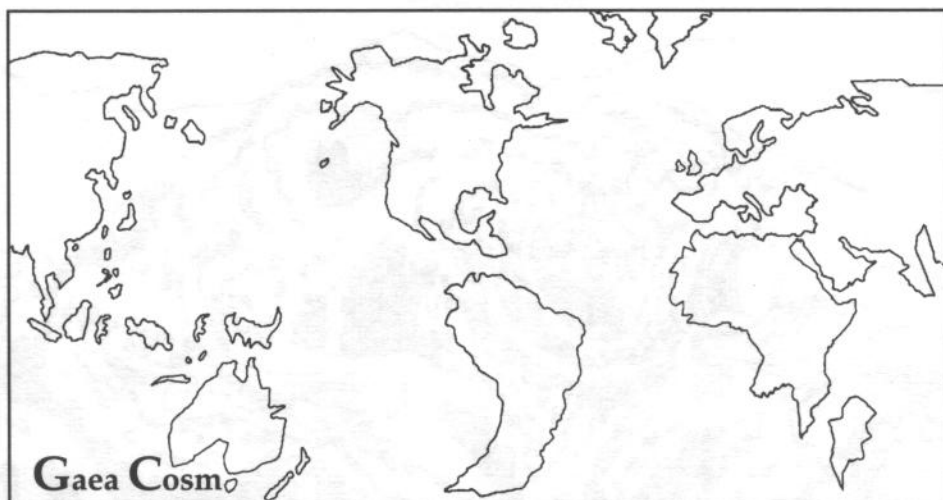
Fear Rating: 1

Suggested Perseverance
DN: 14

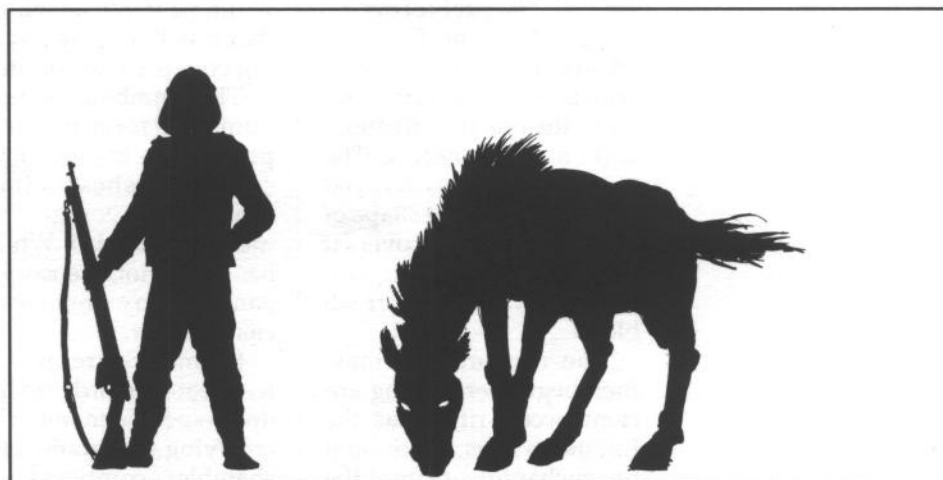
Suggested Weakness: *Se-
vere weakness* to sunlight

Suggested True Death:
Exposed to sunlight for one
minute

DOMAIN



SIZE REFERENCE



Discovered by
Nicholas Corkigian



SHAMBLER



M. Andrews



The shambler is a necromantic creature composed entirely of decaying plant matter. It can be created by a necromancer with a ceremony very similar to the one that creates a chthon from insects. The necromancer piles decayed plant matter in the shape of a man's body and covers it in a solution of stagnant swamp water and fresh blood.

The necromancer must then begin performing ancient occult rituals as the full moon rises, continuing the enchantments until the full moon sets, in order to

bring the creature to life. The creature will serve the necromancer until it is destroyed. Killing its master will send it into a rage such that it will destroy any living creature it encounters.

The shambler assumes a humanoid form, its size dependent on the necromancer's wishes (most shamblers average three meters in height). While it has no obvious sensory organs, it is an extremely efficient tracker.

Shamblers are most often created in order to hunt down specific enemies. The terrifying appearance of the shambler, combined with its unerring tracking abil-

ity, made the creature one of the Gaunt Man's favorites. Thratchen has been known to utilize these beasts in the hunt for Storm Knights. Shamblers attack by swinging their massive arms at opponents or strangling their quarry.

The creature can be found anywhere, depending upon its mission. Those employing shamblers will most often direct their activities such that they utilize dark, isolated, and often swampy areas in order to strike more fear into their quarry.

While shamblers are considered products of necromancy, some claim that they

may arise spontaneously from dark, swampy areas if certain specific conditions, similar to those in the occult rituals, are met.

Domain

Primarily in swampy terrains throughout Orrorsh, unless sent on a specific mission.

Shambler

DEXTERITY 10

Unarmed combat 15

STRENGTH 16

Lifting 18

TOUGHNESS 15

PERCEPTION 10

Find 18, tracking 20

MIND 6

Test of will 12

CHARISMA 6

SPIRIT 8

Intimidation 14

Possibility Potential:

none

Natural Tools: Arms

(damage value STR+3/19),
hide (armor value TOU+3/
18)

Power Rating: 1

Corruption Value: 13

Fear Rating: 1/2

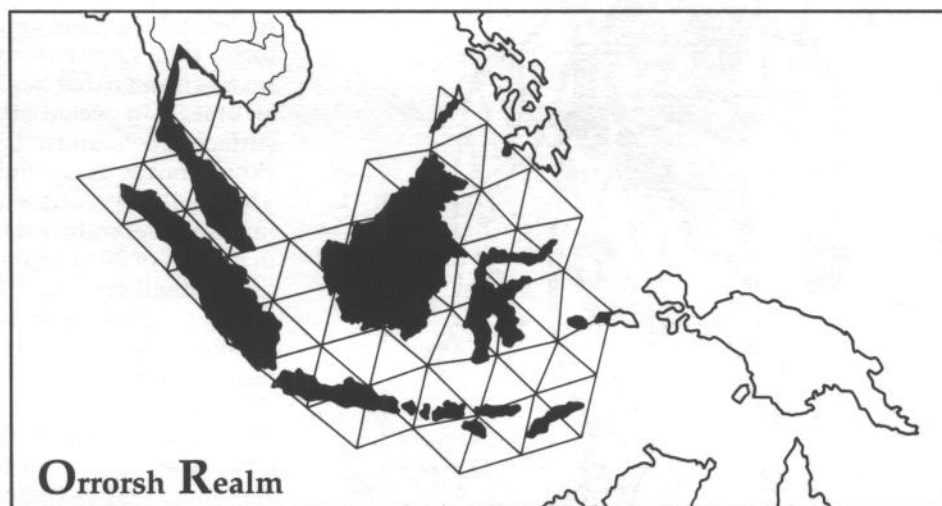
Suggested Perseverance

DN: 12

Suggested Weakness: fire

Suggested True Death:
dismemberment followed by
burning

DOMAIN



SIZE REFERENCE



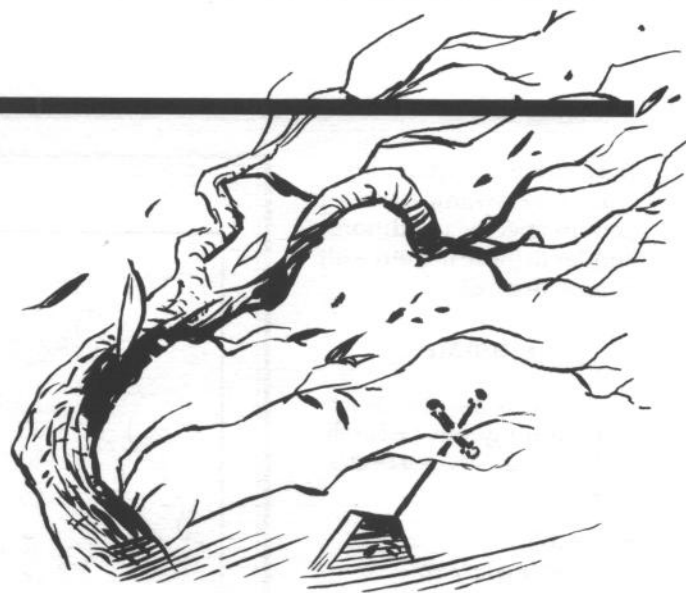
Discovered by
Johnathan Woodman



SKINWALKER



P. Daly



Skinwalkers are humanoid creatures ranging in height from 1.5 to 2.5

meters tall. In their natural form, they appear to be a sexless human that has had all of its skin peeled off. Its surface is moist and red, and slowly oozes body fluids. They will live anywhere humans live, and are found in groups of 20 or more.

Skinwalkers hunt humans as prey, and as a means of disguise. When it finds a suitable "host," the skinwalker will sneak up on its prey and bite the victim, injecting a potent venom into its bloodstream. The victim must generate a *Toughness* total of 20 or higher to defeat the venom or be paralyzed. The victim loses all control of voluntary muscles, but can see, hear, smell and feel everything going on around him. The victim may make another attempt to break free every hour; the paralyzation lasts for a maximum of three hours.

Once the skinwalker has paralyzed the victim, it will carry him away to a safe place and use its claws to flay the victim alive. The skin is removed in one piece, with only a seam along the back and the back of the arms and legs. The victim remains alive during the

two hour process. The skinwalker is slow and methodical during the skinning process so that the "prize" isn't damaged. Due to the venom injected into the victim, they are unable to pass out during the horrifying experience. Once the skin is fully removed, the skinwalker will crack open the victim's skull and eat his brain.

The process of eating the brain allows the skinwalker to absorb the victim's memories. The body of the skinwalker will alter to fit the shape of the new skin, and the creature's moist body will allow it to adhere to the skin — it will appear identical to the victim. The skinwalker will now impersonate the unfortunate victim, with the only telltale characteristic being the faint paint scar running down the back, arms and legs (*find* or *Perception* total of 15 or higher to spot).

The skinwalker will have all of the casual memories of the original person, but it must generate a *Mind* total equal to the *Mind*+3 of the original person in order to get full, detailed memories of that individual. The skin will last three days, and then must be discarded or replaced; after the skin has been discarded, the memories become only hazy half-dream, half-memories for

the creature.

While in its "human" form, it will make the most of its mistaken identity, attempting to create as much mayhem as possible. It will divert attention away from itself and focus on creating panic and confusion.

Domain

Skinwalkers have only been reported in Malaysia, especially the Singapore area. On Gaea, they were originally discovered on Nippon, and for this reason, Occult scholars suspect that several have secretly migrated to the Nippon Tech realm.

Skinwalker

DEXTERITY 13

Dodge 14, stealth 17, unarmed combat 15

STRENGTH 12

TOUGHNESS 11

PERCEPTION 11

Tracking 13, trick 13

MIND 12

Occult 15, test 14, willpower 13

CHARISMA 9

Charm (16), persuasion (17), taunt 12

SPIRIT 10

Intimidation 13

Possibility Potential:
some (20)

Natural Tools: Claws (damage value STR+5/17), fangs (damage value STR+3/15, plus paralyzation)

Power Rating: 4

Corruption Value: 17

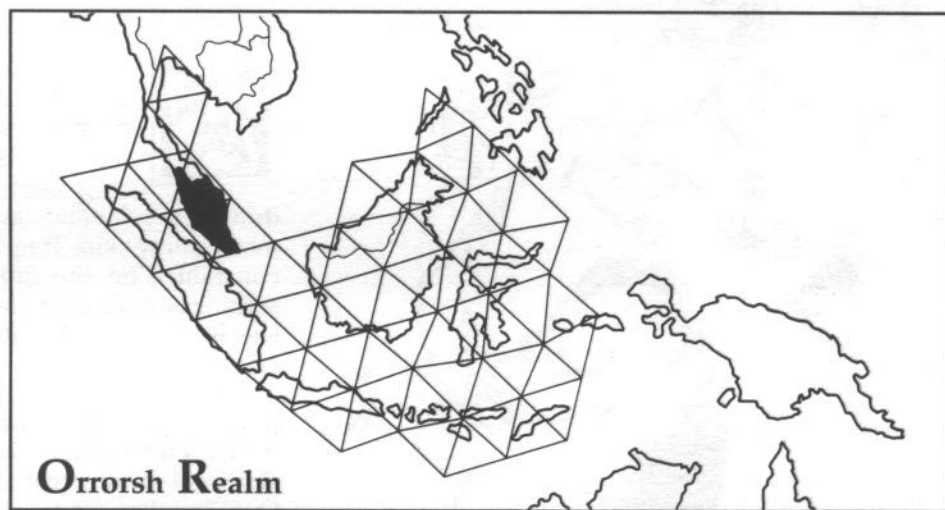
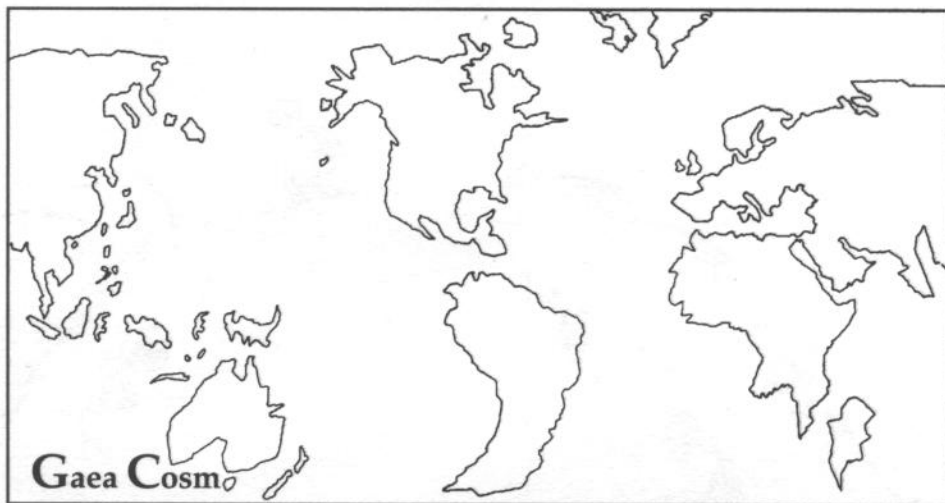
Fear Rating: 2

Suggested Perseverance
DN: 14

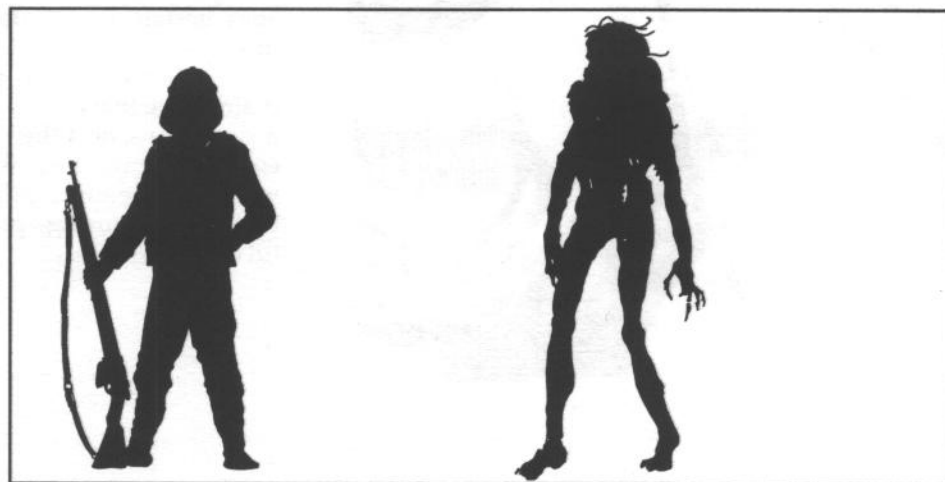
Suggested Weakness:
none

Suggested True Death: to be placed within the skin of a person who has been dead longer than two weeks, then burned into a fine ash

DOMAIN

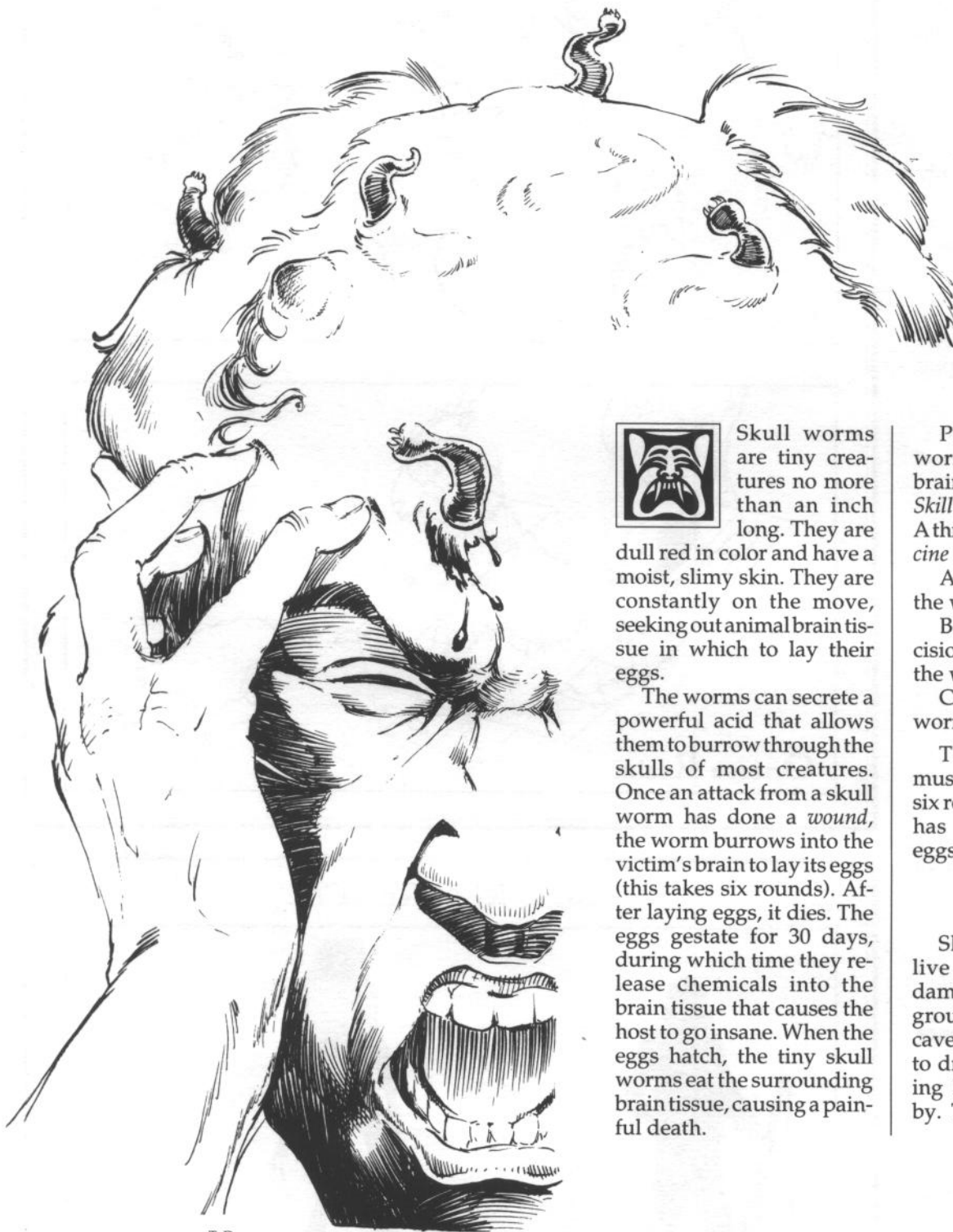


SIZE REFERENCE



Discovered by
Michael Maloney

SKULL WORMS



T. Dow



Skull worms are tiny creatures no more than an inch long. They are

dull red in color and have a moist, slimy skin. They are constantly on the move, seeking out animal brain tissue in which to lay their eggs.

The worms can secrete a powerful acid that allows them to burrow through the skulls of most creatures. Once an attack from a skull worm has done a *wound*, the worm burrows into the victim's brain to lay its eggs (this takes six rounds). After laying eggs, it dies. The eggs gestate for 30 days, during which time they release chemicals into the brain tissue that causes the host to go insane. When the eggs hatch, the tiny skull worms eat the surrounding brain tissue, causing a painful death.

Preventing the skull worm from reaching the brain requires a *Dramatic Skill Resolution* (only steps A through C) using the *medicine* skill. The steps are:

A: Isolate the area where the worm is located.

B: Cut a very precise incision around the area of the worm's entry.

C: Remove the skull worm.

The entire procedure must be completed in the six rounds before the worm has completed laying its eggs.

Domain

Skull worms typically live in large colonies in damp, dark areas underground, such as tunnels, caves and sewers, waiting to drop on any unsuspecting host that should pass by. They can sense warm



blooded animals within three meters, and normally attack en masse until all available hosts have been infected.

In the realm of Orrorsh, the worms are commonly found in the sewers and basements of large cities, as well as in the underground crypts and tunnels. The Victorians routinely work to burn out colonies of the vermin.

Skull Worms

DEXTERITY 10

Stealth 14, unarmed combat 12

STRENGTH 1

TOUGHNESS 3

PERCEPTION 11

Find 13

MIND 1

Test (15), willpower 10

CHARISMA 1

Taunt (25)

SPIRIT 2

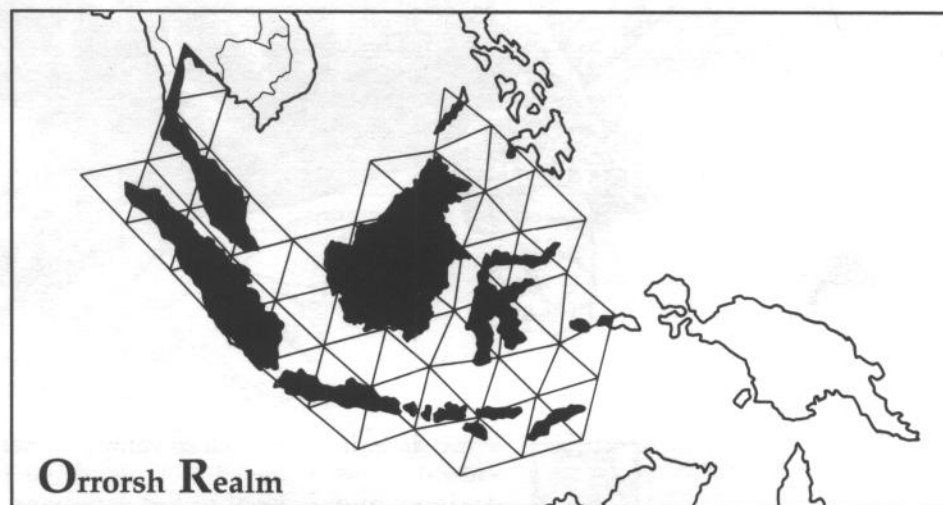
Intimidation (20)

Possibility Potential:

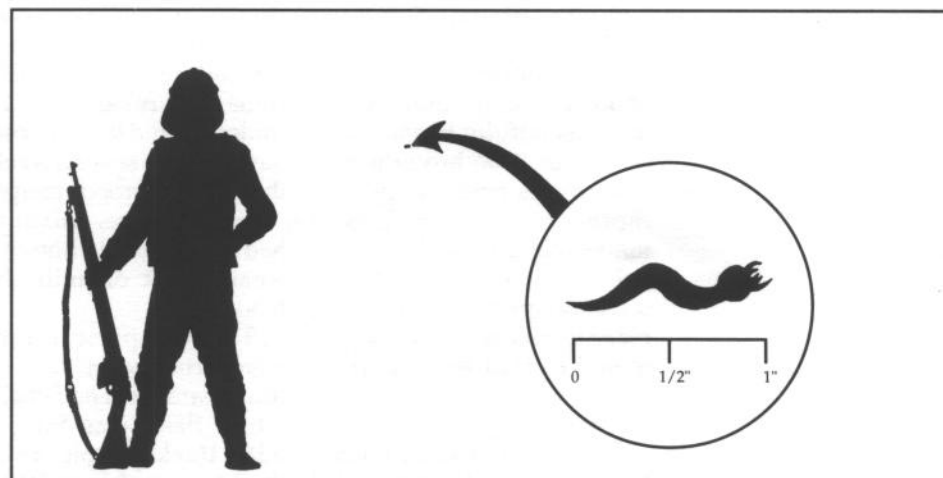
none

Natural Tools: Acidic attack (damage value 14)

DOMAIN



SIZE REFERENCE



Discovered by
Stephen Kenson



SPAWN OF SABATHINA



D. Gelon



When an individual is drained and killed by a vampyre, then that person's body may become a host for the corrupted soul of a new vampyre, drawn from the Waiting Village. But what if such a victim was with child? Would the immature fetus mercifully terminate, or would it be brought to term by its new vampyric mother? The vampyres' matriarch and Nightmare, Sabathina, pondered that selfsame question, and decided to conduct an "experiment" to find out the answer.

Over the period of several weeks the venomous Nightmare dispatched members of her core clan,

as well as vampyres not in her direct bloodline but loyal to her endeavors, to stalk and kill a number of pregnant women within her region, specifically from the burgeoning city of Palembang. At least 10 such targets were slain in this manner and they became undead servants of Sabathina, and relocated to her underground lair for observation. After several weeks, the vampyric brood emerged.

In each case, Sabathina had designed a demon child weaned not on milk, but blood.

The vampyric infants were certainly not "normal" in appearance. Their chalky white flesh was bulging with thick purple veins, throbbing, pulsing with the vomit-like ichor that was its

lifeblood. Its eyes were huge, like saucers, and yellow. Emerging from the demon's soft blue-black gums were two tiny, malformed fangs that were perfectly shaped for tearing out a throat.

In the city of Palembang, these unholy orphans lurk in the shadowy alleyways and festering sewers. They are naught but vicious, bloodthirsty beasts now. They hide until a small or weak target is seen, then leap onto the target and feed. One has even been found in a Palembang orphanage, where it slew the children and infants in its ward until staked by a pair of Storm Knights.

It is not known if these creatures will ever mature, since they have all report-



edly stayed the same size over the months of their activity, but this is not confirmed truth. If these monsters are this evil as mere babes, imagine the horror of one with the strength and intellect of an adult. Sabathina's spawn make even the cruelest vampyre shudder at the thought of what the future will bring.

Domain

The spawn, to date, have only been found in Palembang, but there is no reason to believe that they will be content with just terrorizing one city ...

Spawn of Sabathina

DEXTERITY 8

Dodge 12, flight 10, maneuver 12, stealth 14, unarmed combat 13

STRENGTH 12

TOUGHNESS 13

PERCEPTION 9

Find 12, trick 13

MIND 7

Test (15), willpower 14

CHARISMA 5

SPIRIT 8

Faith (Horrorsh) 13, intimidation 14

Possibility Potential:

some (55)

Natural Tools: Fangs (damage value STR+2/14), flight (speed value 11)

PowerRating: *shapechange* (Bat, mist, or wolf), plus 4

Corruption Value: 20

Fear Rating: 2

Suggested Perseverance

DN: 15

Suggested Weakness:

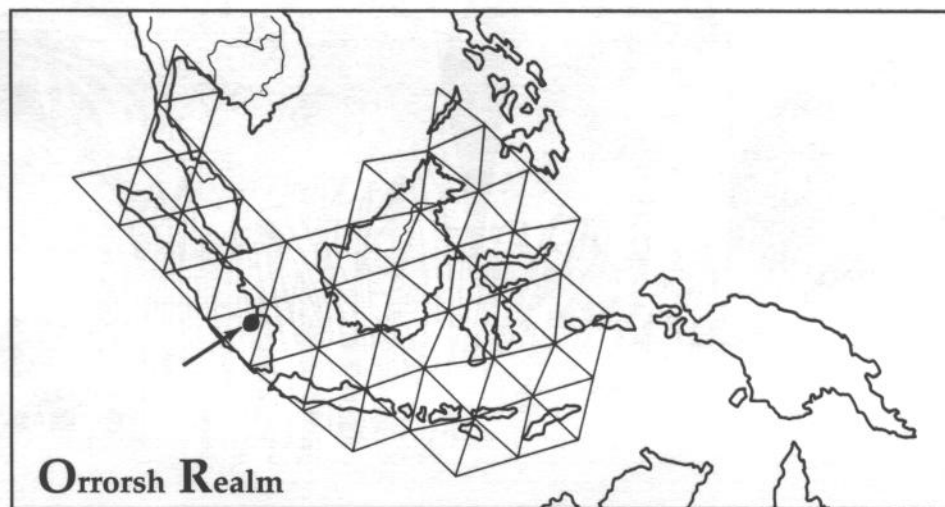
holy water (+3 to effect value if from a baptismal font), sunlight

Suggested True Death:

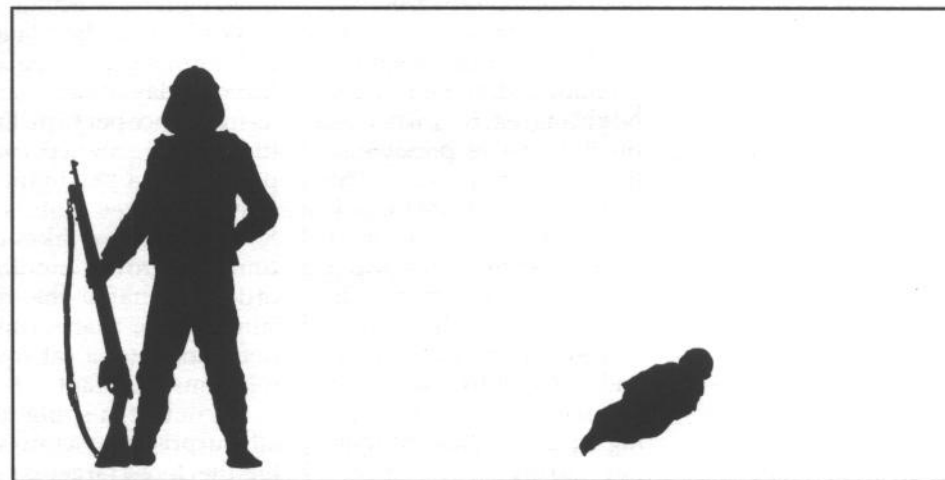
drive a stake through the heart and incinerate the corpse

Discovered by
Patrick Flanagan

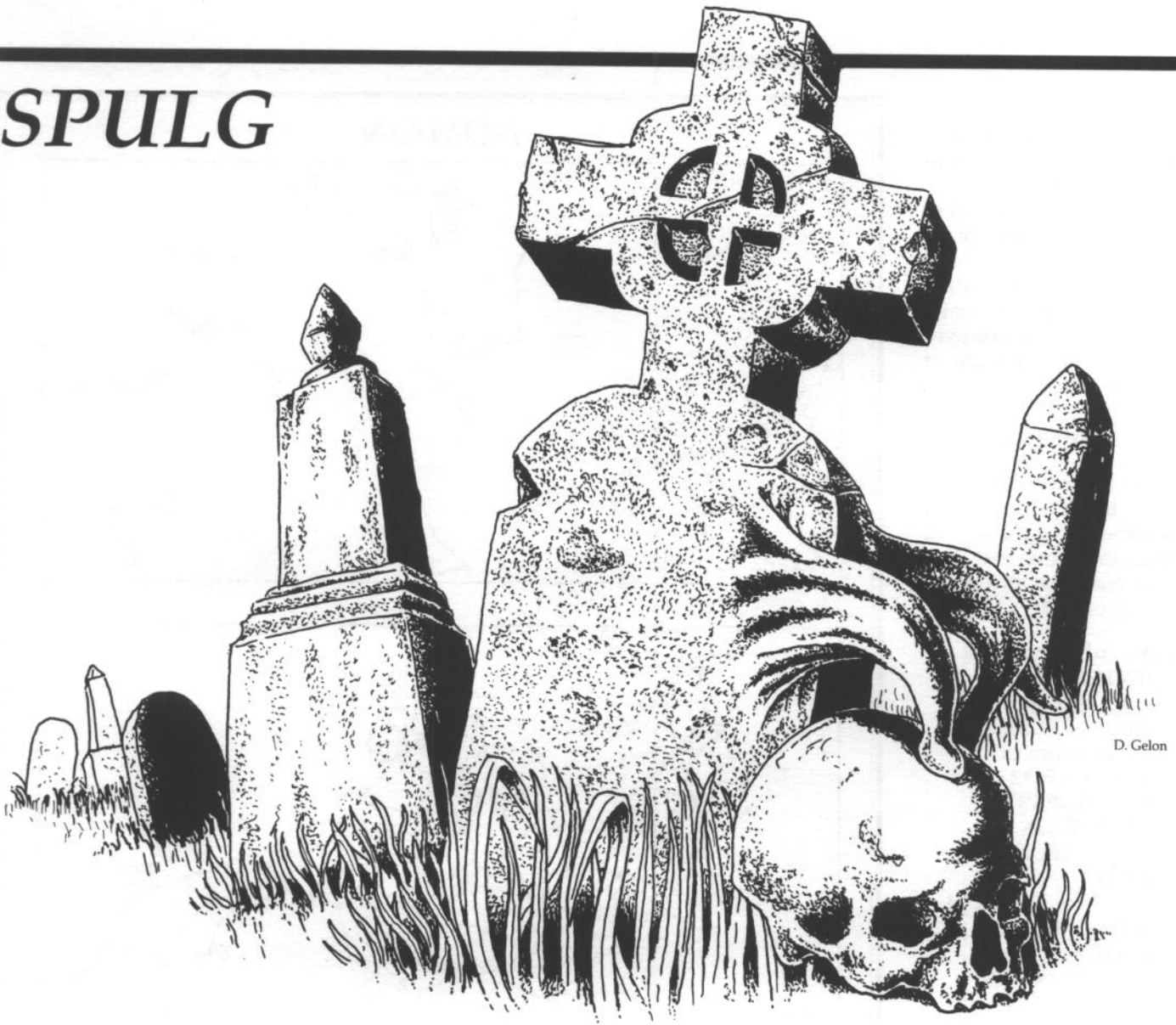
DOMAIN



SIZE REFERENCE



SPULG



A spulg looks like a large grey rock from a distance; up close, it looks like a slimy pile of grey clay covered with ooze and filth.

The creatures are simple predators, designed by the Nightmares to inflict as much terror as possible to the "ordinary person." The creature has a taste for animal flesh, although it doesn't seem to develop a preference for human flesh. Instead, it normally decides to feed in a very public way, and few children will ever get over the trauma of seeing a piece of clay eat their pet "Muffy" or "Spot." Through this terror — the

terror of the bizarre — it generates an overwhelming fear that the forces of evil can infiltrate anyone's household or life, at any time, with no warning.

While a spulg's "natural" form seems to be as a lump of clay, it can change its form once per turn. Each turn, it may grow a pseudopod (up to a maximum of one per three points of *Strength*). It also takes one round to grow a mouth in order to enable the consumption of that scrumptious morsel (dog, cat, squirrel, hamster, infant ...)

In combat, a spulg usually surprises its victims and hits the closest target as hard as it can. Usually it is dis-

guised as a brick in a wall, a statue or gravestone. If anyone happens to be touching a spulg when it attacks, the spulg gets an automatic *Up* condition on that attack against the character.

Its *Strength* is determined by its size, the smallest spulgs being less than a cubic meter in volume (having a base *Strength* of 5). For each additional cubic meter, it gains three points of *Strength* (the largest known spulg massed five cubic meters)

Domain

Spulgs can be found anywhere throughout Orrorsh or Gaea, although they seem

to have a preference for hot, humid climates.

Spulg

DEXTERITY 10

Melee combat 12,
unarmed combat 13

STRENGTH 5-17*

TOUGHNESS 16

PERCEPTION 8

MIND 10

CHARISMA 4

SPIRIT 8

Possibility Potential:
some (60)

Power Rating: 3 (typical
powers include *magic resistance*,
regeneration, *resistance to normal weapons*,
attack form resistance, *silence*)

Corruption Value: 10

Fear Rating: 1/2

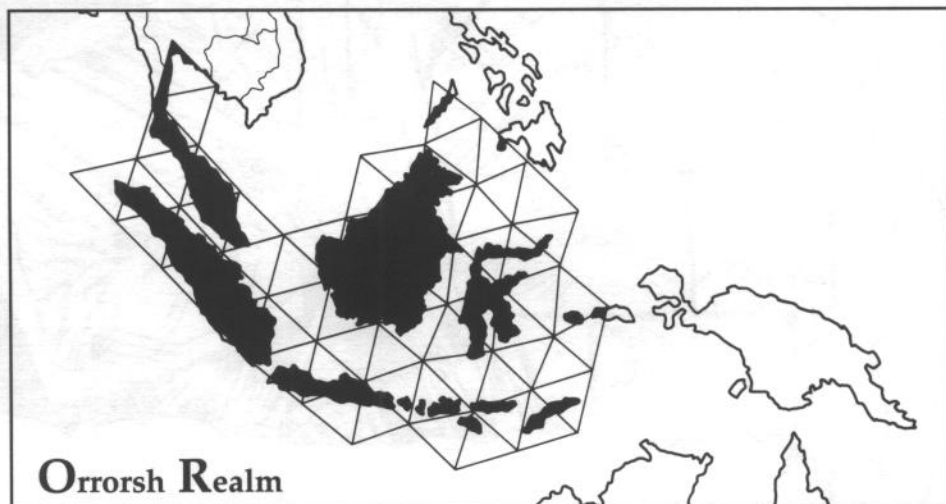
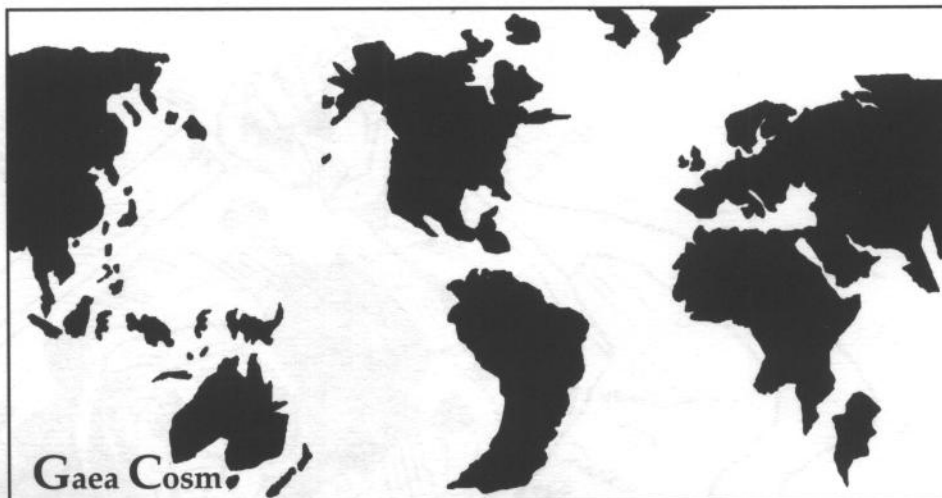
Suggested Perseverance

DN: 10

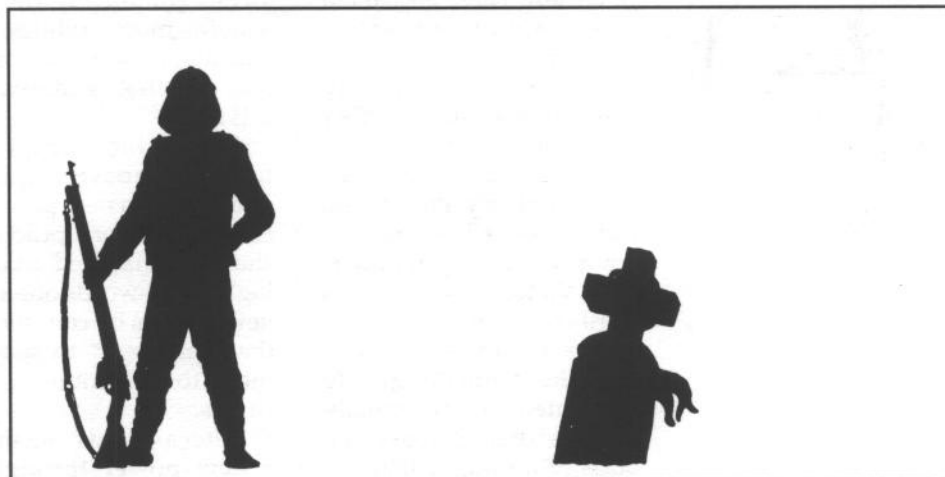
Suggested Weakness:
none

Suggested True Death:
kill the creature, immerse the
body in water, and seal it in a
container

DOMAIN



SIZE REFERENCE



Discovered by
Richard Tomasso



SWORD SOUL



P. Daly



A sword soul is an enchanted sword that has gotten away from its owner or creator. These enchanted weapons have a limited sentience, and seem to be fiercely independent, much like an ill-mannered animal. Other weapons, like rifles, daggers, and cannon, have been similarly enchanted, but the sword, as the ceremonial weapon of honorable Victorian officers, is most common.

The sword soul retains all of the abilities originally enchanted into it (normally powers that increase the odds of hitting or injuring an opponent, but some

other powers include powerful healing miracles or magical ability to detect Occult horrors). However, with the sentience, the sword continually tries to acquire more abilities, regardless of the corruption and evil that is caused by this thirst.

Due to the corrupt nature of these devices, giving one of them a new power is considered a corrupt act and should be handled accordingly. The swords often get new powers by convincing their "masters" to subject them to elaborate Occult rituals.

After a sword has gained a new power through a master, it starts subliminally

and overtly suggesting courses of action that place the owner in great danger. Once the master is killed, or the sword somehow separated from the person, it finds a new "master" and tries to acquire new powers.

The creation of a sword soul is often accidental. When someone attempts to create an enchanted weapon through the use of Occult rituals or magic in Orrorsh and gets a total more than 10 higher than what is necessary, the sword is normally so "enhanced".

When such a sword reveals its true nature by acting directly against its master, it takes on an eerie glow, usually a silver-white



around the blade (or point for a spear, or head of an arrow, depending upon the weapon).

Domain

Sword souls are found in the possession of warriors and soldiers throughout Orrorsh and Gaea.

Sword Soul

DEXTERITY 12

melee weapons 15

STRENGTH 10

TOUGHNESS 16

PERCEPTION 12

MIND 14

Test 16

CHARISMA 13

Persuasion 14

SPIRIT 12

Intimidation 18, reality

13 (if Possiblity-rated)

Possibilities: some (25);

if rated, 5 (+1 per power)

Power Rating: special:

only has powers enchanted into it by occult rituals, plus any absorbed from other weapons

Corruption Value: 10 (+ number of powers)

Fear Rating: 1 (+1 per three powers)

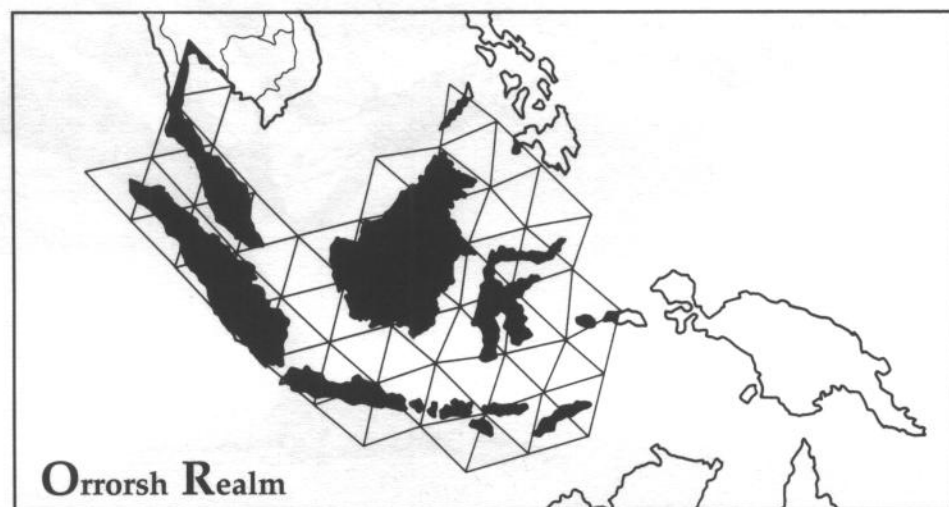
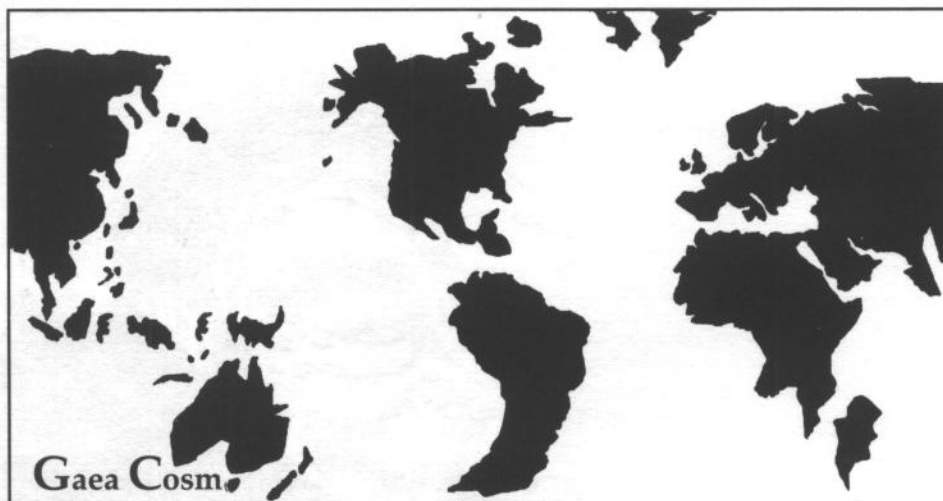
Suggested Perseverance

DN: 10 (+ number of powers)

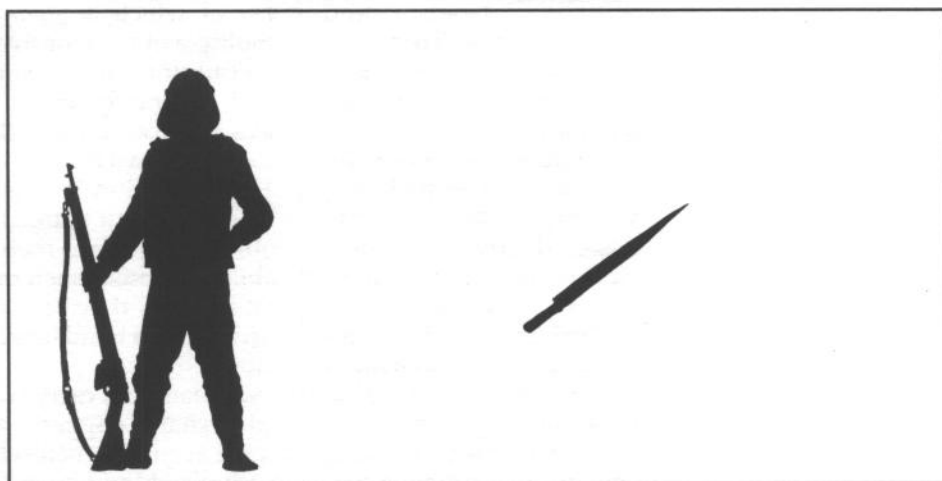
Suggested True Death:

deluging the weapon with the blood of masters it has killed and then destroying it in a blessed forge or other fire

DOMAIN



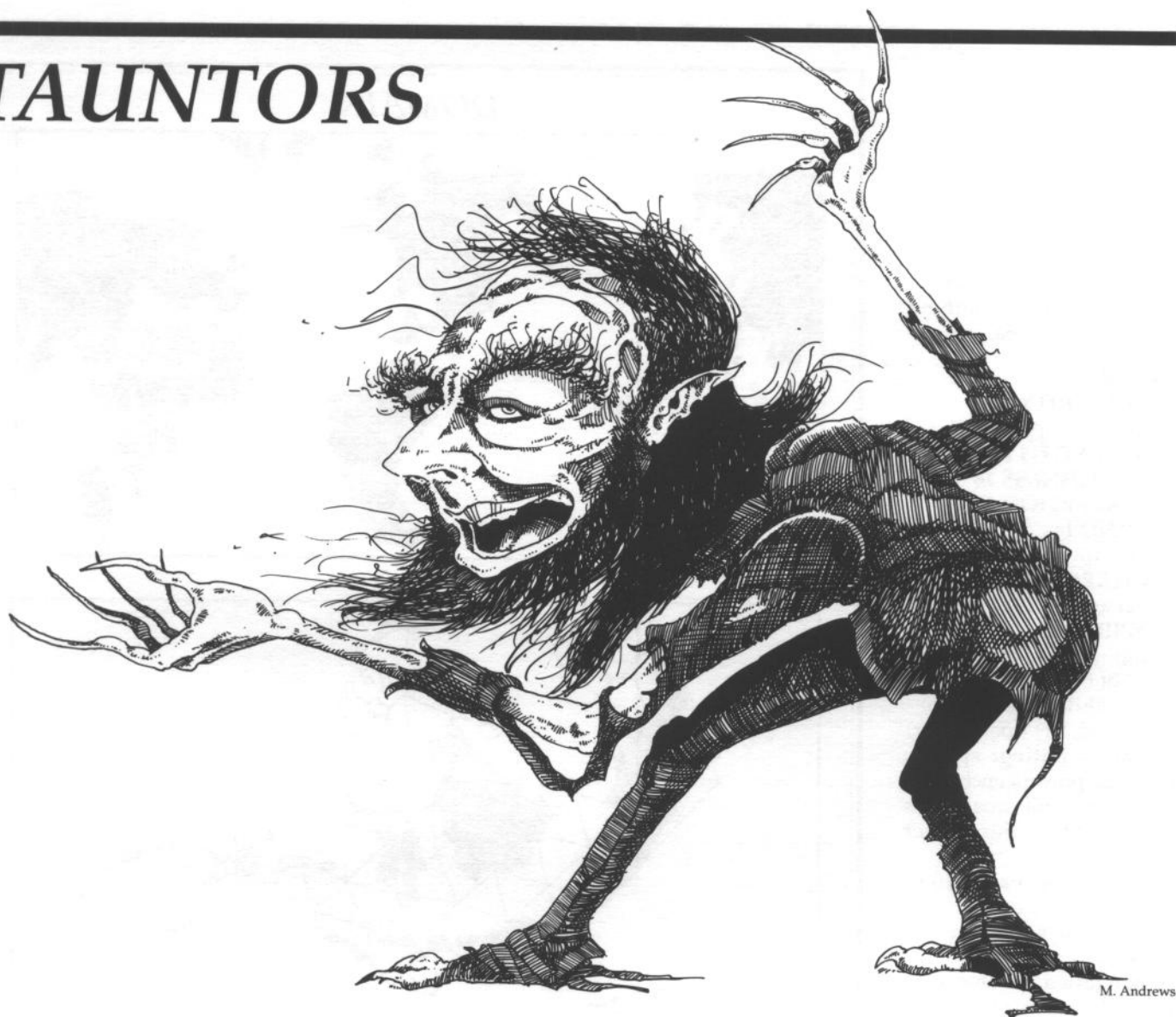
SIZE REFERENCE



Discovered by
Richard Tomasso



TAUNTORS



Tauntors resemble dwarfish humans, with large heads and spindly bodies. Their eyes have a yellowish cast to them, and their fingernails are long, and claw-like.

Tauntors are cruel, petty and mean. They stalk lone victims, luring them into deserted areas, and then slowly torture them to death. They are accomplished mimics and ventriloquists, and they delight in using these skills to cause fights among others.

A favorite way of luring people is to use their exceptional ability to *taunt* their

victim into chasing after them. The chase ends in a prepared area. Tauntors appear in groups, the number of which is always a multiple of three or five.

Tauntors are cowards, and will rarely attack unless they outnumber their foes by at least three to one. The exception to this is when they are taunted by others, and due to their inability to resist such mental attacks, they are often driven into a blind fury and attack.

All tauntors carry wickedly sharp daggers, and some even arm themselves with pistols and other firearms.

Domain

Tauntors can be found anywhere in Orrorsh, but they avoid Victorian controlled areas. Several groups have stowed away aboard ships, arriving in Australia, India and Japan.

Tauntor

DEXTERITY 12

Fire combat 13, melee weapons 15, running 13, stealth 15, unarmed combat 15

STRENGTH 6

Climbing 14

TOUGHNESS 9

PERCEPTION 8

Find 10, tracking 10, trick 18



MIND 8

Test (12)

CHARISMA 8

Taunt 18 (12)

SPIRIT 8

Faith (Orrorsh) 10

Note: Tauntors use the
() value to resist taunts,
but use taunt offen-
sively at a value of 18.

Possibility Potential:
some (25)

Natural Tools: Tough
body (armor value TOU+1/
10), sharp finger nails (dam-
age value STR+1/7)

Power Rating: 1

Corruption Value: 16

Fear Rating: 1/2

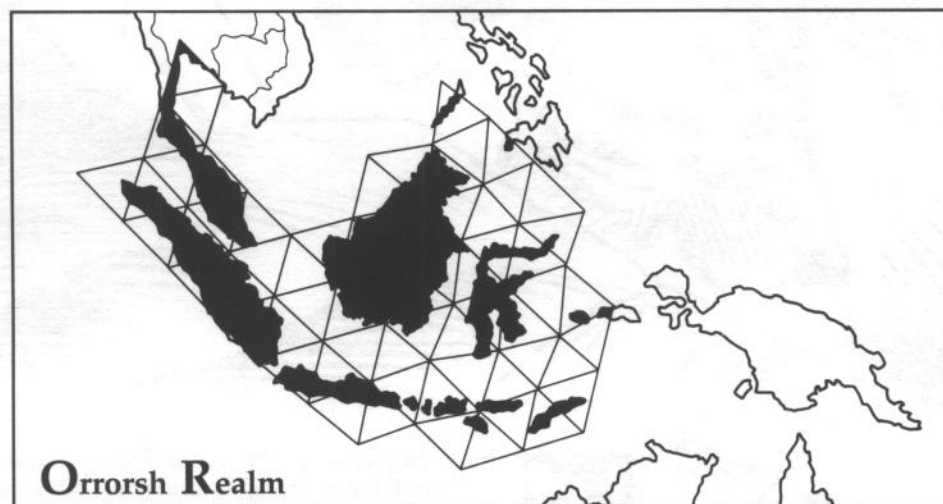
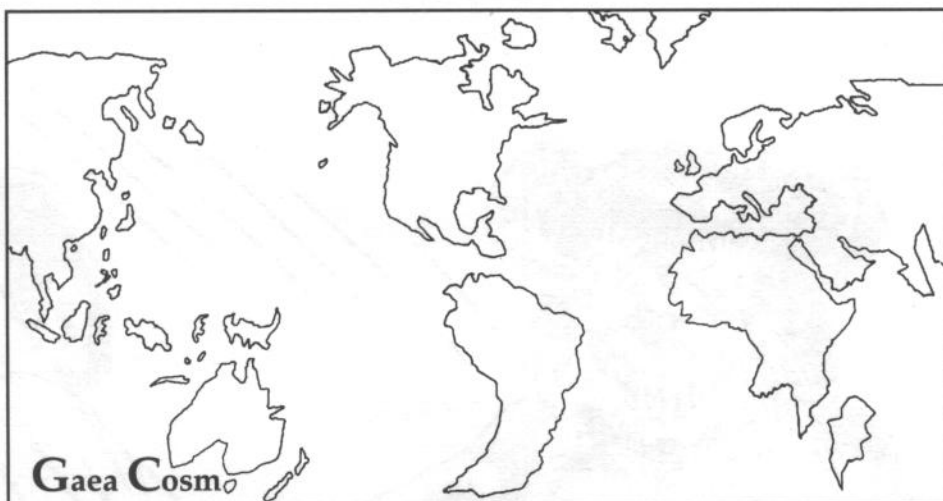
Suggested Perseverance

DN: 12

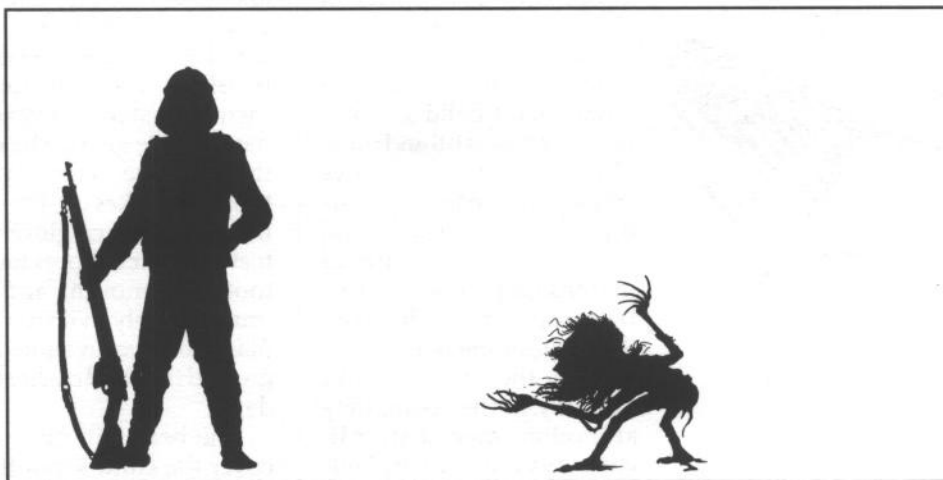
Suggested Weakness:
being unfailingly polite and
complimentary toward
them

Suggested True Death:
trapping one for two hours
within a cage lined with
flowers

DOMAIN



SIZE REFERENCE



Discovered by
Sean Holland



TEDDY BEAR OF DOOM



Sure they look soft and cuddly, but do you trust them with your kids?

If the stuffed animal you're speaking of is Thratchen's Teddy Bear of Doom, the answer had better be "No!"

Once again making the point that a child's fear is the most powerful and pure, Thratchen had these toys smuggled into the large urban areas of Orrorsh, and over the last couple of months they have been distributed to children throughout the realm.

With the lights on and Mommy in the room, they are nothing more than ordinary toys found in the bedrooms of children around

the world. But, turn out the lights and kiss your baby good-night and let the little guys' nightmares begin!

The teddy bears animate when observable only by children. They come to life and terrorize the children endlessly. The bears will usually wait until the child is asleep, climb on top of them and start to say their name while gently shaking them awake. Then, when the child wakes up, the cute little bear's eyes glow red, teeth appear in a previously toothless mouth, and an unmistakably evil snarl replaces the warm smile that greeted the child earlier that day.

The bear will generally cover the child's mouth so that it cannot speak or cry

out for help. It will tell the child that it will kill him and his parents, brothers and sisters, friends, as well as destroy their house and everything else the child holds dear. Occasionally striking the child, it will become more and more violent and aggressive as the night goes on!

Finally, as dawn approaches, the bear will let the child go. When the child yells for help, the parents believe that it's just another "monster under the bed" story.

Another advantage of the bears is that Thratchen often commands the bears to tell the children to do something, like steal an object from their parents, destroy a document, or even try to

P. Daly



murder a sibling. If the child does as ordered, the bear promises to leave — of course, it is lying.

If the child insists on getting rid of the toy, it will find a way into someone else's house and the cycle starts anew. Several unexplained deaths can be attributed to the bear — it has literally scared the child to death. The bears are unable to animate with anyone over 12 years of age able to observe it.

Domain

Teddy bears of doom are found throughout Orrorsh.

Teddy Bear of Doom

DEXTERITY 5

Unarmed combat (10)

STRENGTH 10

TOUGHNESS 10

PERCEPTION 8

MIND 5

CHARISMA 15

Charm 25, persuasion 15

SPIRIT 6

Faith (Orrorsh) 10,
intimidation 9

Possibility Potential:

none

Natural Tools: Bite (damage value STR+2/12)

Power Rating: 1

Corruption Value: 10

Fear Rating: 1/2

Suggested Perseverance

DN: 10

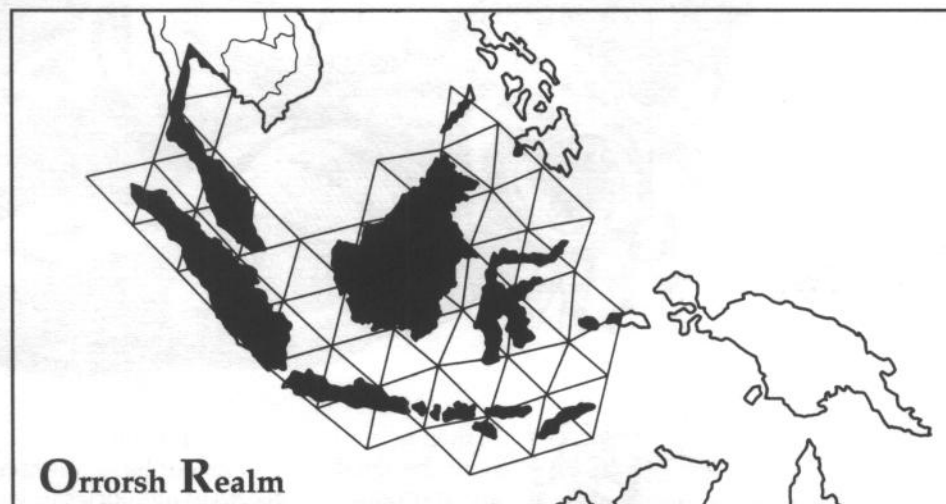
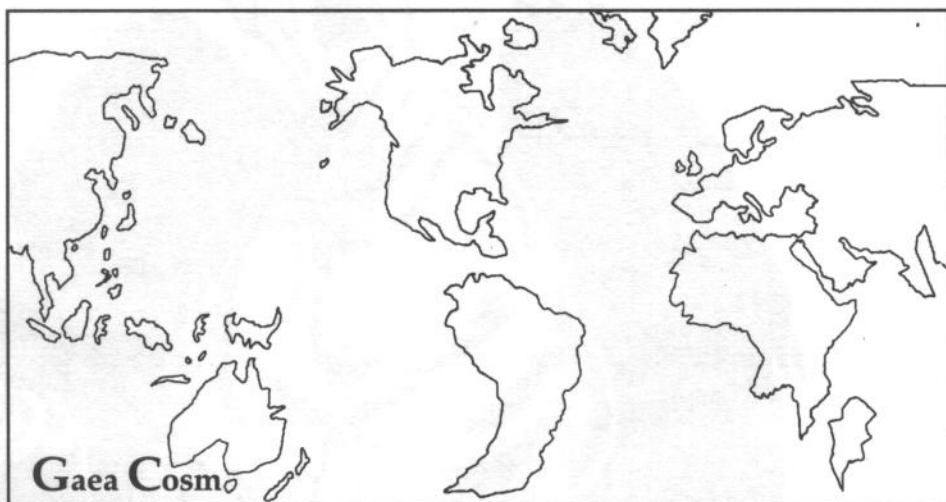
Suggested Weakness:

will not animate in the presence of anyone over 12 years old

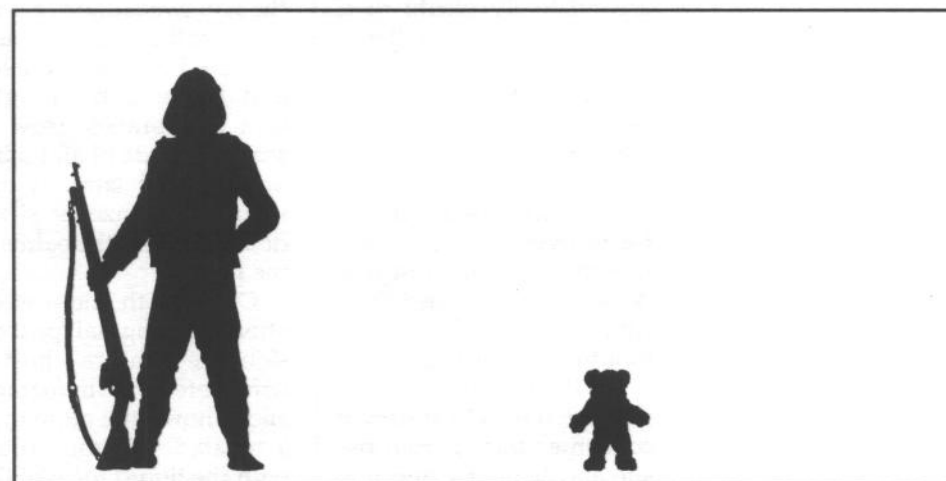
Suggested True Death:

remove all stuffing from the teddy bear and refill with foreign material such as sand or dirt.

DOMAIN



SIZE REFERENCE



Discovered by
Randle Hodge, Jr.

THE BLOOD



In their natural state, the blood are amorphous blobs resembling puddles of blood, able to flow and move about like large amoebae. In this form, the blood are relatively weak; their preferred state of existence is within a human body, either a recent corpse or the body of a living human taken over by the possession power.

The host body transforms over the course of a month; if a living host was possessed, only an occult ritual performed within a month can save her.

As the creature spreads through the body, it slowly consumes the internal tissue and bone. During this process, it can still pass for

its host in society, although it does not have automatic access to memories (see the description of the *possession* power in the *Horror* sourcebook).

After one month, hair and nails begin to fall out, the skin swells and becomes ruddy as the blood expands, the eyes become bloodshot and bulge unblinkingly, thin membranes grow to seal the inside of all bodily orifices, and lamprey-like mouths the size of silver dollars form in the palms of the hands.

One month and a week after the original possession, the creature's host is completely transformed and is now little more than a bloated skin-sack filled with the liquid form of the horror. At this point, the

host can no longer pass for human and will begin to haunt the fringes of society.

The mouths in the hands are the only opening in the skin, and are used to feed; if the blood-creature makes a successful *unarmed combat* roll against an opponent, it has fastened a mouth onto him and will hit every round thereafter (generate a bonus number to determine damage) unless the victim can make an opposed Strength total five greater than the blood's *Strength* and break free.

If, while fastened onto a victim, the horror generates a damage bonus high enough to inflict a wound, it has begun to feed and will automatically inflict one wound until the victim is dead or escapes its grip.

The blood will not intentionally use weapons or equipment. If the body takes four wounds, the skin ruptures violently, spraying the liquid creature around explosively.

Domain

The blood can be found anywhere in Orrorsh, but they are known to be inhabiting Timor and Celebes.

The Blood

DEXTERITY 12

Dodge +1/13, maneuver +1/13, unarmed combat +2/14

STRENGTH 10

TOUGHNESS 11

PERCEPTION 13

Find 14

MIND 9

Test (18), willpower 15

CHARISMA 7

Taunt (15)

SPIRIT 9

Faith (Orrorsh) 13, intimidation 18

Possibility Potential:
some (30)

Natural Tools: Fanged mouths (damage value 16)

Power Rating: *possession*
plus 2

Corruption Value: 19

Fear Rating: 1

Suggested Perseverance

DN: 14

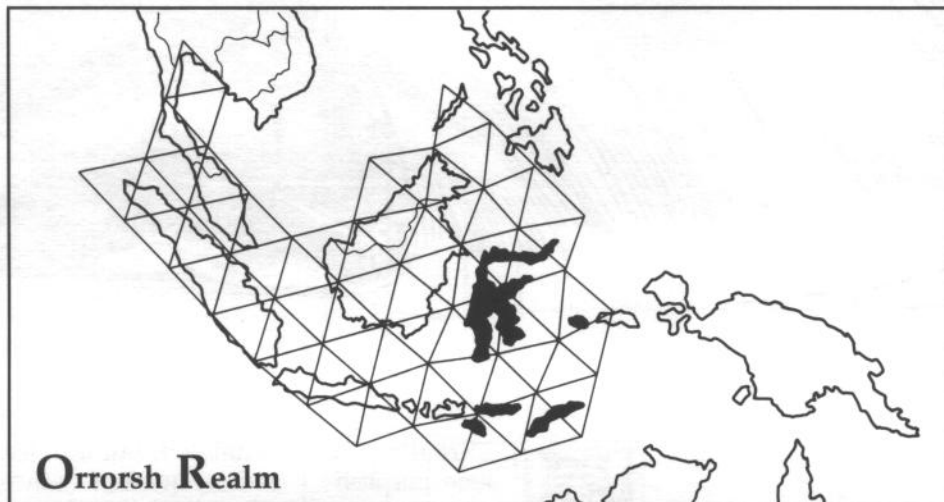
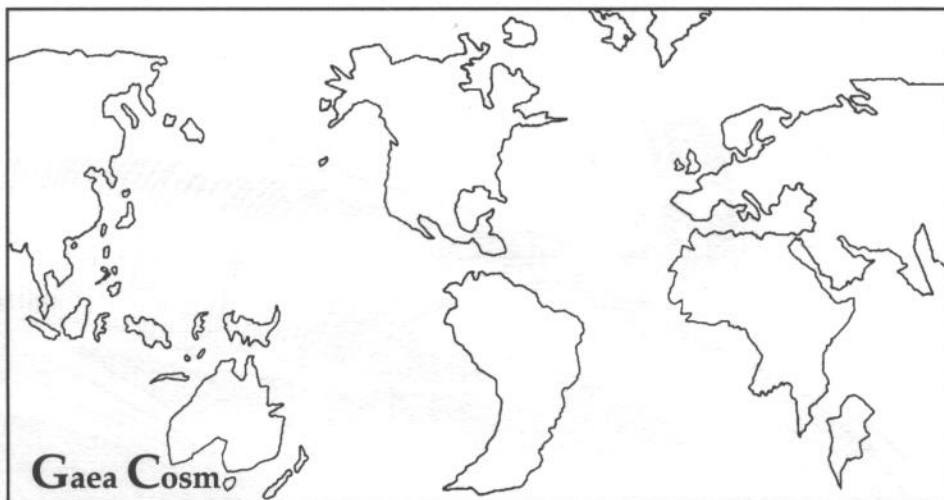
Suggested Weakness:

heated holy symbols

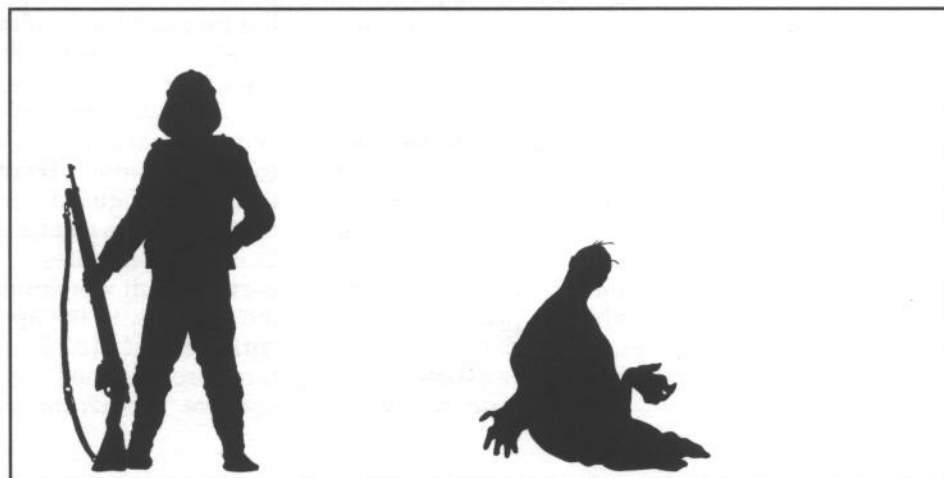
Suggested True Death:

sealed in a glass container
and dropped at sea

DOMAIN



SIZE REFERENCE



Discovered by
Karl Hiller



THROATHS



T. Dow



Throaths are long, purplish-grey worm-like creatures. **Predatory** meat-eaters, they are quite formless, almost like hollow tubes, and can expand their bodies to swallow anything up to two meters tall and four meters long (a horse, for example).

The interior of their body is lined with small reddish-purple tentacles that glisten with a powerful acid which quickly dissolves flesh. The acid has no effect on bone or plant matter. The acid vaporizes almost instantly when exposed to air.

Throaths are rarely en-

countered, but are deadly in close quarters. A throath normally hunts alone, and attacks only solitary creatures. The creatures hunt only mammals.

Throaths are believed to be the creation of Ahjebax, but they seem to be almost mindless, and therefore incapable of being directed by a more powerful entity. It is believed that a few evil Victorians have trained throaths to guard secret meeting places and unholy Occult worship sites. There is even a cult worshipping the throaths, in the apparent belief that all of the creatures are spawned from a massive "mother throath,"

hundreds of meters long, that lies in hibernation beneath Crockshola Temple (a secret society temple high in the mountains on Sumatra).

Domain

Throaths can be found throughout Orrorsh, both on land and in water. Several have swam to other areas of Earth.

Throath

DEXTERITY 9

Maneuver (12), stealth 12, swimming 18, unarmed combat 15

STRENGTH 18

TOUGHNESS 18 (20)



PERCEPTION 6

Find 8, tracking 10, trick (18)

MIND 6

Test (20)

CHARISMA 3

Taunt (20)

SPIRIT 8

Intimidation (25)

Possibility Potential:

some (85)

Natural Tools: Leathery hide (armor value TOU+2/20), acid (damage value 20)

Power Rating: 2

Corruption Value: 18

Fear Rating: 1

Suggested Perseverance

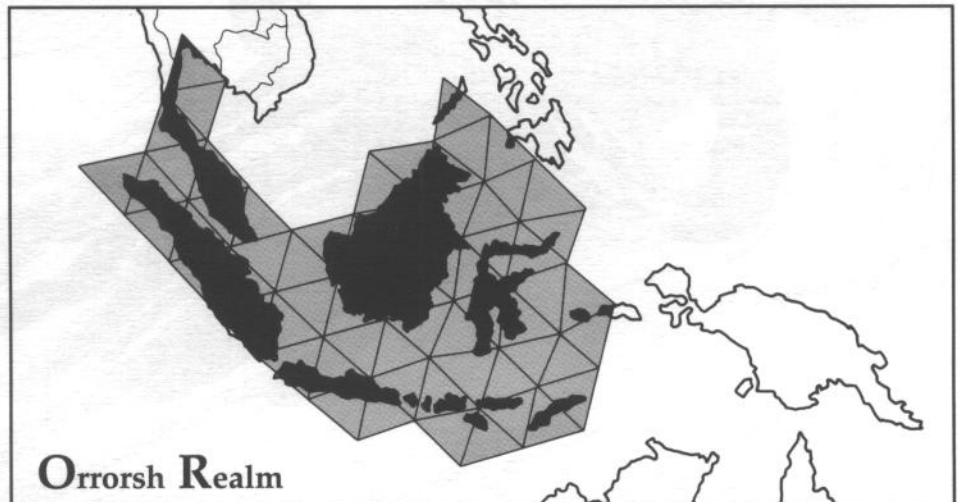
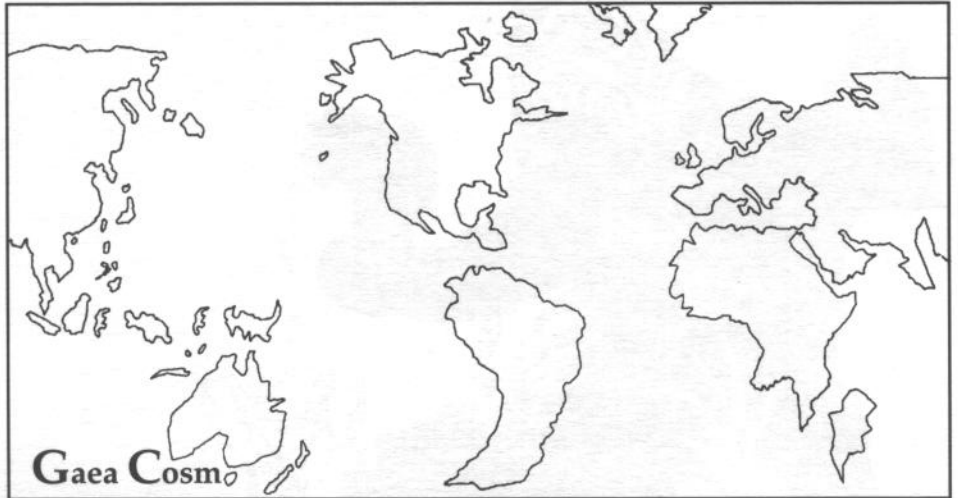
DN: 15

Suggested Weakness:

none

Suggested True Death: being slain with melee weapons

DOMAIN



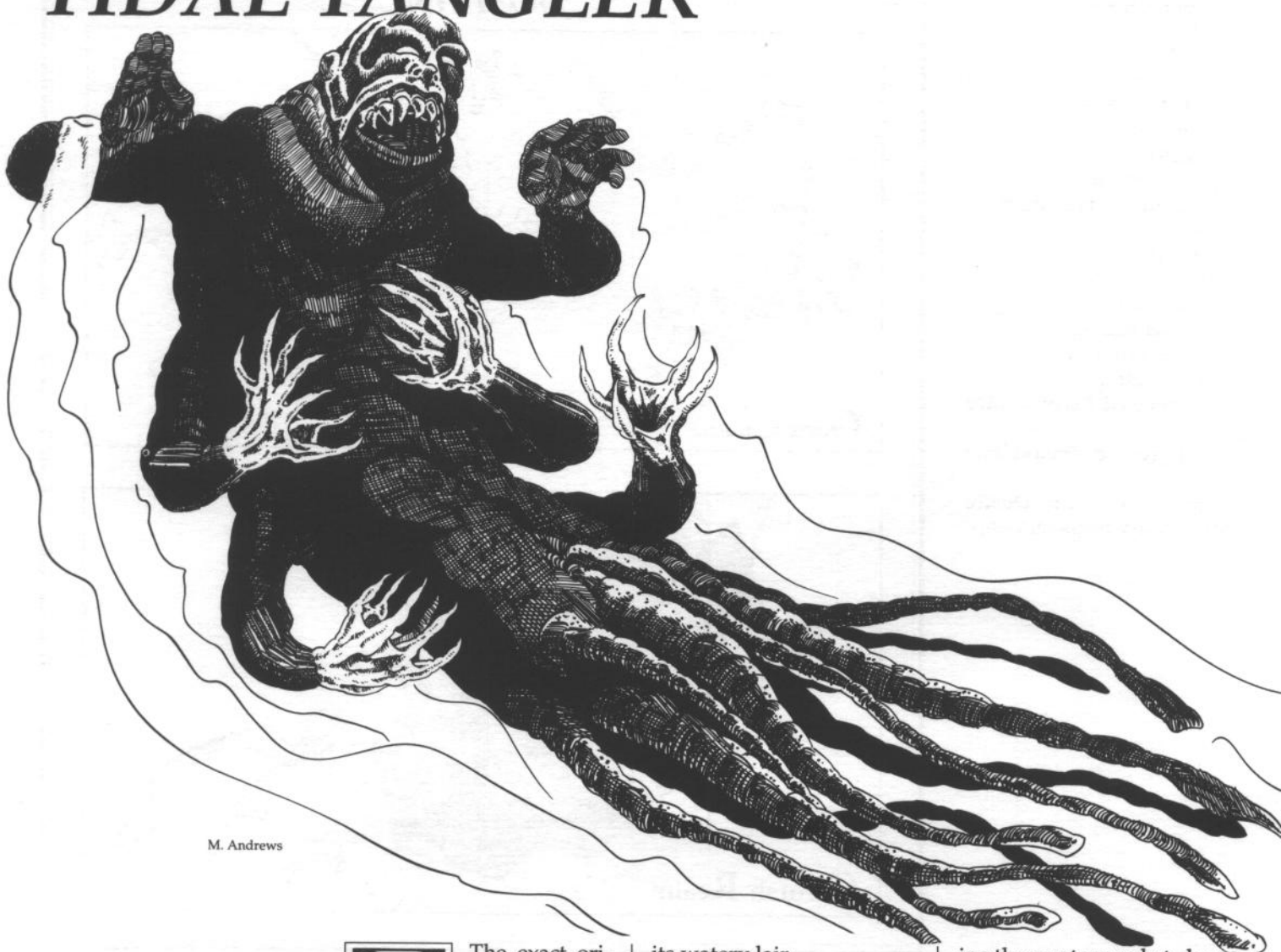
SIZE REFERENCE



Discovered by
Sean Holland



TIDAL TANGLER



M. Andrews



The exact origins of the tidal tangler are unknown, but such an abomination could only be a result of the occult magic of Orrorsh.

The tidal tangler can be described as a sea anemone with human arms and a head. The monster has six arms. Atop the monster sits what resembles a grotesque humanoid head, its mouth filled with disgusting razor-sharp teeth. Their bodies end with a mass of tentacles that are used to hold itself to slippery rocks or in sand when the occasion arises that it decides not to stay in

its watery lair.

Their color ranges the entire spectrum, but is usually a mixture of blues, browns and purples. The creatures are anywhere from two to three meters long, weighing up to 300 kilograms.

The tidal tangler is found primarily underwater, hidden among the rocks and seaweed of oceans and lakes. However, it can also breathe air, and can be found in dark sea caves along shores, or even in the sand. It will usually sit with its head bowed so as to hide its facial features, its arms limp at its sides. Then, when prey stumbles near it (think-

ing the creature only to be a strangely colored plant), the tangler lashes out in a ferocious attack.

The monster can attack twice per round at no penalty. The creature must use its tentacles to anchor itself to rocks to avoid being swept out to sea, and while the creature can drag itself along on its tentacles, it can only move two meters per round.

The tidal tangler, in addition to hearing and sight, has the ability to detect changes in water currents and tides while underwater. This enables the creature to detect any nearby vehicles or beings.



These creatures have no communication skills, and lay only microscopic eggs.

Domain

Tidal tangles are found on the shores of Celebes and Borneo.

Tidal Tangler

DEXTERITY 10

Swimming 12, unarmed combat 14

STRENGTH 14

TOUGHNESS 12

PERCEPTION 8

Trick 9

MIND 5

CHARISMA 7

SPIRIT 8

Intimidation 12

Possibility Potential:

none

Natural Tools: Arms

(damage value STR+2/16),

poison (damage value 14),

teeth (damage value STR+2/

16), tentacles (speed value 2

on land, but swims at speed

value 12)

Power Rating: 1

Corruption Value: 13

Fear Rating: 1

Suggested Perseverance

DN: 13

Suggested Weakness:

none

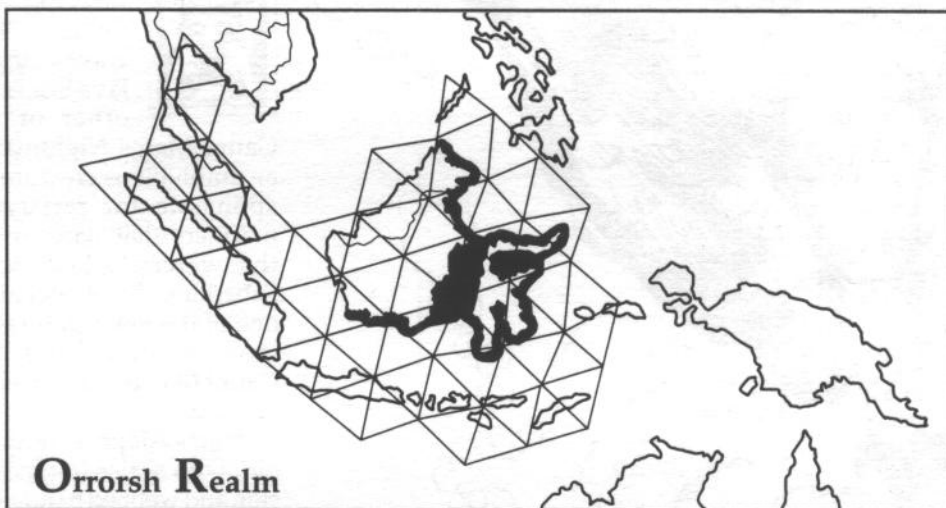
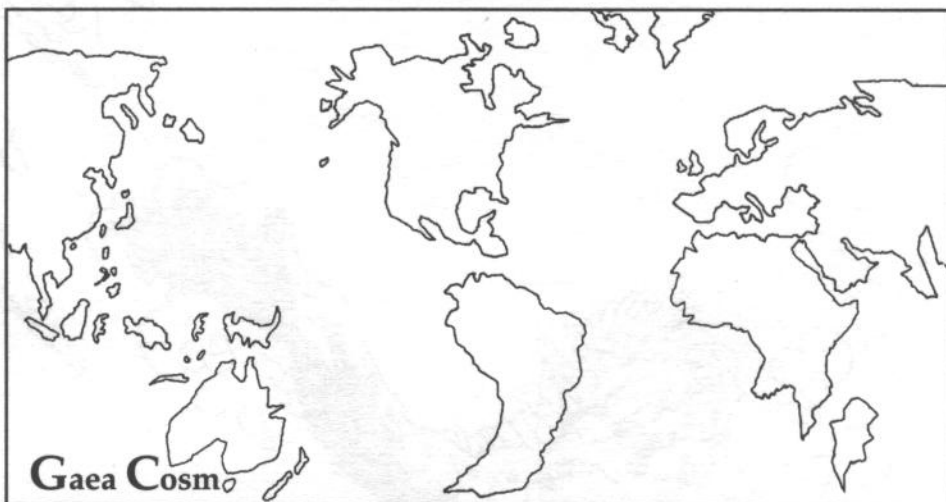
Suggested True Death:

creature must be submersed

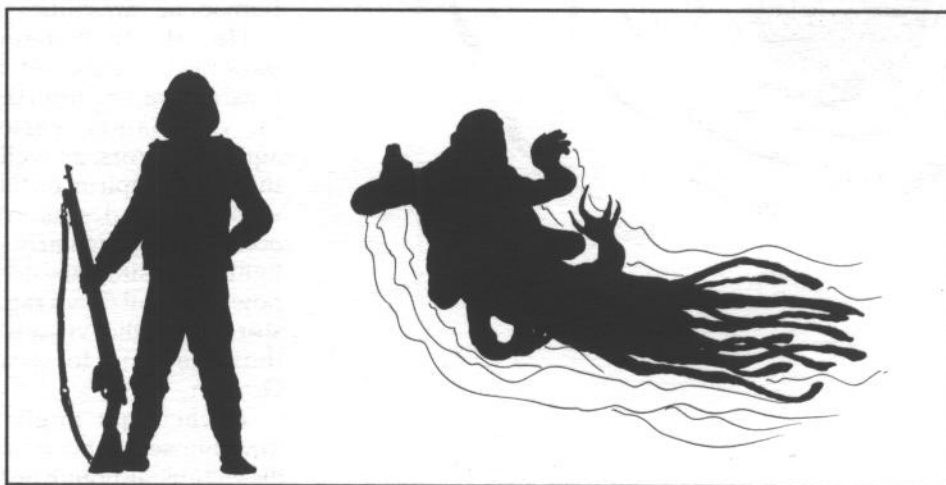
in boiling water for one

minute

DOMAIN



SIZE REFERENCE



Discovered by
Randle Hodge, Jr.

TRACHELSTEPH



P. Daly



Lurking beneath the waves of the Java Sea is another of the Gaunt Man's Nightmares, an amphibious creature responsible for terrifying mariners that dare to sail the waters. Along with Sabathina, Trachelsteph is one of the few creatures to have accompanied the Gaunt Man on his invasion of Gaea.

Trachelsteph is humanoid, with scales in place of skin and webbed hands and feet. His mouth is filled with row upon row of needle-like teeth, and his sole source of sustenance is blood, whether animal or human, he cares little.

He makes his home in an undersea cavern off the coast of Java, and from there he commands various aquatic horrors, as well as the restless spirits of those who met their deaths on the ocean. He particularly delights in using his occult powers to call down raging storms on the vessels of those seeking to escape Orrorsh.

Trachelsteph rarely allows himself to be seen by his victims, although he has been known to steal aboard

a ship in the dark of night and carry off a passenger for the purposes of making a meal. He usually leaves the bones floating near the ship as a warning to other crew members of the dangers of sailing through the realm.

Trachelsteph's origin is unknown. Some believe he may be an occult creation, while others think he is a drowned sailor cursed for eternity to wear a horrible form. He has never been known to speak, and it is not known if he is capable of speech as humans know it — if not, it can only be assumed that he uses sorcery of some sort to communicate with the Gaunt Man and Thratchen.

Trachelsteph is unaware that the Gaunt Man has disappeared. Since his province is the sea, he rarely sets foot upon land to visit the High Lord, nor does he feel compelled to report his doings on a regular basis. For his part, Thratchen has never thought very highly of Trachelsteph (believing him to be little more than a pet of the Gaunt Man), and has not bothered to inform the amphibian of his regent status.



Domain

Trachelsteph plies the waters off the coasts of Indonesia and Northern Australia, but he can appear anywhere within the realm of Orrorsh's seas. He does not like fresh water, however, and cannot abide such habitats long. He also avoids the shallows, and, though he is amphibious, does not make a habit of going too near land, let alone on it.

Trachelsteph

DEXTERITY 15

Acrobatics 18, dodge 19, maneuver 21, stealth 20, swimming 25, unarmed combat 21

STRENGTH 21

Climbing 22, lifting 22

TOUGHNESS 19

PERCEPTION 17

Find 19, scholar (sea lore) 21, tracking 22, trick 20

MIND 14

Occult 18, survival 20, test 17, willpower 17

CHARISMA 14

Charm (25), persuasion 18, taunt 17

SPIRIT 11

Faith (Orrorsh) 15, intimidation 17, reality 17

Possibilities: 25

Powers: *paralyzing touch, regeneration, up condition* (when underwater)

Corruption Value: 21

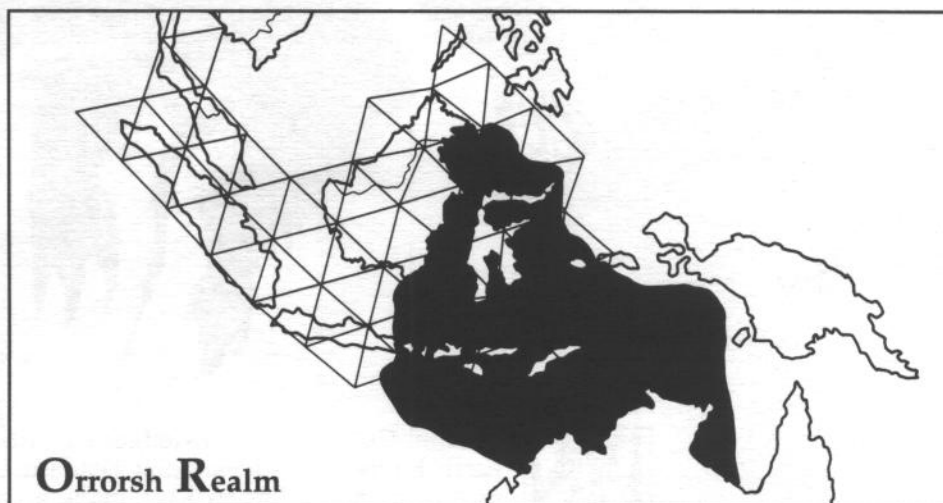
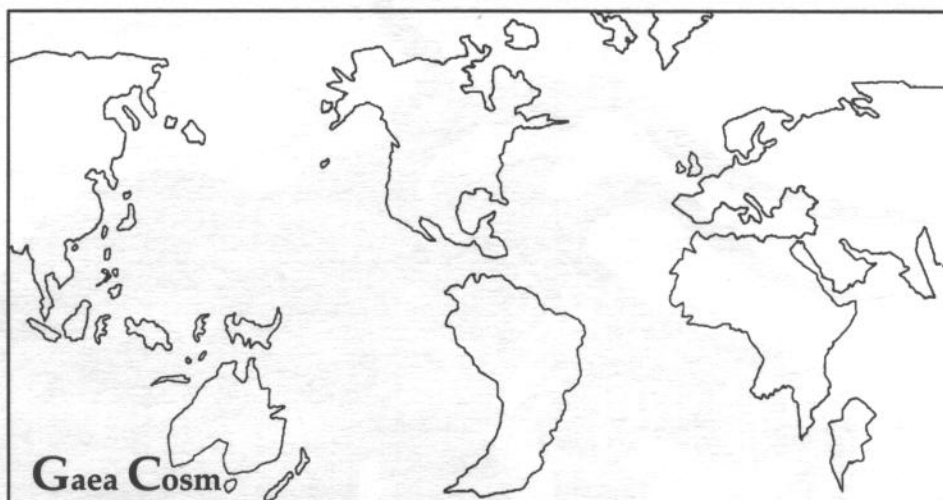
Fear Rating: 2

Perseverance DN: 22

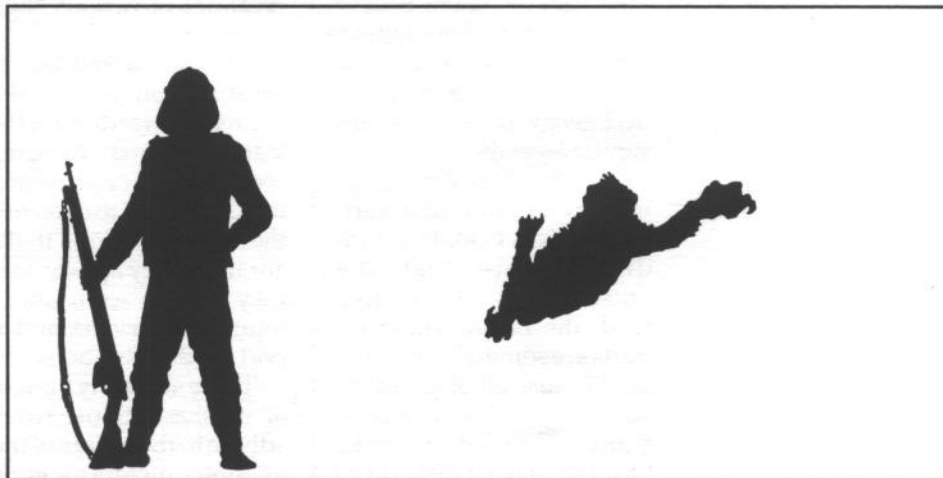
Weakness: heat

True Death: must be bound with seaweed and killed by burning

DOMAIN



SIZE REFERENCE



Discovered by
Greg Farshtey



TRUE RAKSHASA

Second Prize



M. Andrews



In the Core Earth legends of the Hindu religion, tales are told of the rakshasa, demonic creatures that served the deity Ravana. Tales of their origins vary — some believe they were created by Brahma; others by the sage Pulastya, grandfather of Ravana. The mythology of Fendaru has similar legends.

A recent rash of sightings in New London and various cities in Core Earth India indicate that the rakshasas may once more walk the Earth. These reports are somewhat confusing because all of the other supernatural manifestations associated with Orrorsh make it difficult to separate fact from fiction.

Knowledgeable Hindu scholars and Fendaru followers have made a concerted effort to determine the truth behind the sightings. They now accept that “true” rakshasa exist, creatures different from the creations of various Nightmares.

In the legends, the rakshasa often served as scouts and warriors for their leader, Ravana. To date, it seems as if they are searching Core Earth to determine the true situation. If they are what they appear to be, they would seem able to return to Nirvana and report on the situation.

There are many varieties of rakshasa. Some strictly adhere to the orders of their missions, merely gathering information, but others

have submitted to their chaotic nature, and committed seemingly random acts of violence and evil.

Among the types of rakshasa, and the crimes they commit, are: *pisachas*, goblin-like demons that haunt cemeteries and feed on dead bodies; *panis*, aerial demons that try to tempt humans into foolish actions; *black dasyus*, demons responsible for droughts; and *grahas*, demons who drive men insane.

Domain

Rakshasa have no set location, although they are often found near Core Earth and Victorian cities in Orrorsh. In such cases, they are commonly near where Fendaru or Hindu priests



and worshippers gather. They have also left the realm and traveled to India.

True Rakshasa

DEXTERITY 11

Dodge 13, flight 13 (panis only), maneuver 12, melee weapons 14, missile weapons 13, running 13, stealth 14, unarmed combat 14

STRENGTH 13

Climbing 14

TOUGHNESS 13

PERCEPTION 10

Find 12, language 12, tracking 12, trick 13

MIND 9

Survival 11, test 10, willpower 13

CHARISMA 9

Charm 14, persuasion 16, taunt 13

SPIRIT 10

Faith (Hindu) 12, focus 12, intimidation 14

Skill Notes: Add an additional 6-10 skill adds to any skills.

Possibility Potential: some (25)

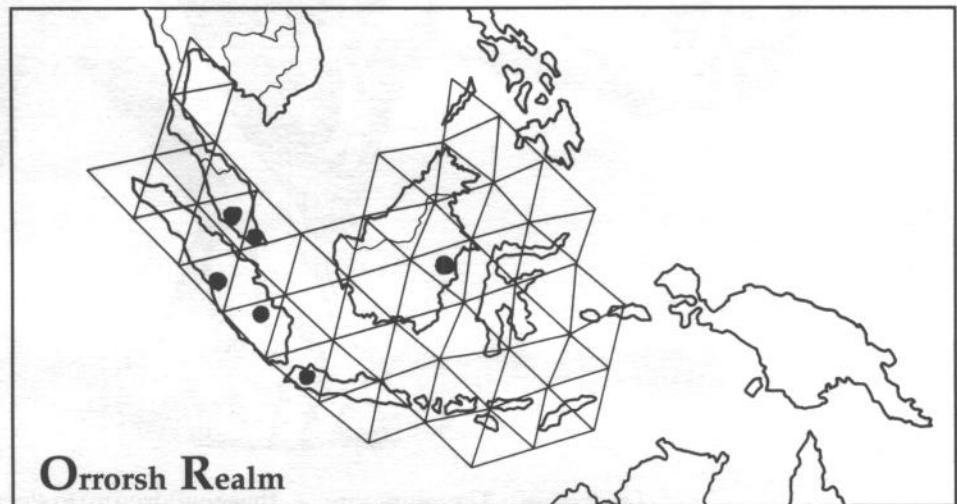
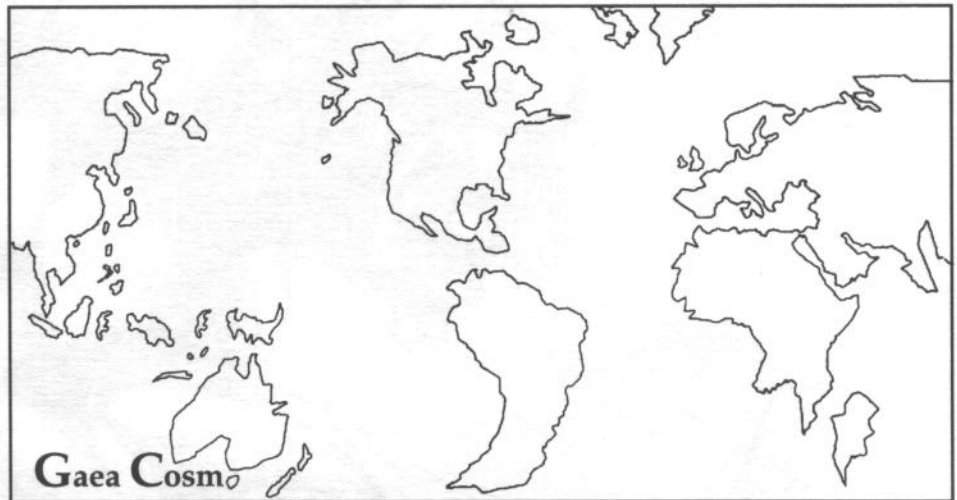
Natural Tools: Claws (damage value STR+3/16), wings (panis only, speed value 12)

Equipment: Variable, but always includes ancient enchanted Hindu weaponry, including swords (damage value +6/24), daggers (damage value +3/21), bows and arrows (damage value STR+5/23, range 3-10/40/100)

Power Rating: 3-5

Note: While found in Orrorsh, these creatures are not native to the realm.

DOMAIN



SIZE REFERENCE



Discovered by
Steve Crow



UNGREN



D. Gelon



The ungren are legendary creatures of Gaea's New World.

The tale, overheard by Dr. Sconce, inspired him to build several of these new horrific creatures. His creation is a rare sight (thankfully).

The ungren appears as a very large (three to five meters tall), misshapen human with crooked teeth, a hunched back, and a bulging forehead.

The ungren can automatically sense lies and is enraged by them. Its most fearsome tactic is to find a lair near small villages and wait. It will sense when children are lying, and which ones are doing so. When

these children go to sleep at night, it creeps into their room. Before the children can scream in terror, it nails their mouths shut with a rusty nail, using its own forehead as a hammer.

If a direct assault is made on the ungren, it will head butt its attackers, and try to escape. However, it always returns at night to exact revenge while the attackers are sleeping.

It is thought, additionally, that the ungren have certain powers of control over the children they have caught lying. Many rumors state that some more devious ungren, upon frightening a child with the threat of nailing his or her mouth shut, will force it to become

involved in a web of lies and deceit directed at adults.

Since the ungren is privy to more information than a child could possibly know, these lies are more believable than one a child would normally tell.

Domain

Currently, ungred (the plural term for the creatures) are only found in areas controlled by Dr. Sconce.

Ungren

DEXTERITY 11

Dodge 13, lockpicking 15, stealth 20, unarmed combat 18

STRENGTH 18

Climbing 19



TOUGHNESS 17 (21)

PERCEPTION 10

Find 15, tracking 13,
trick 13(20)

MIND 6

Test 7(15)

CHARISMA 8

Persuasion (lying only)

15

SPIRIT 6

Intimidation 15

Possibility Potential:

some (29)

Natural Tools: Forehead
(damage value STR+2/20),
tough hide (armor value
TOU+4/21)

Equipment: Bag of rusty
nails (damage value STR+1/
21, plus forehead damage;
uses *unarmed combat* to hit;
nailing mouth shut requires
a *vital blow*, and, if a *wound* is
caused, the mouth is nailed
shut, requiring a *Strength* to-
tal of 18 or higher to pull the
nail out; imbedded nails do
damage value 12 until re-
moved)

Power Rating: *lie detec-*
tion (see page 7) plus 3

Corruption Value: 20

Fear Rating: 2

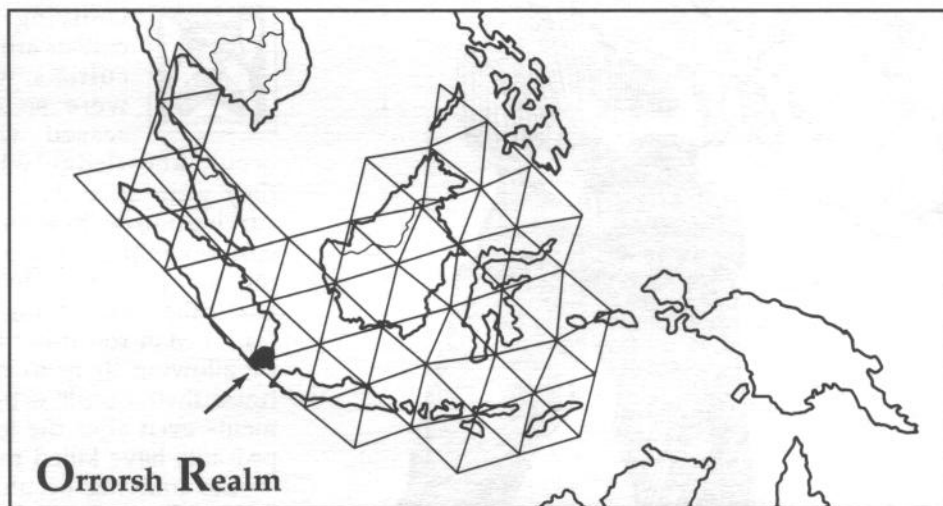
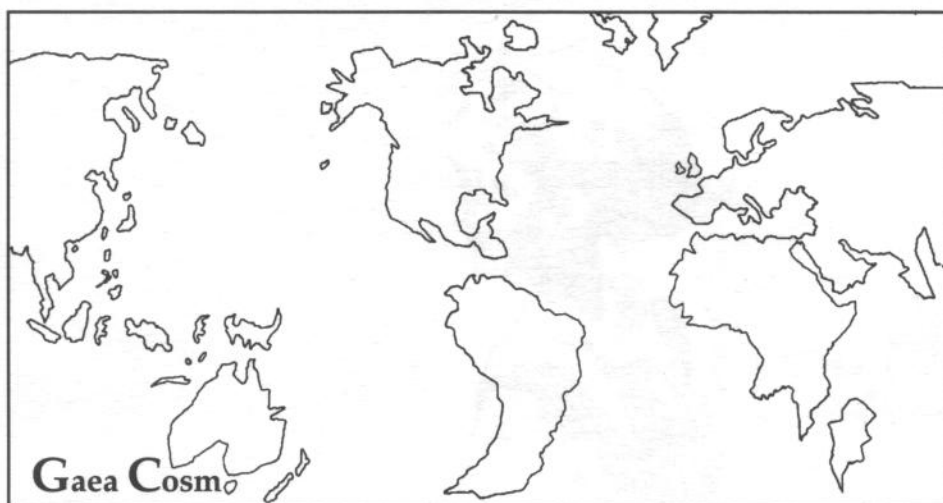
Suggested Perseverance
DN: 15

Suggested Weakness: *sty-*
mied if one of its own lies is
exposed.

Suggested True Death:
Nailing its mouth shut with
one of its own nails.

Note: Parenthetical *trick*
value only applies if verbal
deception is used.

DOMAIN



SIZE REFERENCE



UNLIVING OCCULTIST



Unliving occultists are occultists who were so obsessed with

occult knowledge while they were alive that they survive into death as an occult worshipper, performing many ghastly deeds. Due to their wickedness, the Gaunt Man rewards them by allowing them to continue their occult experiments even after the local peasants have killed them — the unliving occultists believe they are still alive.

After their usually violent deaths, they remember taking a short vacation (to the Waiting Village) — just escaping their killers — and then they returned to their haunts.

They then became obsessed with secrecy, doing their evil experiments at night while hiding during the day. They have no morals and use anything or anybody to continue their occult rituals. In the unliving occultist's lair, there are no mirrors or reflective items — to see their rotting bodies could cause them to lose their will to perform occult magics.

In typical Gaunt Man fashion, he has made the

occultist inept at occult rituals except where self perseverance or real wickedness is the goal. This causes the unliving occultists to become very frustrated and try even harder to finish its experiments. When it comes to spreading wickedness or self preservation, they are exceedingly skilled, however.

Unliving occultists reason with the ability and apparent free will of living characters, but their horrific natures rule their destinies — they are the only ones who will not admit it.

Many seek knowledge, but deny the true nature of their existence. Those that are exposed to mirrors are weakened (see below), but the occultist only believes he is seeing his "true form" — not his "living" body.

Domain

Most unliving occultists are found in Majestic, preying on their fellow Victorians. They thrive on manipulating others to their own ends.

Unliving Occultist

DEXTERITY 11

Dodge 14, fire combat 12, maneuver 14, melee



combat 14, stealth 12,
unarmed combat 13
STRENGTH 10
TOUGHNESS 15
PERCEPTION 15
Divination magic 17,
find 18, scholar (arcane
lore) 17, trick 19
MIND 15

Conjuration magic 16,
science 17, occult 25*,
willpower 25

CHARISMA 5

SPIRIT 15

Faith (Orrorsh) 16,
focus 16, intimidation
16

Possibility Potential:
some (8)

Natural Tools: Bony fin-
gers (damage value STR+1/
11); tough, unliving hide (ar-
mor value +3/18)

Power Rating: 7 (usually
has *cold aura*, *magic resis-*
tance and *dark vision*)

Corruption Value: 20

Fear Rating: 4

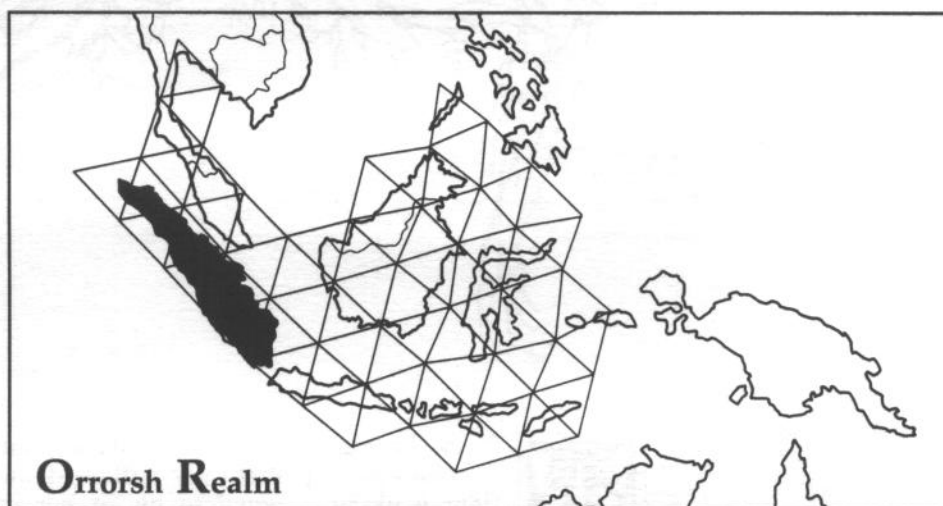
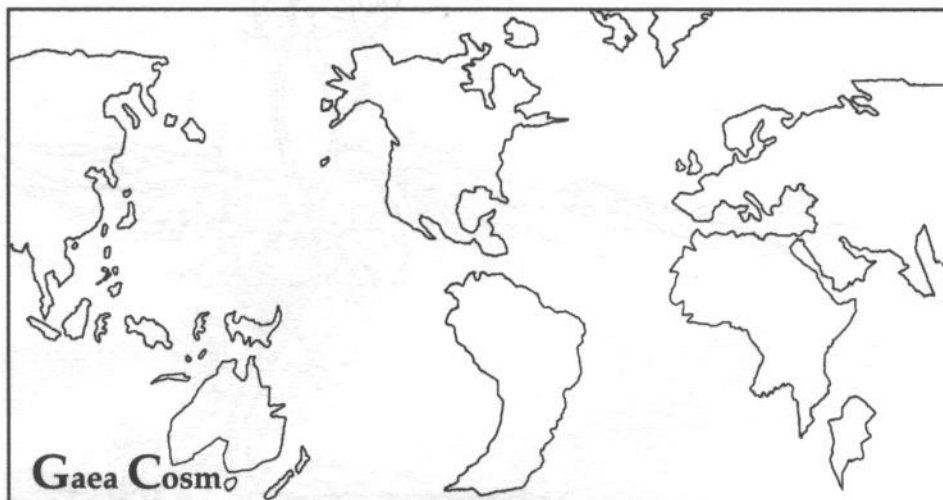
Suggested Perseverance
DN: 16

Suggested Weakness:
light, mirrors

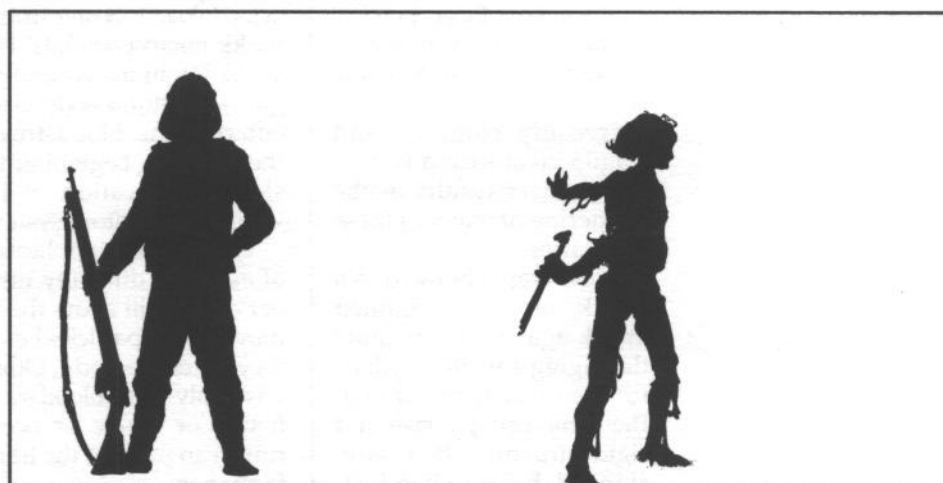
Suggested True Death:
must be made to believe that
he is dead

* The Unliving Occultists have
incredible occult power—when
performing acts that spread the
use of the occult or when di-
rectly preserving their “lives.”
Otherwise, they are unable to
make the simplest experiment
go right. They produce great
horrors by accident and their
mistakes are legendary.

DOMAIN



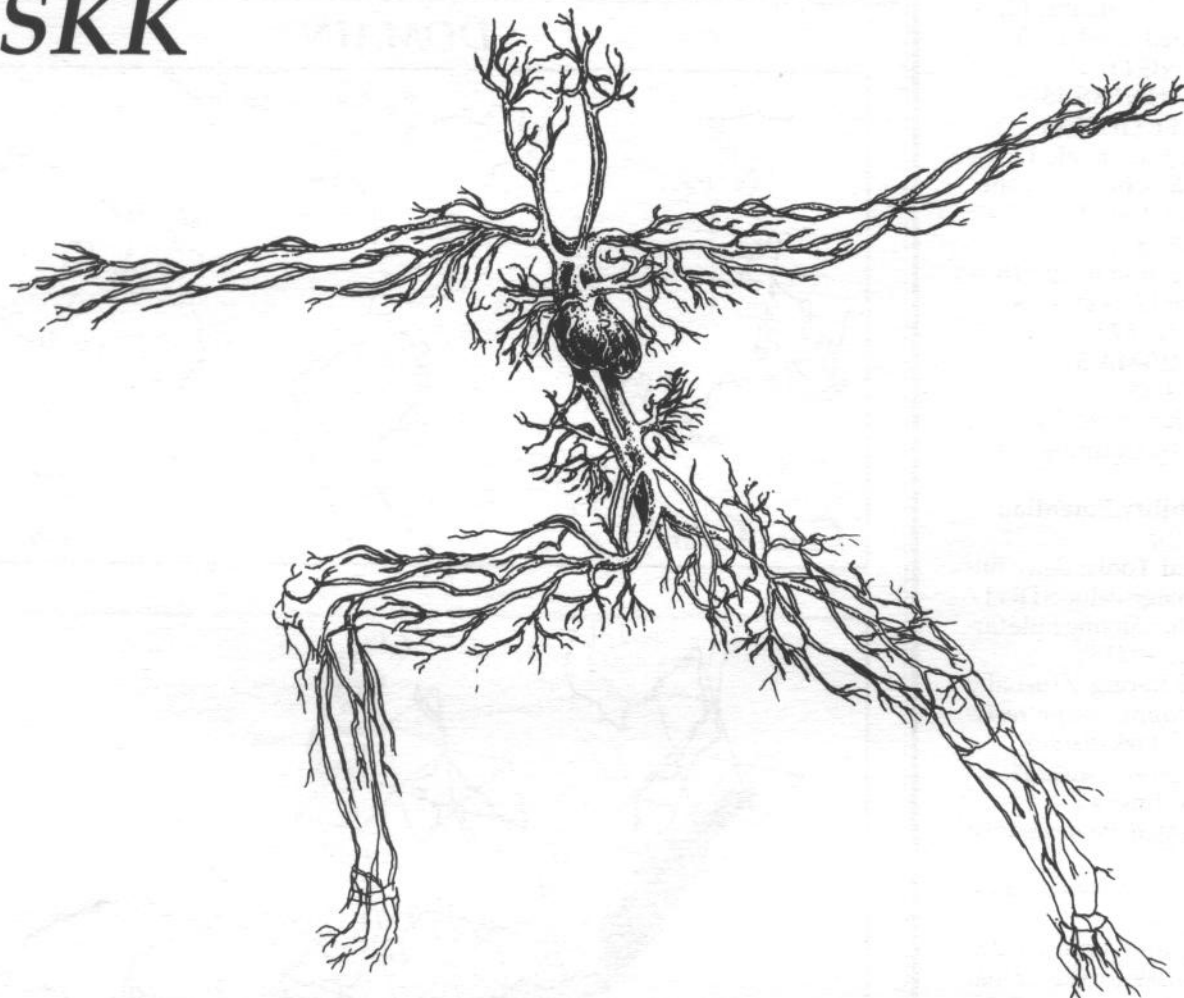
SIZE REFERENCE



Discovered by
Daniel Chapman



VASKK



D. Gelon



These horrors are independent walking human circulatory systems.

They roam the countryside in search of prey, attacking anything they encounter.

Because a large portion of the circulatory system is composed of microscopic capillaries, the vaskk are incredibly complex and fragile creatures; any violent contact results in the shattering of many of these capillaries.

However, a blow from a vaskk, or a bare-skinned attack against one is quite damaging for the capillaries are razor-edged due to their microscopic size and rigid structure. If a bare-skinned hand-to-hand attack succeeds against a

vaskk, the attacker automatically suffers damage equal to his or her own *Strength* plus six, plus a generated bonus.

Vaskk use these capillaries for reproduction as well as weaponry. When a character takes a *wound* from a vaskk, microscopic bits of the vaskk left in the wound begin to dig into the body. Upon entering the bloodstream, they spread, beginning the slow petrification of the victim's circulatory system.

Only a quick application of *medicine* (difficulty number of 15) will allow the removal of the particles before they enter the body. Otherwise, only a total blood transfusion or magic or occult ritual can prevent the transformation.

Once infected, the victim

slowly dies over the course of the next four days in horrible agony (a possibility-rated character can "buy" extra days by spending one possibility per day). Each day, the character takes a *wound*. As each section of capillary turns to stone, the cells die from lack of blood and begin to rot.

By the time the transformation reaches the main arteries, the victim is dead (mercifully). Body tissue rots inside the petrified network, so that newly-formed vaskk look and smell almost exactly like zombies. Because the tissue around the capillaries has not yet fallen off the body, vaskk cannot attack or reproduce within the first week of the transformation.

Like zombies, vaskk are



virtually mindless, immune to *taunt*, *charm* and *persuasion*, and often used by more powerful creatures as servants.

Domain

The vaskk serve evil occultists all over Orrorsh, but are generally found in secluded places.

Vaskk

DEXTERITY 10

Dodge 17, stealth 11, unarmed combat 15

STRENGTH 11

TOUGHNESS 5 (10 if just created)

PERCEPTION 9

Find 10, tracking 10, trick (15)

MIND 3

Test (20)

CHARISMA 3

SPIRIT 11

Faith (Orrorsh) 14, intimidation 16

Possibility Potential:

none

Natural Tools: Capillaries (damage value STR+6/17)—passive damage when struck equals attacker's STR+6/17

Power Rating: 2

Corruption Value: 15

Fear Rating: 1

Suggested Perseverance

DN: 14

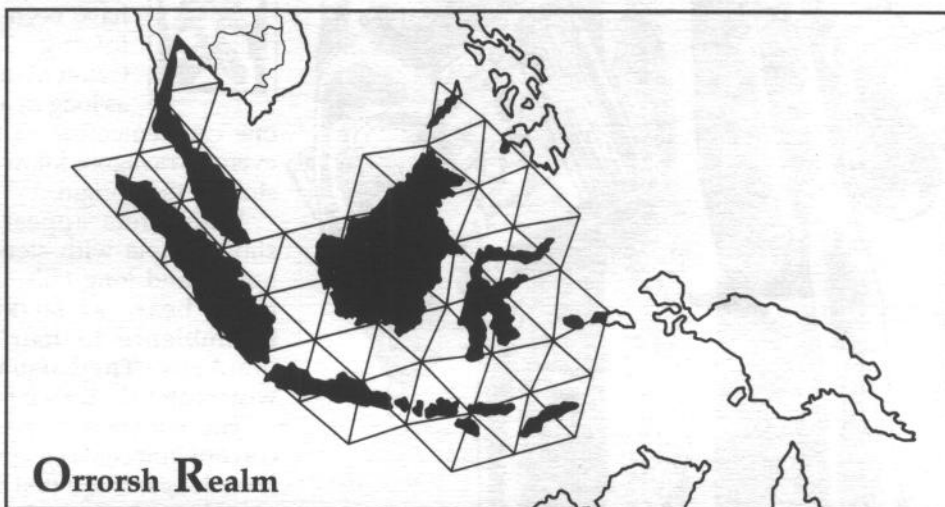
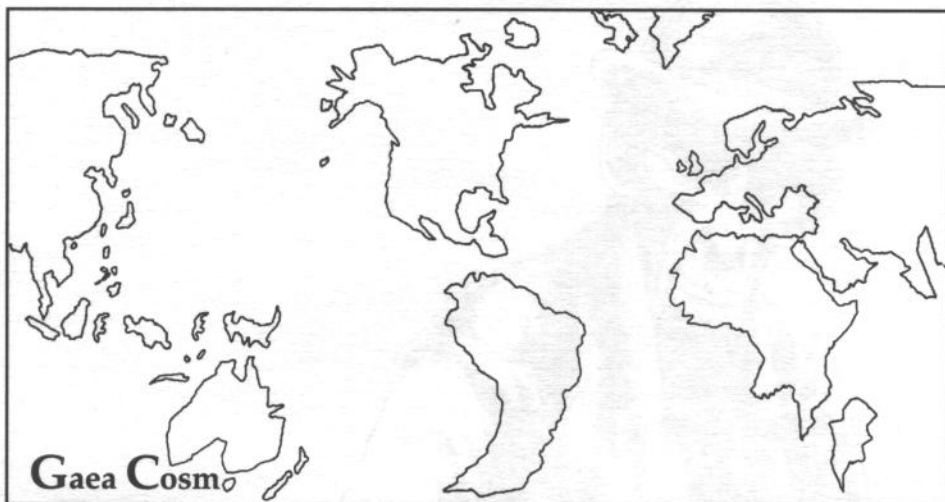
Suggested Weakness:

none

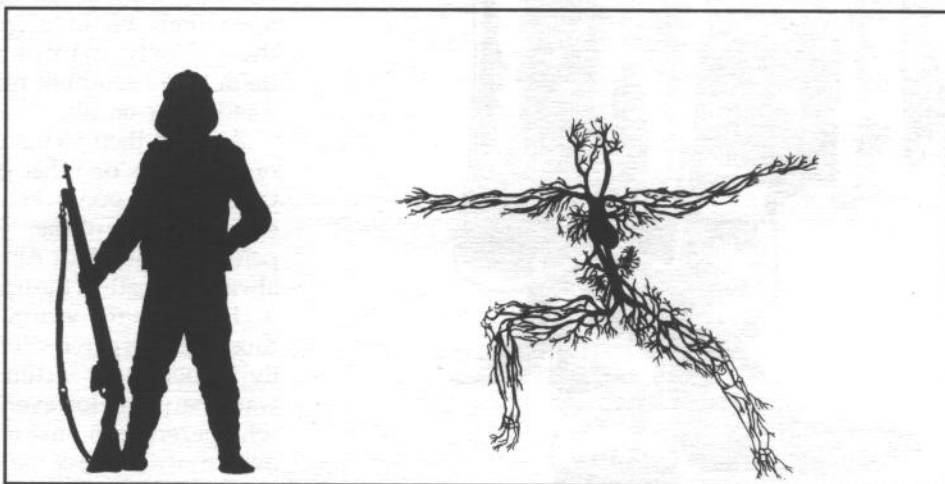
Suggested True Death:

death

DOMAIN



SIZE REFERENCE



Discovered by
Karl Hiller



WHISPERERS



The whisperers have been following the Gaunt Man for as long as any-

one can remember — not even the ravagons know the story of their origin.

Whisperers appear as short people with slender bodies and long tails, and they bear a striking resemblance to hairless monkeys. They usually wear coats to hide their tails.

The whisperers live to corrupt innocent seekers of knowledge. They often find a lonely professor, or a quiet woman or man who enjoys books, and slowly insinuate themselves into the person's life, building a bond of trust. Once they have their victim's trust, they slowly manipulate them into becoming interested in the occult.

A gift to their victim of a rare book — one that contains hidden occult knowledge — is one of the whisperer's favorite ploys. Almost always the path of the occult is chosen by the victim because the whisperer will subtly influence the victim toward that path. However, the whisperers can make no overt moves to force the vic-

tim to corruption because true corruption can only come from within.

If the victim chooses the path of corruption, the whisperer "allows" its victim to convert them to the same beliefs, and ultimately provides them with more and more occult knowledge that they "discover" while working with the occultist. Several of the more powerful Victorian occultists are "students" of whisperers.

If the victim refuses to be corrupted, the whisperer will eventually leave him or her. Unlike most corrupting creatures, it will attempt to do so on good terms — so that it can reenter the victim's life when it has a new plan.

When a whisperer dies, it will take up residence in the body of an occultist it has corrupted. Since it has been friends with the occultist, it can usually assume his identity fairly easily. If a whisperer dies a true death, a person it has corrupted will be transformed into a whisperer.

Whisperers avoid combat whenever possible, using others to do their fighting for them. They are usually able to persuade their "students" to fight for them.

D. Gelon



Domain

Whisperers can appear in any major population center in Orrorsh, but they have been spotted in other realms including Core Earth, Aysle and the Nile Empire (it is believed that Angar Uthorion has several at his disposal). What they do there is unclear, but it is surely related to their foul nature.

Whisperer

DEXTERITY 14

Dodge 18, maneuver 15, running 15, stealth 18

STRENGTH 6

Climbing 16

TOUGHNESS 10

PERCEPTION 14

Alteration magic 19, divination magic 16, find 16, language 16, trick 16 (20)

MIND 14

Conjuration magic 15, occult 19, test 18, willpower 18

CHARISMA 11

Charm 16, persuasion 17, taunt 18

SPIRIT 11

Faith (Orrorsh) 14, reality 17

Possibilities: some (20)

Natural Tools: Tail (+1 to climbing and other agility-related actions)

Power Rating: *infection* (doesn't require *life drain* or *shape change*) plus 2

Corruption Value: 24

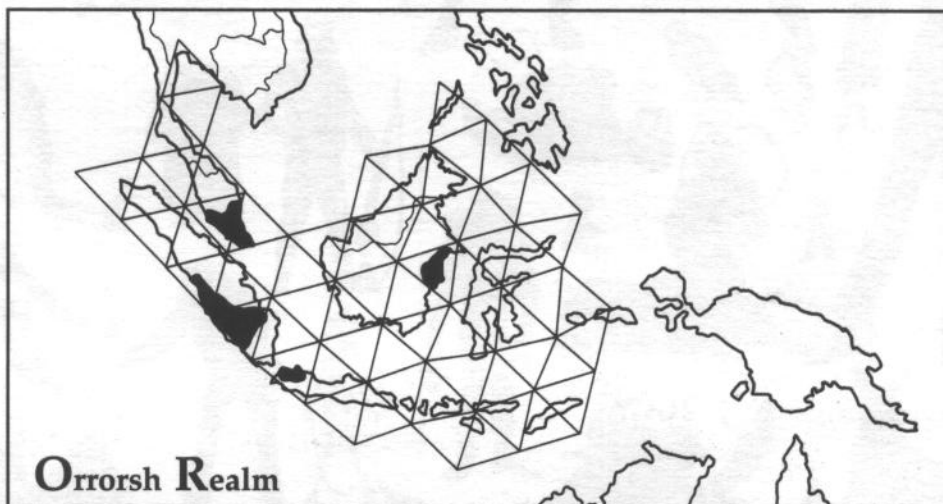
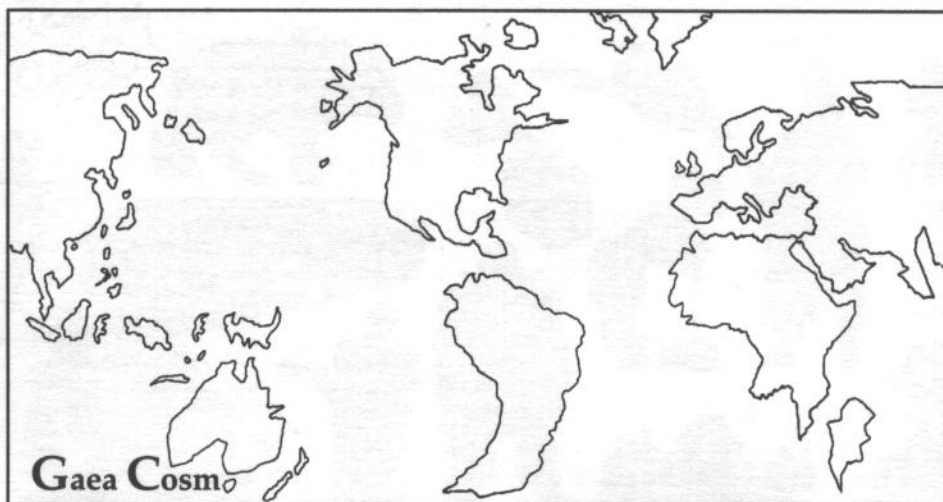
Fear Rating: 1

Suggested Perseverance
DN: 16

Suggested Weakness: book of true and pure knowledge (this will vary from realm to realm)

Suggested True Death: to be slain by one of its victims by occult methods

DOMAIN



SIZE REFERENCE



Discovered by
Sean Holland



C





CREATURES OF ORRORSH™

The power of the Occult surges through the horrific realm of Orrorsh, creating the most hideous and terrifying monsters ever seen on Earth.

This tome, compiled at great risk by the members of the Sword of the Sacellum, provides a complete description of many of these beasts, including the grotesque Knot Man, the macabre killjoy and nearly 60 other terrors of the realm.

This supplement to Torg: Roleplaying the Possibility Wars features detailed information on the horrors of Orrorsh, with realm maps, illustrations and game statistics.



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Fantasy/Games

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