

VICTORIANA



The Hounds of Hate

A Penny Dreadful for Victoriana by Chad Bowser



THE HOUNDS OF HATE

*A Penny dreadful for Victoriana
by Mr Chad Bowser*

Illustrated & Engraved by Mr Fufu Frauenwhal

*Cover Engraving by Mr Fufu Frauenwhal
Layout & Edit by Mr John Tuckey*



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THE HOUNDS OF HATE

"...an enormous coal-black hound, but not such a hound as mortal eyes have ever seen. Fire burst from its open mouth, its eyes glowed with a smouldering glare, its muzzle and hackles and dewlap were outlined in flickering flame. Never in the delirious dream of a disordered brain could anything more savage, more appalling, more hellish be conceived than that dark form and savage face which broke upon us out of the wall of fog"

Hound of the Baskervilles, Sir Arthur Conan Doyle

WHAT HAS COME BEFORE

Ten years ago, Victor Johanssen was a young surgeon just beginning his career and looking for a quick journey to the top. Unfortunately, his journey resulted in several murders. At the time, he thought nothing of it, because his 'practice cases,' as he referred to them, were from the lower class and science had a right to know how the body worked. If they went missing, he reasoned, nobody important would miss them. Now, however, one of his practice cases is back for revenge, in the form of a skriker. Starting tonight, the skriker is going to make Johanssen regret his earlier moral flexibility when it came to his patients. Ironically, Johanssen has become a Bolshevik sympathizer and champion of healthcare for the unfortunate. He believes he has atoned for his patients' deaths by providing free healthcare for the poor and donations to charities.

An unnatural portender of death, the skriker appears to be a large black spaniel with saucer shaped eyes. As the skriker approaches its victim, all that the victim can hear is sound of dripping and splattering mud – the sound of charnel ground sloughing off the skriker's legs and paws.

The skriker has been watching Johanssen for several weeks, and has determined how it will best strike fear into his heart. All of Johanssen's closest friends and acquaintances will be attending his 32nd birthday celebration tonight, and the skriker plans on eliminating the guests after they trickle away for the evening. To achieve the ultimate terror, the skriker will kill several guests per night over the course of the following week, leaving Johanssen for last. Each death will bring the skriker one step closer to Johanssen, and revenge.

INTEGRATING THE PLAYERS

The adventure begins innocently enough at a dinner party at the residence of Dr. Victor Johanssen, a Bolshevik sympathizer. Given his political leanings, it's a matter of course for him to have members from all strata of society present, and should be no problem getting each character invited. The players are good friends of Johanssen. Perhaps they've visited him for

medical aid and they hit it off; they belong to some of the same revolutionary circles; or they saved his life at some point and to repay the players, he offers to introduce them to his circle of influential friends.

Other than the characters, there will be a few other people present; Johanssen wanted this to be an intimate party. Major players are detailed below, but the GM should feel free to introduce as many as he wants to make the party seem bustling, but still private. By the time the party is over, the characters should know all the partygoers detailed below.

SCENE 1: A GLORIOUS CAREER

The party opens with Dr. Johanssen toasting his career and guests, thanking them for their support throughout the years. He then encourages the guests to mingle and enjoy the various food courses laid out.

The Partygoers: Listed below are each of the party goers and what's foremost on their thoughts. Rather than provide the exact words of each partygoer in a conversation with the characters, the GM should use the info below as a cue and tailor the language for the characters.

Dr. Victor Johanssen. An athletic man going prematurely bald, Johanssen will talk to the characters about any subject they want. If given the chance to steer the conversation, he will tell the players about the new clinic he's opening in a month. He hopes to be able to serve over two hundred patients a month. Johanssen will not charge for his services, but will ask for donations. While he and his backers provide the majority of the money necessary to keep the clinic open, any little bit will help, and he's no longer too proud to ask.

Vivian Glazier. An attractive older dwarven woman, Vivian is one of Johanssen's primary backers, but she doesn't like to make that fact public. Glazier's family earned its money the dwarf way – mining. As a

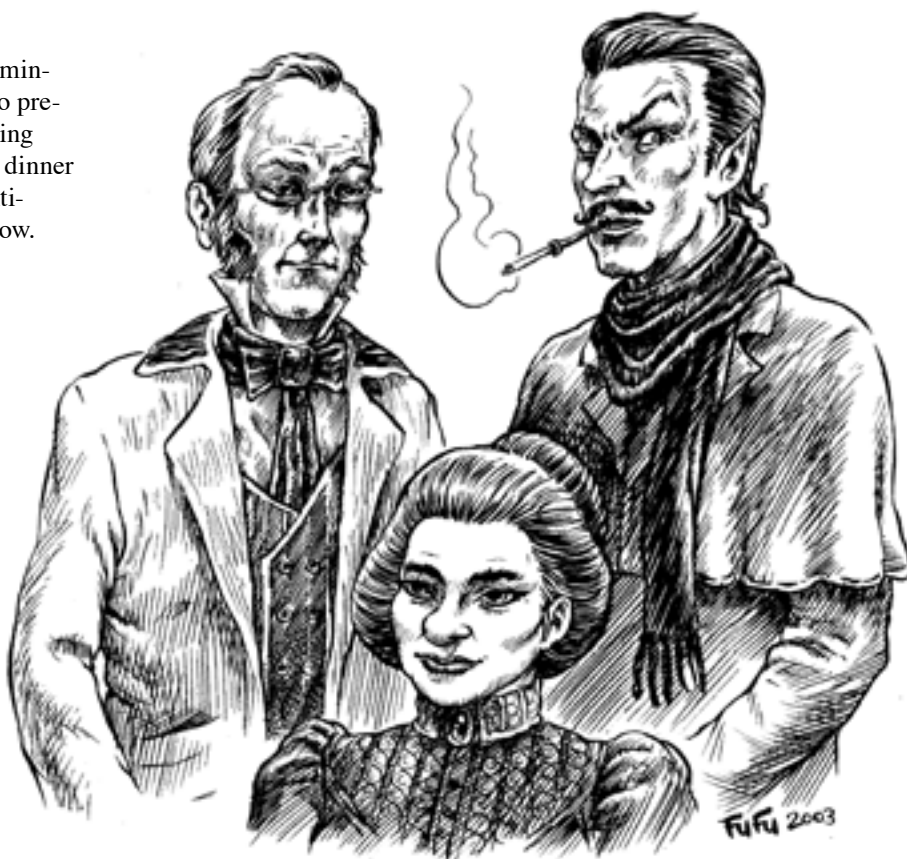
child, Glazier saw how many of the poor miners died early, violent deaths, and hopes to prevent other unnecessary deaths by supporting Johanssen's clinic. She is a very pleasant dinner companion, and when drunk may slyly intimate to a male character that she is a widow.

Peter and Stephanie Tillinghast. Bolsheviks through and through, the Tillinghast twins want nothing more than total revolution. These fraternal human twins arrive at the party dressed in worker's clothes and spend the entire party urging everyone to join their cause and overthrow the oppressive regime. They were treated by Johanssen after a failed bombing, and introduced him to the world of Bolshevism.

Dr. Gregory Hollingsworth. At 2'4", Hollingsworth is short for gnome, and probably older than any gnome has a right to be. He was Johanssen's mentor when Johanssen was learning the medical trade. He knows of Johanssen's earlier murders, and is still disgusted by them. He's never forgiven Johanssen for the deaths, but game tonight to support the clinic, which he's serving at. If the characters talk to Hollingsworth, they'll find a cantankerous gnome who speaks highly of the clinic. If they ask about Johanssen's early career, Hollingsworth will pull no punches and explain about the murders in the name of science. He feels Johanssen should have gone to prison, but the two police who investigated were not interested in pursuing the matter at the time, largely from the influence of Johanssen's money.

Andre Montena: A French Eldren ex-patriot, Andre is another financial backer who wants to help Hollingsworth, but believes Johanssen to be a pretentious snob who is acting benevolent toward the poor to appear inline with Bolshevik thought, but has no real love of the masses. He will laud Hollingsworth, but talk derisively about anyone else at the party. He feels Glazier is a rich snob who should be removed from her wealth and the wealth redistributed among the poor. The Tillinghast twins, according to Montena, are a joke who couldn't carry out a revolution without a guidebook.

Sebastian Caul: Sebastian is the third backer of the clinic. While his family made most its money through shipping, Sebastian has mastered the art of marrying well and then surreptitiously becoming a widower. He's providing the money to the clinic as a means of



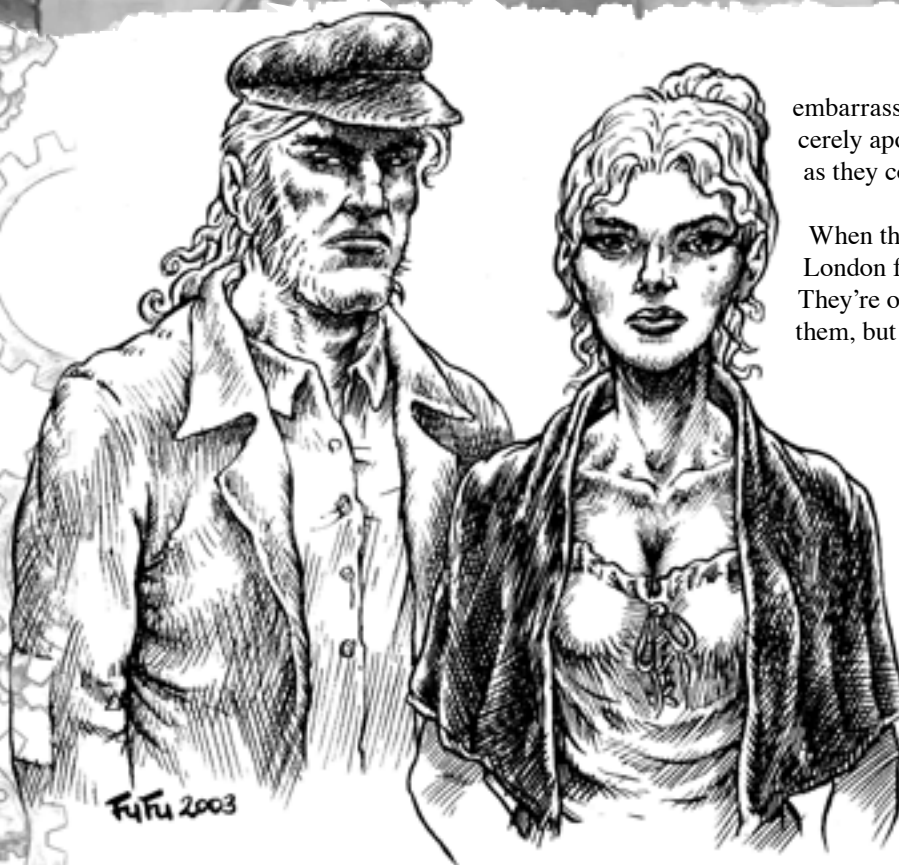
laundering it. No one at the party is aware of his true purposes. He pretends to be a great supporter of the poor and is friendly towards everyone at the party.

SCENE 2: ENTERTAINMENT

Throughout the party, the GM should sprinkle the following events. The characters should be allowed to overhear or witness these events. These are designed to make the players suspicious of everyone.

Sebastian arrives at the party and rapidly becomes drunk. He hits on any female characters in the party, as well as Stephanie Tillinghast and Vivian Glazier. The characters overhear Tillinghast telling Caul to bugger off and see Caul grab her by the shoulders and tell her she'll be sorry, but he still thinks she'd be better than any woman at the Fox. At this point, Peter walks over and shoves Caul back, calling him an aristocratic fop who'll regret angering the proletariat. At that Caul moves off and takes another drink.

The players overhear Johanssen telling Hollingsworth to keep quiet and not tell anybody about that. If the players approach Johanssen, he'll laugh and say that the old gnome found out that Johanssen has his eye on Stephanie. If they approach Hollingsworth,



he'll tell them about Johanssen's early mistakes.

At some point, Peter will saunter up to the players, open his coat and show them a large bottle. "It's ether, chaps, and it's for the rich bastards here. We'll take 'em down and rob 'em blind." He then claps a player on the back, stumbles over to a divan and slumps down, falling asleep in a matter of minutes

This event should be the last one the players witness:

The players overhear loud shouting in the foyer and witness Montena and Glazier shaking fists at each other. Montena tells Glazier she needs to give up her riches to the poor, or she'll fall under the feet of the proletariat. Glazier responds with rising on her tip-toes and informing Montena in a matter of fact voice that he's a hypocrite. If he's going to rile the dogs, he'd better be prepared to lay with them. To which Montena responds that he'll sick his dogs on her and that'll be the end of it.

At this point, Glazier storms into the room, offers her apologies to Johanssen and says she's leaving. She then storms out of the house.

SCENE 3: FOND ADIEUS

Glazier's leaving deflates the mood for the party and the remaining guests quickly trickle out. Johanssen's

embarrassed by the turn of events and sincerely apologizes to each of the guests as they collect their coats and leave.

When the characters leave, they find the London fog even thicker tonight than normal. They're only able to see a few feet in front of them, but sounds echo clearly through the fog. They can hear the shouts of people, the clatter of hooves and carriage wheels and the baying of hounds.

As they fumble their way through the streets, have them make **Listen** checks against a **DV 18**. **Successful characters will hear the sounds of water dripping and mud slurping from the next street over, as though someone were wading through deep, wet mud**

If they investigate, they find little piles of mud that seemingly stop in the middle of the street. Now, have them

make Listen checks against a **DV 18**. Those who succeed hear the same noises, coming from the street they were originally on.

If they investigate, they find more little piles of mud that pick up on this street at coordinates that coincide with where the drops left off on the other street. The drops continue for a few hundred yards and seemingly stop in the middle of the street. By this point, the fog is rolling in even thicker, limiting their vision even further.

After they continue for a few more minutes, have them make a third **Listen** check against a **DV 18**. If a character succeeds at the check hear the slurping/dripping noises coming from right behind them. When they whirl around, there are more droplets of mud that stop about two feet behind the characters. If they follow the droplets back down the street, the trail only continues for about thirty feet before it disappears.

Any sensate medium character who makes a successful **Sense the Supernatural** check against a **DV of 14** feels a deep, penetrating sense of foreboding doom. Any channeling medium character who makes a successful **See the Supernatural** check against a **DV of 14** cannot see the skriker, because it's already teleported

away, but does see the faint luminescent paw prints of a large dog slowly fade to nothing.

From this point on, the skriker leaves the characters alone for the rest of the night, having already made its kill for the evening. The GM should feel free to have the characters continue to make periodic listen checks, and maybe even hear the sounds of mud slurping and water dripping. If they investigate those sounds, there's nothing to see, however

SCENE 4: RUDE AWAKENINGS

The characters are awakened in the morning by the sounds of a street news vendor calling out the headlines. "Dockyard strike shuts down shipping!" "Queen preparing for trip to Paris!" "Socialite Vivian Glazier murdered in her study!"

That last headline should insure that the characters buy a paper, or at least steal one. The article reads that Glazier was found in her study around 4 a.m. by her maid. Glazier's clothes were torn and body rent, as if by a large dog or great cat.

SCENE 5: THE GAME'S AFOOT

What the characters do now is up to them, but the GM should encourage them to keep delving deeper. There are several possible avenues of investigation. As the characters head out to investigate, they notice that the thick fog has lifted and the sun gleams through the clouds.

Glazier's residence: This is a nice, upscale house surrounded by a wrought iron fence with a carriage house in the back. Police are still milling about inside the house and on the street. If the characters want to gain access, **Bull!**, **Charm**, or **Impress** checks, against **DV 14**, should get them past the police. Once inside, the characters have no trouble finding the body; they need simply look for the largest congregation of police. The body is still where the maid found it. If the players **Scrutinize** the body, a check against **DV 10** reveals the claw marks. No windows are broken in the study, so the attacker must have come in through the front door. If they decide to search outside the house, a **Scrutinize** check against a **DV 18** turns up several dried piles of mud outside the study windows. A **Sense the Supernatural** check, **DV 14**, turns up some additional, luminescent blue claw marks on the body. It will take the characters a few hours to fully search everything of interest.

The police assume a rabid hound slipped



through an open window and attacked Glazier and then slipped out again.

Montena's residence: The characters may recall Montena's statement that he should sic his dogs on Glazier. The easiest way for the characters to find Montena is to go to Johanssen's, since he knows the address, and Montena also left his card at the door.

If the characters hunt down Montena at his residence, they're greeted by several large Irish Wolfhounds prowling around the outside. Regardless of the time of day the characters approach Montena's, a chill wind starts to blow, clouds blot out the sun and a fog rolls in. When the players arrive at the gate, the dogs begin barking and growling, their hackles rising. The characters can push through the throng of eight dogs with little to fear. They won't attack until ordered by their master.

There's no answer to a knock on the door. If the players begin to search around the house, a **Scrutinize** check (**DV 18**) turns up more mud droppings. Should a character peep through a window, they see Montena's body spread on the floor, blood seeping into the thick Persian carpets.

A **Pick Locks** (**DV 14**) will get the players through the door. Bashing in a window is another viable route of entry, but runs the risk of attracting attention. A **Luck** check

(DV 14) ensures that they're not noticed. Montena's body is torn apart in the foyer. What looked like his body lying on the carpet was actually several pieces of his body in close proximity to each other. A **Sense the Supernatural** (DV 14) check results in another feeling of impending doom. A **See the Supernatural** (DV 14) check results in more phantom claw marks and fading paw prints. The fading prints lead away from the body to the northern wall of the foyer, where they stop. A **Scrutinize** (DV 18) turns up nothing unusual about the wall where the paws stop. The skriker merely chose that wall to teleport through. Other than the characters, no one knows Montena's fate yet, because he chooses not to keep servants.

This can happen on any day the characters approach Johanssen's residence in the early evening.

Johanssen's residence: As the characters approach, they see Johanssen usher in an obviously upset woman. If they decide to listen in on the conversation, a **Listen** (DV 14) check allows them to overhear the heated conversation. The woman accuses Johanssen of killing her sister several years ago, and is threatening to make him pay. Johanssen explains it was an accident. The woman then storms out, cursing Johanssen and promising him he'll find an early grave and his clinic will never see the light of day. As the characters approach the front door, a **Scrutinize** check (DV 10) shows several large drops of mud. If **Sense the Supernatural** was used when the woman was still in view, a successful check (DV 14) would once again reveal the overwhelming presence of evil. If **See the Supernatural** was used when the woman was still in view, a successful check (DV 14) would show the woman to actually be a large spaniel-like dog.

If the characters try to follow the lady, she turns a corner and by the time the characters round the same corner, she's gone, but the fog is beginning to roll in.

If the characters continue to Johanssen's residence, he'll greet them with a forced smile. A **Perception** (DC 14) check will tell the characters that something is obviously bothering him. If asked, he'll tell the characters that Vivian Glazier is dead. He won't bring up the woman the characters saw unless pointedly asked. Then, he'll explain that in his early career, his inexperience resulted in a few unfortunate deaths. This woman was apparently the sister of one of those accidents and is now threatening to expose him.

If the characters tell him that Andre Montena is also dead, Johanssen will take a step back, looking even more shocked. So far, two of his backers are dead; what does that mean for the

clinic? He tells the characters that he needs to find Sebastian Caul, and could use their help.

If the players search out any other party goers during the course of the first day, they'll find them safe in their homes, sleeping off the after effects of the party.

SCENE 6: RED VELVET

Johanssen ushers the characters into his hansom and tells the driver to take them to Sebastian Caul's residence. As the hansom heads into Caul's neighborhood, the fog begins to roll in again. The driver comments "Tis an unnatural soup we been having lately, tain't it sir?" Johanssen looks out in the fog, and, as dogs begin to howl, says "Yes, Thomas. Yes, it is."

When the hansom arrives at Caul's palatial estate on the outskirts of the city, the fog is again so thick that the characters can only see a few feet in front of them.

Johanssen exits the hansom and goes to the door, firmly gripping his bronze headed cane like a club. The characters are free to accompany him to the door, but do not have to. Either way, Johanssen soon returns to the hansom. Caul wasn't home. The butler suggested they check the Gentleman's Club.

The Gentleman's Club is practically deserted. The doorman explains that the fog is keeping away most of the regulars. Johanssen demands to know if Caul's there. The doorman responds that he was here, but left about an hour ago. If pressed on Caul's destination, the doorman will say that he's not sure, but he thinks Caul was off to meet a lady. Johanssen snorts that Caul would never meet a lady over her own volition; they'd never have him unless his coin was good and plenty.

Johanssen returns to the hansom and tells the driver to head home, there'd be no finding Caul tonight. Any character who remembers Caul's conversation with Stephanie Tillinghast will recall Caul telling her that she'd be better than any woman at the Fox. If the characters don't remember Caul's comment, an **Intellect** roll (DV 14) will clear the fog from their memory. Johanssen responds that he has no idea who or what the Fox is. Thomas turns back to the cab and says "The Fox? 'Tis a brothel, sir. Over in the West End." Johanssen gazes at Thomas and says "To the Fox, Thomas. I gather you know where it is?"

As the hansom arrives at the Fox, the front doors of the brothel burst open and several naked women and men run screaming into the fog. As the characters enter, they're greeted by an entry room draped in thick red

velvet. On the carpet is a path of muddy paw prints. The path leads to room off the main hallway. If the characters push the door in, the first thing their eyes set upon is Sebastian Caul, naked and eviscerated on the bed. On the floor is a naked woman. The blue velvet curtains are stained red with Caul's blood.

A **First Aid (DV 10)** check reveals that the woman has merely fainted, and is not dead. A second **First Aid (DV 14)** check revives her. As soon as she opens her eyes, she sees Caul and starts screaming. Several minutes of the characters trying to soothe her nerves is necessary to end her hysteria. If the characters ask her what happens, she starts sobbing "A hound it was! A great shaggy beast! It appeared in the corner, knocked me off my john and tore into him. As it finished, it gazed at me with huge eyes and said... the damned beast spoke like a man, it did... it said (4+the number of character + plus any other party goes the GM added) to go! Then... then... then it walked over to the door and disappeared. That's when I passed out."

Johanssen checks her over quickly, tells her she'll be alright and suggests she acquires a robe. He then turns to the characters and says it looks like the clinic's done for. All his backers are gone.

Johanssen tell the characters to take his hansom and go home. He'll take care of everything here. If they leave, their adventuring is done for the night

If they stay, Johanssen checks Caul's body and sends a runner for the police. Interviewing any of the other employees or guests will inform the characters that they ran screaming when a large bloody dog started walking down the hallway.

SCENE 7: ANOTHER DAY

The morning's headlines shouldn't surprise the characters. All the papers are awash with headlines talking about the murders and murderous dog on the loose. If a citizen sees a large dog, they're to stay away and contact an officer immediately.

If the characters travel to Johanssen's residence, he's not there. The butler says he took the hansom early this morning and hasn't been back since.

The characters should be surprised when Johanssen shows up around 5pm. Regardless of where the characters actually are, he's able to find them. Johanssen's white as a ghost and mumbles that he needs a drink.

Johanssen takes a long drink, followed by a long drag

on a cigarette before turning to the characters. "This morning, I went to Hollingsworth's residence. He was in the yard, mauled. Once the police arrived, I then came over here to see if you were still... alive."

Someone will suggest checking on the Bolshevik twins. If they don't, an **Intellect check (DV 10)** will suggest it. The autumn sky is already darkening when they get into the hansom to race to the Tillinghast home. More of a hovel than a home, the Tillinghasts live in a ramshackle dive by the docks. Chickens prowl the front yard, searching the dirt for seed, and a couple of tosher hounds wander aimlessly through the muck.

As Johanssen hops out of hansom, grabs his cane, and walks to the door, a fog begins to swirl around his feet. He raises his fist to knock and the door opens awkwardly a few inches at his touch. As the characters approach, he looks toward the stoop and takes a step back. Just behind the door is a woman's leg. Johanssen recovers and pushes inward. The door gives and the leg, just the leg, spins to a stop in the doorway. Scattered through the one room dwelling are the remains of Stephanie Tillinghast. By the backdoor, still clutching the handle, is the arm of Peter Tillinghast. The smell of cordite still fills the air. Apparently they fought the beast, and not long ago.

SCENE 8: DEPOVEMENT

A successful **Listen (DV 14)** check allows the characters to hear moaning coming from a door near the back door. If the characters open the door, Peter slumps out into their arms. A **Body (DV 18)** check for the person opening the door is necessary to keep them from getting bowled over by Peter as he tumbles out of the pantry. He's lost a great deal of blood and is barely conscious, but his eyes show recognition when he sees the characters. If they ask who did this, he responds with "It was...damnedest thing...big dog appeared...nowhere...ed Stephanie...tried...run...managed...hide...dog said...be back..." and then coughs up blood all over the characters.

As Peter sputters, the characters hear an unearthly howl come from outside. Everyone must make an opposed resolution roll against the skriker's Howl roll. If the skriker wins, the character is horribly unnerved and is at -4 for all rolls for the remainder of the day. If they go look, the density of the fog is amazing. The character could not see his hand at arms length. But, glowing in the fog is a large bluish black spaniel with huge round eyes, mud dripping from its legs and jaw. It gazes at the character in the doorway and says, "Send out Johanssen." If the character complies and sends out Johanssen, despite Johanssen's pleading to not let the dog have him,



the skriker lunges at Johanssen, tearing out his throat.

If the character asks the dog why it wants Johanssen, it responds with “He killed me ten years ago, and now I’ll take him back with me to Hell. Now, send him out!” The skriker, an undead portent of doom, cannot be dissuaded from its revenge.

If the characters refuse to send out Johanssen, the skriker lunges at them, and they have to fight the skriker. It will not be an easy fight. Statistics for the skriker, as well as its methods of attack, are at the end of the adventure.

The skriker will always try to attack Johanssen, but will not ignore the characters if they successfully hit it. If it manages to kill Johanssen before the characters kill it, the skriker will melt into the ground, never to be seen again. If the characters inflict enough damage to reduce the skriker to zero health, it erupts in a blue gout of hellfire that will burn all within 10’ for 2d6 lethal. The skriker is only momentarily set back; it will return for revenge in ten years, with the characters now on its list as well

ADDENDUM: THE VENGEFUL DEAD

As has been presented in the Victoriana main rules, ghosts

are created when a person dies with tasks undone or a strong connection to the living world preventing the spirit of the deceased from moving on into the spirit realm.

Sometimes, however, at the moment of death a person is so full of bestial rage or malign hate that their very spiritual form is consumed and twisted by those emotions. In such circumstances the deceased returns not as a normal ghost, but as a specter or a skriker.

Specters are creatures composed of malign hatred. They are bitter, implacable and twisted beyond recognition. Skrikers are spirits consumed by bestial rage – to the extent that their very spiritual forms are bestial; equipped with jaws and claws to vent their spiritual rage and vengeance. Both specters and skrikers are defined by the focus of the rage or hatred; they are compelled to act against their focus swiftly, incessantly and spectacularly. As a skriker features prominently in the adventure skriker stats follow, for those who desire, specter stats can be found as a web addition at the heresy gaming web site. An enormous amount of spiritual energy is expended in this spontaneous transformation and as a result specters and skrikers invariably spend their early time as a barely sentient incorporeal spirit recharging their resolve from the living before they are able to mani-

fest in their true form. Manifestation is accomplished by the draining of resolve from any living creature that passes by the place of death. That creature's resolve is consumed in a contested Mental competence roll (Resolution roll for players). Every time the spirit wins, it steals resolve from the target equal to its margin of success.

Unless the victim is a medium who is able to see spirits, they are unaware of the nature of the attack, and the attack manifests as feelings of fear, terror, gripping cold, and a general sense of malevolence engulfing them. A victim who loses half their resolve in one attack immediately flees the area in terror, and a victim who loses all his resolve in one attack will certainly pass out, and at the game master's discretion the victim might literally be killed by fright.

Once the specter or skriker gains resolve equal to [mental competence x 3], they are fully reborn in their twisted spiritual form, with all their abilities, and they are free to fulfill their agenda of vengeance against the focus of their existence.

Specters and skrikers are powerful, primal spirits and their pent up rage and hatred is seldom simply limited to just the focus of their undeath, any living creature

with the taint of the target's spirit is a viable victim. In the case of a murderer being the focus, the murderer's family, accomplices, and frequent acquaintances will also be targets as the spirit wipes their focus and all traces of its passing from the world of the living.

Thankfully, once the focus is destroyed the spirits very reason for being is gone and the massive amounts of spiritual energy fuelling the tempest rapidly dissolve [the spirit loses 1 from each competence each hour] and the spirit can finally disincorporate.

Over the years necromancers have attempted to harness the primal force of specters and skrikers. Some have done so with a small margin of success. Regardless of the forbidden knowledge of necromancy, the simplest of rituals can prevent a specter from rising. The presence of silver on the body can disrupt the spiritual energies coalescing around the body in the first place – giving rise to the old custom of placing silver coins over the eyes of the dead 'to pay the ferryman' – another old custom frequently ignored in the modern age of reason.

NEW NECROMANCY SPELLS

SUPLANT FOCUS

Resolve cost: 6 (30)

Range: worldwide

Duration: resolution/days

This potent ritual allows a Necromancer to supplant the focus of a specter or skriker with a new target of his choosing. To enact this spell the necromancer must have a personal possession of the new target, and a personal possession of the spirit's current focus. Once the 3-hour long ritual is complete, the specter is fooled into hounding down the new target for a period of days equal to the caster's resolution. If the spell fails, the necromancer becomes an additional focus for the spirit – most necromancers do not take this ritual lightly!

SPECTER'S COWL

Resolve cost: 3 (26)

Range: self

Duration: resolution/rounds

In order to cast this spell, the necromancer must have a cloak with a hood – or at least a blanket to throw over his head to create a makeshift hood. Once cast, the necromancer's hood appears to be a bottomless void, with an intensely disquieting effect on those who gaze into it. Those who gaze into the hood must make an opposed resolution roll against the necromancer. Targets who succeed are shaken with fear and act with a –4 modifier to all rolls for a number of rounds equal to the necromancer's resolution. Targets who fail the resolution roll are driven mad by the necromancer's bottomless gaze for a number of hours equal to their own resolution.

CHAIN SPIRIT

Resolve cost: 4 (28)

Range: sight

Duration: resolution/hours

This potent incantation binds a specter to the necromancer's will for the duration. Once cast, the necromancer must match his resolution+necromancy versus the spirit's highest competence rating. With success the spirit follows orders as a greater undead for the spell's duration. Vengeful spirits resent being bound in this fashion and so most necromancers who use this spell will also use a geas to protect themselves from their new servant.

SPECTER'S TOUCH

Resolve cost: 2 (26)

Range: touch

Duration: 1 touch

This spell allows a necromancer to paralyze a target with fear. Upon a successful touch, the necromancer and his target contest their resolution +necromancy. If the necromancer is successful the target loses half of their current resolve and are at -8 to all actions for a number of rounds equal to their resolution as they are gripped with an intense, unreasoning terror.

SKRIKER

Mental Competence: 12

Physical Competence: 15

Health: 35/15

Skill Picks: Hide & Sneak (10), Dodge! (8), Teleport (10)

Combat Picks: Bite 2d+3 lethal (10), Gaze (8) – opposed roll against opponent's resolution, or the target is stunned for 2 rounds, Howl (8) – opposed roll against opponent's resolution or the target is at a -4 for all rolls for the remainder of the day. The howl can only affect a person one time a day.

The skriker is the undead manifestation of a person wronged. Appearing as a large bluish black spaniel with saucer shaped eyes; the skriker is a fearsome foe. It is constantly dripping remnants of its internment in the earth. In combat, the skriker prefers to attack with its powerful jaws in order to cause as much pain as possible. It likes to stalk its foes, using its howl to unnerve them. If necessary, it will use its gaze to make powerful foes more susceptible to its attacks. Prior to engaging in combat, the skriker will emit an unearthly **Howl**. Anyone who fails an opposed **Resolution** check contested against the skriker's **Howl** roll, is unnerved and has a -4 to all rolls for the remainder of the day.

For 1 hour a day, the skriker can assume the form it had in life. The skriker is able to speak and understand any languages it knew when alive.

The skriker is also able to teleport at will, up to one hundred yards away. It must make a successful **Teleport** check (**DV 18**) or it is unable to teleport.

Anytime the skriker is out and about, the surrounding landscape fills with an impenetrable fog. The skriker has no control over this ability, it is merely an aspect of the returning from the grave.