

into the Shadows

The Book Of Shadows

Sourcebook

for the *Into The Shadows* Horror/Adventure RPG
Version 2.000

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"The most beautiful thing we can experience is the mysterious. It is the source of all true art and science. He to whom this emotion is a stranger, who can no longer pause to wonder and stand rapt in awe, is as good as dead: his eyes are closed."

-Albert Einstein-

*This book is intended for use as a source of supplemental rules and ideas for the *Into The Shadows* role-playing game. To play you will need two or more players, preferably 3-4, and some six-sided dice, the kind most commonly found. Read the new rules all the way through before incorporating them into your game.*

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INTRODUCTION

This work is both a pain and a pleasure. A pain in all the time and effort (as well as procrastinating) it took to finally get it ready, but a pleasure in the final product - and in that I enjoyed doing most of the research it took to get it done. This manual is intended to serve as a GM's handbook, and general sourcebook for the *Into The Shadows* RPG. It can also be a useful tool for horror, adventure, and even superhero writers and RPG enthusiasts.

It is not meant to be a complete reference work. I think I have touched on a great portion of the Fortean, mysterious, enigmatic, and sometimes even scientific phenomena that can be useful to the horror/adventure player and GM - but that's all I've done really is touched. In many cases that may be enough, but a serious GM who wants to put a lot of "real world" into their game should think of this work, extensive as it is in places, as a stepping stone from which they might reach a little further or a little higher.

Like the game itself, this expansion is free - but the material in it is copyrighted by me to prevent others from charging for it or plagiarizing it. There is a lot of material in here suitable for use with most horror/adventure RPGs. Enjoy it, and please appreciate the days spent researching various topics for inclusion here.

VERSION INFORMATION

Version 1.0 3/19/99 Incorporated a plethora of new source materials, etc. for *Into The Shadows*. Also included are materials originally created for a related rule system I made, called PULP HERO.

Version 2.000 1/01/2000 Incorporated new sample campaign and adventure. Moved new spells and psionics to 2.000 version of main rules. Fixed some formatting issues and created easily updated table of contents.

THANKS

Thanks to the following for patience, help, play-testing, and/or advice: Jeremy Fielder, Amy Griswold, Greg Machacek, and Dennis Stalnaker. Also to Charles Fort, who proved time and again that truth is stranger than fiction!

And my appreciation to every else willing to take a chance on this game. I hope you like it!

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Feel free to email me with comments, suggestions, and fixes. New materials will be made available on my web site as they are completed.

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1.0 MISCELLANEOUS

"One's mind, once stretched by a new idea, never regains its original dimensions."

-Oliver Wendell Holmes-

The materials in this book are intended to make the creation of interesting, detailed adventures for *Into The Shadows* easier on the GM. I've tried to cover some of the more interesting or useful areas in detail, but there are a number of interesting phenomena that, while they don't merit an entire section, are certainly worth mentioning. These items can easily be used to spice up an adventure, character, or Shadow – and the GM is encouraged to research them further to facilitate their use.

1.1 CURIOSITIES AND MYSTERIES

Antikythera Mechanism: A wooden box fitted with dials and astronomical inscriptions on the outside and filled with bronze gears that was built in Greece around 80 AD. The mechanism was found along with a load of bronze and marble statues in a shipwreck off the island of Antikythera in 1900. The exact purpose is assumed to be a calculator or computer for determining the positions of stars and planets. What is most remarkable is that such complicated gear-work was otherwise not believed to have appeared until the 15th century. If this mechanism was unique, or if there were many, is also unknown – and this leads to great speculation about what similar devices may yet be found.

Amnesia – A gap or loss in memories. Often caused by injury, or a traumatic event.

Body Modification – This practice goes back over 10,000 years and predominantly includes tattooing, scarring, branding, and piercing. Often these rites would have a religious significance, or be included in a 'coming of age' ceremony to mark the recipient as an adult member of the society. Modern body art and modification is done for both personal and social reasons, and many cults, secret societies, and peer groups use body modification to identify members and foster a group identity.

Booya Stones – Sacred stones that glow with an intense blue light which were handed down over the years by the priests of the Murray Islands, in the Torres Strait between Queensland and Papua new Guinea. They were hidden by the priests with the onset of European control of the area. The stones are theorized to be composed of pure radium, to account for their weird glow, but this remains unproven.

Cannibalism – Feeding on others of one's own species. It often occurred in primitive cultures for religious and mystical purposes such as purification, pacifying angry gods or spirits, ancestor worship, to acquire the abilities of the subject, prolong life and youth, or to gain protection from the soul of the subject. In modern times men have resorted to cannibalism out of curiosity, starvation, or simply insanity. Several modern serial killers are known to have eaten from the remains of their victims.

Cabal – A conspiracy or secret plot, and the members thereof.

Celebrity Deaths – Many celebrities are credited with faking their own deaths, and are reportedly sighted by fans years afterwards. Among the most famous of these are Elvis Presley and Marilyn Monroe, though there are others. Other possible explanations exist, including clones, ghosts, and government conspiracies.

Cloning – The process of asexual reproduction. Techniques in genetic engineering have used this process to reproduce living cells, and recently, complete organisms. Currently the easiest method of cloning is to divide an existing early-stage embryo into two separate, identical embryos. It is also possible to create an exact genetic duplicate of a higher stage, at least in theory, but it is difficult to accomplish.

Crisis Apparition – The appearance of the ghostly image of a friend or loved one that later is found to roughly coincide with the death of that person. Due to the specific timing of these apparitions it is a phenomenon impossible to investigate.

Cryonic Suspension – The slowing of a living body's metabolism through intense cold. Once cooled, the blood is drained from the body and replaced with a glycerol solution to prevent damage to the cells from freezing. After a period of time the organism can successfully be brought back to life.

Some people have their bodies frozen similarly after death, in the hope that they may be unfrozen and returned to life at a later time. What happens to their souls during this period is a matter of debate.

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Crystal Skulls – Two solid quartz crystal skulls that may have been of Central or South American origin. One of two skulls found has realistic details including a detachable lower jaw. It was found by Anna Mitchell-Hedges in the great Mayan city of Lubaantum in Honduras during excavations by her adopted father in 1927. There is some speculation that the skull may have been found or purchased elsewhere and left for Anna to find, as the discovery took place on her birthday.

The other is more stylized, characteristic of ancient Mexican art. It was purchased by the British Museum of Mankind in 1898 from Tiffany's. There is no record of where Tiffany's acquired the artifact, it is possibly part of the booty amassed by a mysterious soldier-of-fortune in nineteenth century Mexico. The exact age, carving techniques, and purpose of these skulls are indeterminate.

Diabolepsy – Being possessed by - or the delusion of being possessed by - a devil.

Dicyanin Screens – Devices invented by Dr. Walter J. Kilner to make the human aura visible. They induce eye fatigue in the short visible purple range of the spectrum to make the eye, temporarily, sensitive to wavelengths beyond what is normally visible. Two such small screens can be made into what is known as "Kilner Goggles."

Dismemberment – The act of cutting, tearing, or otherwise removing the limbs from a body. The act has many ritualistic connotations, including a process sanctioned by the Catholic church called 'translation.' Translation is the process of dismembering a saint, or other holy personage, for the purpose of creating holy relics.

Entombed Amphibians – Since at least the early 1800's, and most likely for centuries before, there have been reports of pieces of solid stone, limestone, sandstone, coal, and other materials (including a living tree) being broken open and a toad or frog being found either alive or in a mummified state in a cavity only slightly larger than the animal itself, and with no obvious indication of how the animal got there.

Since most of those animals discovered still living were found in porous materials, like limestone, the current theory is that the young amphibians enter through pores or other small openings in the rock and become trapped as they grow. Those that live must survive from moisture and small insects that enter the same way. At least one study has been done which seems to confirm this theory.

Fafrotskies – Things mysteriously falling from the sky have included seeds, nuts, fish, frogs, crabs, periwinkles, red dust, jelly-like substances, snakes, ants, worms, and many other strange things. Explanations are scarce, but various cases are well documented. In each case it is usually noted that the dropped items are all of the same size, and species if appropriate, with no additional debris being dropped to suggest they were uprooted. Charles Fort coined the term 'fafrotskies' from the phrase 'fall from the skies' to describe the phenomena.

Closely associated with this are the phenomena of strange rains, ice falls, and star jelly. Rain of every conceivable color has been reported, including rains of blood and animal tissue. Like fafrotskies, these rains are generally restricted to a relatively small area and fall for only a short span of time, rarely repeating.

Ice falls, including chunks up to 20 feet thick and 20 feet across, have been reported worldwide. Unlike conventional hailstones, ice falls normally occur from a clear sky.

Star jelly, also known by the Welsh 'pwdre ser' ("rot from the stars"), is a strange, glowing, jelly-like substance sometimes reported to be found on the ground after the appearance of strange lights or meteors in the sky. The jelly is often reported to be grayish and dries up quickly, disappearing within a couple days.

Feral Humans – There have been a handful of well substantiated reports of human children raised by animals in the wild over the years. Since the 1300's children have reportedly been discovered living with bears, wolves, sheep, and cattle. One of the most famous, and well documented, cases was that of two girls, found around ages three and six, that were discovered by a Reverend Singh living among wolves in India during 1920.

Grave Robbers – Also known as 'resurrection men' or 'resurrectionists.' The practice of grave robbing has been performed for a number of reasons. Treasure hunters regularly robbed the tombs of ancient Egypt, and still do today. Cannibals have robbed graves in search of meat. Necrophiles have robbed them for erotic partners.

The most famous grave robbers, though, plundered the recently turned earth for corpses suitable for anatomists in the mid 1800s. Notable among these were William Burke and William Hare who sold corpses so profitably to Dr. Robert Knox that they decided not to wait for prime specimens to die of natural causes. The pair became so accomplished at suffocating victims, without leaving any physical marks on the body, that the practice became known as 'Burke-ing.'

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Hallucinogenic Drugs - The effects of mind-altering drugs has been widely recognized in primitive cultures. They are often used both by shamans and non-shamans to produce a variety of mystical and medicinal effects. Among the most used are peyote, a fungus used by Native Americans, and Yaje, a mixture produced from the boiled down bark of a local vine by the natives of the Amazon, Columbia, and Ecuador. The idea of the flight of European witches on broomsticks comes from the sensations they enjoy from hallucinogenic drugs that may be rubbed into a wound, or administered rectally through the use of a broomstick handle. The mixture was not conducive to oral doses because of its taste - leaving only those alternatives.

Yaje (pronounced yah-hey) in particular is interesting is that it appears to produce markedly similar reactions from people of different ethnic backgrounds, including visions of large felines and snakes, sensations of flying, and hearing the thoughts of others. It is used in various doses for all manner of physical and mental ailments, as well as spiritual experiences.

Haunting Music – There are a handful of musical works reputed to have dramatic effects on the lives of those who listen to or perform them. The most famous of these is the song “Gloomy Sunday,” written in 1932, about a man whose lover had died and who was considering suicide to be reunited with her. The song is reputed to be involved with well over 200 suicides world-wide.

Holy Relics – Various sacred relics have surfaced over the years – the bones and personal artifacts of saints, angel feathers, etc.. These objects are often revered for their healing properties. Some of the more famous relics are missing, or are of questionable authenticity. The Holy Grail, the cup from which Jesus Christ drank at the Last Supper, is one such artifact that eludes pursuers. And the Shroud of Turin, thought to be the death shroud of Jesus Christ, is believed by some to be a medieval hoax – possibly perpetrated by Leonardo da Vinci.

Ignis Fatuus – Strange lights that appear in cemeteries and swamps. Usually explained by natural phenomena, though some psychics claim to see these lights where a sudden death has occurred.

Incarnability – The inexplicable resistance to decay of some corpses, most notably those of saints and other holy personages – but also of some sufferers of diseases like gangrene. Such corpses have been disinterred tens or hundreds of years after death looking as if they had merely fallen asleep.

Ineffable Name – A name which must not be spoken. Usually associated with chthonic gods or demons.

Junta – A group of people that governs a country. Possibly a secret group, or the group that acquires control after a coup d'état.

Kirlian Photography – Photographs displaying the aura or energy flow of plants and animals. Many psychics believe that the energy flows displayed are linked to the spirit, as well as paranormal abilities. Scientists have other explanations. These photographs are generally obtained by placing the subject over a photographic plate, using glass or another non-conductive substance to separate the two, and charging the plate with high voltage electricity. The results show various colored auras.

Mind Control Technology – Experimentation with subliminal messages, hypnosis, and microwave-transmitted messages to produce simple and effective forms of mind control. These experiments are often linked to various government and private conspiracies.

Near Death Experience (NDE) - Often, but not always, experienced by people who were close to clinical death, or were pronounced dead and later revived. This experience does not always occur in such cases, nor is it limited to people in such a state. The experience is usually marked by an Out-Of-Body-Experience, followed by a feeling of detachment and often great joy, a journey through a dark tunnel towards a bright light, meeting with dead friends and relatives, angels or a being of light - before being told that there has been a mistake, or realizing that it is not time to die. People who experience this type of NDE usually have both a greater appreciation of life, and a reduced fear of death after their experience.

These common features are not experienced by everyone however. Every NDE varies based on the individual. Some experience a vast hellish landscape filled with terrifying visions, or a vast disturbing limbo of empty space.

There is much debate as to whether the extensive number of such experiences proves the existence of what is called an after-life, or whether it is the result of some natural biological process.

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Out-of-Body-Experience (OBE) - A term used to describe the sensation experienced by certain individuals, usually in traumatic or unpleasant circumstances, such as extreme pain or fear, or during an altered state, such as during meditation or hypnosis or while under the influence of mind-altering drugs.

The subject feels themselves floating above the room, looking down, and is often able to describe things in detail afterward. Evidence suggests though that the perception is actually a creation of the brain, as some of the remembered details often prove to be false, reflecting details that the subject thought were true instead of what was really there. This phenomena is believed to be closely related to Astral Projection, and occasionally accompanies Near Death Experiences.

Pagans – The term ‘pagan’ was originally a reference to country or rural folk. It was later used to describe anyone who was not a member of a major religion, specifically anyone who was not a Christian, Judaic, or Moslem.

In more recent years this term is not one that has been applied to others so much as a misapplied term that many subcultures and individuals use to refer to themselves. These are often, though not always, practitioners of ‘New Age’ religions who believe that the ceremonies they’ve learned from friends (other self-proclaimed ‘Pagans’) and popularized books are thousands of years old and pre-date other religions – though the ‘real’ material has been passed down orally, so distortions are unavoidable, and the real age of the material is completely indeterminate.

Paramnesia – Confusion of the memory, such as a false memory of a previous experience that is actually being experienced for the first time. UFO abduction memories can often be attributed to this.

Perpetual Motion/Free Energy – The idea of a machine that can produce more energy than it consumes as fuel. An old idea that may have had several possible successes, but which were either difficult to reproduce, were ridiculed by contemporary scientists, or destroyed by power companies fearful of the prospect of free energy. Among the most famous researchers have been Nikola Tesla who believed in faster-than-light communication as well as wireless power distribution, and Hans Coler, a Nazi researcher who’s lab was destroyed during WWII but who managed to build another prototype for the British Secret Service after the war, the device was reportedly clunky and had low output but worked as described.

Premature Burial – The accidental internment of someone not yet dead. This occasionally happened with subjects who entered a coma or other comatose state, and where the body was not prepared before burial.

Reincarnation – The passing of the soul, at death, into a new body – or state of being. Also known as transmigration, or in Eastern religions - samsara. It has been a part of the belief system of ancient Egyptians and Greeks, Jewish Cabalists, Gnostics, Manichaeans, Hinduism, Buddhism, and Jainism.

Sacred Food – Various spontaneous forms and figures have been known to appear in grown and prepared food from time to time. Such as the face of Christ on an tortilla, mold in the shape of a face, fruit and vegetable seeds that form mystic symbols, even the likeness of Mother Teresa in a bread roll. Whether these appearances have any real significance has yet to be determined, but they are generally considered sacred ,and confer good luck on those who view them firsthand.

Smagorad – A book of infinite magical power that allowed its possessor to control the stars , as well as the elements of the earth. The book was given to Adam by God, according to the French magician Arnauld Guillaume.

Snake Charming – The process of hypnotizing a cobra or other snake by playing a rhythmic, repetitious melody on a horn. This is a complete fiction as snakes can’t hear the way humans do. The snake is controlled by disorientation, drugs, and the slow side-to-side movements of the Snake Charmer and their horn.

Somnambulism – The affliction more commonly known as ‘sleep walking’ is the condition in which the body is able to walk and perform a variety of automatic tasks while in a state of diminished consciousness. It is often feared that awakening a sleep-walker may have bad effects on the subjects. Somnambulates are often insensitive to pain, taste and smell in this state. Sleep walking was a major theme of the silent horror film classic ‘The Cabinet of Dr. Caligari.’

Spirit Photography – Images on photographic plate or film of spirit entities, which were invisible to the photographer at the time the photographs were taken. Usually includes just the face, or an indistinct ghostly outline. Multiple exposures of film can produce similar effects.

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Spontaneous Human Combustion – The mysterious combustion of a living human, usually fatal. The body is largely, if not completely, reduced to calcinated ashes in a short period of time while furniture, and occasionally clothing, often remains only slightly damaged or completely unscathed. The temperatures required for such cremations are incredible – so the fact that these occurrences do not start a larger blaze is truly remarkable. Cases of SHC are often attributed to other causes, the phenomena not being generally accepted by the scientific community.

St. Elmo's Fire – Glowing lights observed at the tips of various parts of ships. The effect is named after the patron saint of Mediterranean sailors. It is held to portend good or bad luck, lost souls, or good weather.

Stigmata – Spontaneous marks on the body which resemble the wounds of Christ's crucifixion. They may bleed heavily, and somewhat incapacitate the subject. The condition normally occurs in hysterical individuals, or those under the influence of a strong emotional or religious experience.

Synesthesia – A phenomena that includes the mixing of two or more forms of perception. The most common form is the ability to see sounds as bursts of color. Among the most famous synesthetes is the Russian novelist Vladimir Nabokov, who could see letter-sounds, but was not affected by melodies. In fact, he was strangely incapable of being emotionally affected by music.

Taboo – A law among primitive tribes, violation of which brings a swift, inviolable penalty. Usually centered on a practice that is considered dangerous, unclean, or violates something sacred.

Tiki – Among Polynesians, Tiki means a god, or the first man – but is most well known as a term for statuettes.

Time Slips – A strange phenomena where an individual or small group experience a sighting of anachronistic figures, surroundings, and even landscape. Usually it appears to be a vision or other experience of the surroundings in a previous time, but it may also appear to be a non-local area.

Tsatsa – Among the Jivaro Indians of Ecuador and Peru, the term refers to a shrunken head. The head is believed to be the seat of the soul, and warriors who capture an enemies head are granted power and status. The Jivaro Indians are noted for the practice of preserving an enemy's head for long periods of time by a process of shrinking and curing.

Washed Ashore – Strange globs of unidentified material have washed ashore on various beaches. The remains can sometimes be attributed to blubber from decomposing whales, or the deformed remains of sharks and other sea creatures. Such an unidentified blob washed up on St. Augustine's Beach in 1896, was believed to be part of a giant squid.

Weeping Statues – Statues of the Virgin Mary have been known to occasionally weep blood or tears. Most of these miracles occur in the United States, Italy, and Latin America – around some of the highest concentrations of Catholics.

Wraith – Apparition of a living person, usually considered to be an omen of the person's imminent death.

Xenoglossia – Suddenly speaking in tongues unfamiliar to the subject, often used in conjunction with mediums.

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1.2 MAGIC, OCCULT, AND RELIGIOUS SYMBOLS

666 – Referred to in both the Bible and the Qabalah, and used in reference to both holy and unholy figures. It is most popularly associated with the Anti-Christ from the book of Revelations, and has been adopted as a personal symbol by such occult figures as Aleister Crowley who saw benefit in association with it.

Ankh – Also known as the Ansaté Cross, Crux Ansata, and Key of Life, it is the figure of a cross with a loop in place of the uppermost arm. It was used in ancient Egypt as a symbol of life after death. It has also come to represent the union of male and female principles, and is a popular occult and personal adornment.

Cross – One of the most ancient symbols ever used, characterized by two crossed lines – one vertical, one horizontal – with one arm longer than the others, pointing down. It was a symbol of Anu, the Babylonian god; used as the scepter of Apollo; represents the crucifixion of Christ to the Christians; and used in various ways by the Celts, Etruscans, Mexicans, Peruvians, Phoenicians, and Romans. Inverted it is a Satanic symbol, resembling a sword or phallus.

Double Axe – A Minoan occult or religious symbol made of gold or bronze with two ax-blades joined and ending in points at both ends.

Death's Head – A human skull that symbolizes mortality or death.

Effigy – A likeness of a hated group or individual, often a crude dummy or doll.

Ouroborus – The figure of a snake biting its own tail, meaning everything changes but nothing dies. A symbol popular in alchemical and mystical writings, used early on by the Gnostics.

Pentacle – A five-pointed symbol that serves as an occult talisman. Usually represented as a five-pointed star confined inside a circle. Pointing up it is used as a symbol of witchcraft and protection. Point-down as a symbol of Satanism.

Pentagram – A five-pointed star used as a powerful occult symbol.

Scarab – An Egyptian symbol in the stylized shape of a beetle. It represents Khepara, who moved the sun across the sky as a dung beetle does a ball of dung, indicating eternal life.

Skull and Crossbones – A stylized human skull above two crossed bones, once used as a symbol of death and an emblem for pirates, now used as a warning label on poisons.

Star of David – The Magen David, Shield of David, or Jewish Star. It is characterized by a hexagram formed by two interwoven triangles. It became a widely accepted Judaic symbol in the Middle Ages when Cabalists introduced it as a protective amulet.

Swastika – Also known as a fylfot, hakenkreuz, or gammadion. One of the most well known, and widely used symbols of both ancient and modern times, consisting of four equal lines radiating out from a central point, each bent at a right angle halfway along their length. It has been used by Druids, Egyptians, Hindus, Native Americans, and Romans. It symbolizes the sun. When the hooks are revolving to the right it is considered good luck, to the left is bad luck. After the adoption of the swastika as the symbol of the Nazi movement, Satanists took it up as well for its notorious connotations. A left turning swastika is also referred to as a sauvastika.

Tau Cross – The T-shaped cross, meaning eternal life, associated with the Druids. Among Christians it's known as the 'Cross of St. Anthony' as the saint is said to have been martyred on a cross of the type, and was also called a 'Thor's Hammer' – being used as an intermediary symbol in converting the Icelandic peoples over to Christianity. Freemasons are also known to use it as one of their symbols.

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2.0 LOCATIONS

"We do not have to visit a madhouse to find disordered minds; our planet is the mental institution of the universe."

-Goethe-

2.1 ADVENTURE LOCALES

An interesting location can be extremely important to how an adventure plays out. A scenario could take place in a lonely cabin in the woods, onboard a cruise ship in the Bermuda Triangle, in the dungeon of an ancient haunted castle, or in the middle of a modern urban city. Keep in mind that the location often has a major effect on the adventure, not just in how it is played out, but in the feel and mood of the adventure as well.

To aid the GM's thinking about locations I've classified several different types of settings that may be used in an adventure, a description of each, and a basic idea of what is often required in game terms. When designing an adventure – think about what type of setting is appropriate.

GEOGRAPHICAL SETTINGS

These settings are the most basic, and are only specified to mark where the characters are. The location has little or no effect on the adventure itself, it's at best a reference so that characters remember where the events took place. These are nondescript towns and highways, both urban and rural areas. Usually the only special setup required is to pick it out on a map.

MOOD SETTINGS

Some settings are provided simply for mood, often to a melodramatic degree. These include old (haunted) houses, amusement parks, darkly wooded roads, graveyards, churches, and other places often associated with a particular emotion. The main setup work here is in description. The GM should decide what emotions to associate with the area, and describe it accordingly. The mood may simply be designed to unsettle the players, or to put them completely off guard for what's about to happen.

HISTORICAL SETTINGS

Historical settings are generally particular to an adventure, and include places whose history generally figures into the adventure. These include old colleges, museums, temples, cathedrals, ruins, mines, and just about any 'old' place where Shadows lurk. Description is important here, but more in the form of detail than emotion. Maps are especially useful, as well as lists of equipment and paraphernalia lying around.

ALIEN LOCALES

These include places designed to put the characters off balance. They often fall into one or both of the categories above, but are separated by special attributes. They may include alien planets, other dimensions, and strange temples or constructs. These places may have their own unique laws of physics where the rules of the game do not apply normally – so it becomes even more the GM's realm to determine what happens in a given situation. Description of the area is a must, though detail depends on the setting and the natural laws applicable. The GM may also need to come up with 'house rules' applicable to the area. Do the character's senses operate normally? How about magic, psionics, and other equipment?

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2.2 UNUSUAL FEATURES AND LOCATIONS

Included here are some unusual features and locations from different periods in history. These can be incorporated into adventures, either through reference such as historical background, or as the actual setting for the adventure. The descriptions given are by no means complete, and GMs interested in using these places may wish to do more research on the individual entries before incorporating them into their game.

Agharti – A vast subterranean world, somewhere beneath Asia, connected by a maze of underground passages to each of the continents. This world is home to a super-race in control of a potent force known as “vril power” with which they seek to control the surface world. Adolph Hitler believed so strongly in the potential might of vril power that he launched expeditions in search of the subterranean world, and a prominent occult group of Nazi Germany was called the Vril Society.

Alternate Dimensions – There are some who believe that in addition to the acknowledged three dimensions – height, width, depth – a fourth or even fifth dimension may also exist, that of matter. Human beings may be unaware of these dimensions, incapable of experiencing them, but other beings are posited to exist that can exist in different dimensions through the use of technology or natural abilities. These other dimensions are said to be mirror images of our own and inhabited by a race of beings called “Ethereans.” There have been attempts to connect UFO phenomena with alternate dimension theories, intimating that these unexplained sightings are beings from another dimension instead of a different planet.

Area 51 – A secret military installation located 95 miles north of Las Vegas, Nevada, on the shores of the dry bed of Groom Lake. Also known as the ‘Pig Farm,’ ‘Paradise Ranch,’ ‘The Box,’ or ‘Dreamland’ the area is completely off-limits both on the ground and in airspace. It is believed to be the birthplace and test area for the U2 spy plane, the SR-71 Blackbird, the F-117A, and most recently the unverified Aurora aircraft. It is also reputed to house a fleet of up to 9 recovered extra-terrestrial vehicles that are being studied so that new versions can be reverse-engineered. The area is protected by security personnel who wear camouflage fatigues sans insignia, and vehicles are escorted by unmarked, silent, black helicopters.

The United States Air Force completely denies the installation’s existence, as well as rumors that they have ‘flying saucers.’ They will only state that the area is classified.

Atlantis – The name of the continent and advanced, ancient civilization first described by the Greek philosopher Plato in his works *Timaeus* and *Critias*. The continent was reportedly destroyed by volcanic activity, described as earthquakes and floods, and sank into the ocean around 10,000 BC. The exact location is unknown, but has been theorized at being anywhere from the Atlantic Ocean, to the Pacific or the Mediterranean.

Bermuda Triangle – An area of the Atlantic Ocean that lies roughly between Miami, Puerto Rico, and Bermuda. A large number of planes and water craft have been reported lost in the area, as well as a range of strange phenomena including unusual storms, magnetic disturbances, and temporal aberrations. The most famous occurrence was the disappearance of five Avenger torpedo bombers in the Triangle in December, 1945.

Bodie, California – An old west ghost town on the California-Nevada border. It’s noted for a peculiar curse that affects anyone who attempts to take something from the town, even small souvenirs like nails. The type of bad luck varies on a case-by-case basis, but many former skeptics have been known to express-mail back anything taken shortly after they return home. Once the object is returned, the curse is gone and the afflicted person’s life returns to normal.

Costa Rica’s Giant Spheres: Thousands of perfect stone spheres of sizes varying from that of a tennis ball to 8 ft. in diameter have been found in the region of the Diquís Delta in Costa Rica. Who created Las Bolas Grandes (the giant balls), why and when they were made, have yet to be determined. The spheres were first brought to the attention of the public by archeologist Dr. Samuel Lothrop in the 1940’s. The nearest likely quarries for the stone the sphere’s are composed of is 30 miles away.

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Crop Circles – Complex formations that appear primarily in the farm fields of south-eastern England. They have appeared on an increasingly regular basis since the late 1980's to early 1990's. Although it has been proven that many of these circles can be, and are, created by humans for various reasons – many theories persist that “genuine” crop circles are the result of UFO activity, plasma vortexes, unusual atmospheric conditions, faerie activity, or any number of other strange phenomena. The circles are authenticated by experts, known as cereologists, to determine which are real or faked. Many circles have been linked to psychic phenomena, and reportedly exhibit strange energy signatures.

Easter Island – The easternmost island of Polynesia, located in the south Pacific approximately 2000 miles west of Chile. It is the home of colossal stone statues, called Moai, up to 40 feet tall, carved and raised on burial platforms by a pre-Columbian culture. The Moai stand, facing the ocean, all the way around the island. The Rapanui natives had a once-thriving culture that devolved into bloody civil war and cannibalism. Most of the Moai were pushed down by the natives around this time, and are only upright today because of the efforts of modern archeologists.

The island may have once supported as many as 10,000 Rapanui, but after contact with Western Civilization disease and slavers reduced the population of the island to about 111 by 1888. Today, following annexation by Chile, the population has recovered to over 2,000.

Geoglyphs – In the American southwest, Mexico, and South America there are a number of giant figures of humans and animals on scales up to 170 or even 300 feet tall. Several of these have only been discovered in the past 60 years or so, despite their great size and occasional proximity to urban areas. One such group of man and animal figures ranging from 12 to 95 ft in size was found by a pilot flying over the area near Blythe, California in 1932.

In Peru's Nazca desert a massive group of lines, geometric figures, and figures of birds, fish, and a monkey have been found. The lines do not indicate any astronomical phenomena, but may serve as pathways between a network of shrines. Peru also boasts a giant ‘candelabra’ that overlooks the bay of Pisco. And the Atacama desert of Chile, part of the same desert as Nazca, is home to the Giant of Atacama – the largest such depiction of a human at 393 ft. tall and accompanied by a vast array of line-work.

Such figures are also well known in the British Isles. There is a 126 ft. stylized white horse near Uffington in Berkshire that probably dates to 100 BC. There is a 180 ft. tall white, naked, male figure called the Cerne Giant in Dorset that is believed to be significantly more modern. And, the Long Man of Wilmington, in East Sussex, is a 231 ft. tall outline figure. There have been a number of other such figures that have become lost through time.

Hangar 18 – A secret storage hangar or room is believed by UFOlogists to be located at Wright-Patterson Air Force Base in Dayton, Ohio. Also known as the Blue Room, it is said to store the remains of crashed UFOs and bodies recovered from these crashes. The military is also said to have a collection of secret information regarding UFO activity stored at a secret computer center at the same base.

Wright-Patterson was also the home of the Air Force's various UFO projects. Project Sign was the first USAF effort to study UFO reports from 1947 to 1949. Project Grudge took over from Project Sign, but was largely concerned with debunking UFO reports. Project Blue Book took over from Grudge in 1952 until it was terminated in 1969.

Hollow Earth – There is reputed evidence that the interior of the Earth is hollow, and may be entered by either specially constructed passages, such as may exist beneath the pyramids of Egypt, or through open areas in the crust at either pole. The inner world is lit by an inner sun, providing 24 hours of light and heat per day.

There has even been some suggestion that the Nazis were aware of an Inner Earth, and were in contact with a race there for some time. Hitler and his Last Battalion are reported to have retreated there at the end of World War 2.

Lemuria – The ancient lost continent that may have preceded Atlantis. It is believed to have bridged the Indian Ocean, linking the Asia, India, Africa, and Madagascar. The proof of this being that Lemurs, and related species are found throughout this wide geographical area. While scientific theories of continental drift seem to replace and discount this idea, it still persists. A number of prominent occultists including Madame Blavatsky even regard it as the land of origin for humanity.

Ley Lines – Channels of geophysical or mystic energy along the Earth that tend to align the positions of stone rings, mounds, barrows, and pagan and early Christian religious sites.

Machu Picchu – An ancient Inca city built on a remote mountaintop in the Andes, it was discovered in 1911 by Professor Hiram Bingham. The city was built around 1300 AD, over 200 years prior to Spanish colonization of the area. The city was well fortified, and had several large areas probably used for religious ceremonies.

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Mounds – There are several mysterious man-made mounds in various shapes found around the world. One of the largest is Britain's Silbury Hill. It was built about 2500 BC. It is a large conical hill covering roughly 5 acres at the base. As far as modern methods have determined the hill is devoid of tombs or treasure, making its purpose a complete mystery.

There are mounds found at various sites in the United States as well. It was at one point assumed that a race of mound-builders created them before the time of the Native Americans discovered by European settlers. These mounds were built by early Native American tribes, however. Some served as tombs, others as the platforms for temples. Others, known as effigy mounds, are shaped into the forms of animals and birds. The Great Serpent Mound of Adams County, Ohio is the largest at more than 400 yards long. The exact reasons for the effigy mounds are unknown, but are presumably similar to those of the geoglyphs.

Mu – A lost continent that may have existed in the Pacific ocean from Marianas and the Hawaiian Archipelago south to Fiji and Easter Island. An account of Mu's history was first written in the late 1800's by Col. James Churchward. Churchward was a former Bengal Lancer who claimed that a Hindu priest in India or Tibet showed him four sacred stone tablets in the Naacal language of Mu, detailing the history of the continent and its people.

Humankind arose on Mu almost 50 million years ago, and rose to a civilization of 64 million composed of 10 distinct races. The people of Mu eventually spread across the world, initiating all other human civilizations including Atlantis. Then about 12,000 years ago a brutal storm of earthquakes, tidal waves, and volcanic activity sank the continent beneath the ocean.

Pyramids – Massive stone monuments constructed in Egypt and Central Mexico. The pyramids of Egypt are extremely precise, relatively smooth-sided, and constructed as tombs for the pharaohs. These are also rumored to be one of the entrances to the realm of the Inner, or Hollow, Earth. The Mexican pyramids are of blocky, step construction, and were built as temples by the Aztecs.

There is also reputed sonar evidence that there may be sunken pyramids off the island of Bimini, potential ruins of Atlantis.

Shambhala – A lush, fertile valley surrounded by snow-capped mountains, and containing a repository of ancient esoteric knowledge. It is populated by a race of enlightened humans, who instructed the Buddha in their ancient wisdom. The area is completely invisible from the outside, even from airplanes, and inaccessible save for a network of tunnels that connect with the Dalai Lama's palace. The valley may be located in Tibet itself, or possibly in the mountains to the north or west.

Stone Rings – There are a vast array of stone rings built throughout most of the British Isles and Northern France. They are believed to have been built between 3250 and 1500 BC. The rings are of varied shapes, including ellipses, flattened rings, egg-shaped, and circular. They vary in size from just 9 ft in diameter to one that covers 28 ½ acres. Complexity of their construction varies as well, with circles in the west of England being more open, and those in north-east Scotland being smaller with a more intricate arrangement.

Who built the rings, and exactly why, remains a mystery. The druids, who are often mistakenly associated with the rings, flourished 1000 years too late to be the true architects. The alignment of some, if not all, of the stones with astronomical phenomena is obvious. The rings may have been built for religious purposes, or simply as community calendars. In certain cases tombs were built along with, or possibly before, corresponding rings. These tombs are often aligned so that the tombs are illuminated by the setting or rising sun on the winter solstice.

In recent years the remains of wooden temples have been found on the sites of stone rings. One such temple is known to have existed at Stonehenge, and another near Stanton Drew is believed to have been constructed around 3000 BC. These temples have so far only been found in Britain, and consist of several massive wooden posts, probably carved in spiral patterns, as much as 30 ft tall.

Vanishing Islands – There have been several accounts of islands that disappear mysteriously. A group of three islands, known as the Auroras, was discovered midway between the Falklands and South Georgia and named in the late 18th century – but which disappeared over the course of the 19th century. Other islands, including an archipelago, have come and gone mysteriously to the west of Chile, near Easter Island, and even off the coast of Ireland.

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3.0 TOMES AND MANUSCRIPTS

"I thought, too, of The King in Yellow wrapt in the fantastic colors of his tattered mantle, and that bitter cry of Cassilda, 'Not upon us, oh King, not upon us!' Feverishly I tried to put it from me, but I saw the lake of Hali, thin and blank, without a ripple or wind to stir it, and I saw the towers of Carcosa behind the moon. Aldebaron, The Hyades, Alar, Hastur, glided through the cloud rifts which fluttered and flapped as they passed like the scalloped tatters of The King in Yellow."

-from 'The King in Yellow' by Robert W. Chambers-

A staple for many horror stories and movies has become the ancient tome or manuscript of unspeakable, forbidden knowledge. Among the most notable are Robert W. Chambers' creation, the play entitled *The King in Yellow*, and H. P. Lovecraft's *Necronomicon*. While it's not difficult to create or use such tomes in your own campaigns, it can help to follow guidelines in determining the portrayal of your text.

(TITLE)

Type: The type of book: handwritten manuscript, audio tape, paperback manual, etc.

History: The book's past owners, revision history, life of its author, etc.

Physical Description: The size, and appearance of the print run or individual book.

Effects: What spells the book contain, what Difficulty – if any – it poses for a Sanity roll, etc.

Quote: A piece of sample text, if appropriate, from the book.

Every such text requires a few basic essentials. First, you must determine the type of book being designed, and give it a name. A name doesn't have to be as colorful or evocative as the names above, but it should be something to attract more than cursory attention. The type of book can be just about anything. Some suggestions are listed below:

- Art, print, or sketch book.
- Diary of a witch-finder, demonologist, or even UFOlogist.
- Historic reference of people and events.
- How-to book of a specific magic discipline.
- Ledger, or account book, possibly containing soul contracts.
- Scroll or tablet from ancient civilization.
- Text copied from another source: such as an alien temple, or cave wall.
- Transcript of a spiritualist, xenoglossic, or schizophrenic episode.

Next, create the history of the text. This doesn't have to be comprehensive, just a few lines that indicates the origins of the text, as well as any important revisions. The text could be the product of a deranged mind, a scientist, ancient civilization, alien, demon, or god. The text could be hundreds of years old, or freshly printed. It is also useful to note how many copies were created, and how many are believed to still exist. Certain types of texts may be intentionally vague in this area.

The book's physical description includes such things as the volume's size, thickness, materials, and condition. For example, one tome might be a leather bound book 3" thick, with iron bindings and lock – of which several copies were water-damaged in transit to America. Another could be a copper-colored metal tablet exactly 23" square and 3/4" thick with carved alien script.

Effects include any important game effects attributed to the tome. This could include a list of spells included in the book, any skill bonuses the book imparts while it is being used, or if the book is particularly dangerous – the difficulty of the Sanity roll required when reading or using the book. Please note that any skill bonuses should only be given when the character is spending adequate time to consult the book.

Quotes are simply example passages from the text. It isn't necessary, but can be useful in creating a specific impression on players.

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3.1 TOME DESCRIPTIONS

CH'NEE TABLET

Type: Alien Tablet

History: The tablet was uncovered in 1910 by Hans Verhoven at an archeological dig in north-west Colorado, in rock estimated at 3 million years old. The find was immediately discredited, and was publicly proclaimed to be a hoax. No positive estimation of it's age, or an exact composition of the metal, has been made to date. The tablet rests in the storage room for the University of Colorado, Archeology Department, and the university has so far turned down several offers from collectors who wish to purchase or publicly display the tablet. It was named the CH'NEE tablet after the first few characters on tablet, which seem to spell this out.

The tablet is actually one of the few examples of Xorn writing that exist on Earth. The Xorn came to the planet about 3 million years ago after the death of their last world. The tablet is a remnant of their first landing, and is simply a historical document that explains the death of the last world they inhabited, and their migration to this one.

Physical Description: A 10" square tablet of yellow metal, 1/2" thick, with alien characters carved 1/4" deep into it on one side. The surface is covered to a distance of about 1" from the edge on all sides with writing.

Effects: Staring at the tablet for longer than a minute seems to bring on strange hallucinations at the edge of the viewers vision, until they look away, Sanity difficulty of 15. The tablet resonates magic, and will make anyone with Magic Sensitivity uncomfortable holding it.

MALLEUS MALEFICARUM

Type: Essential Witch-finder's Guide

History: Written in 1486 by Jakob Sprenger and Heinrich Kramertrans, it originally appeared in a Latin version, but has been translated into most languages since that time. The name means "The Hammer of Witches" and it provides a detailed text on identification of, and methods of dealing with, witches and various supernatural creatures.

Physical Description: Various, both old and new hardcover and paperback editions are available.

Effects: The book gives users a +5 to the Magic and Supernatural skills when adequate time is taken to use the book.

TOTENTANZ

Type: Disturbing Art Book

History: The artist known as Franz Hobeil was raised in the darkness of post-WW2 Germany. He grew on stories of the concentration camps, the Sturm-Abteilung in the streets, and Krystalnacht. In mid-1980's he began his career as an artist, providing scenes of horror for books and magazines. As time went on Hobeil's work became more and more disturbing. He became involved with various occult groups, and spent late nights reading forbidden texts. Eventually his work degenerated to a point where it was no longer marketable. Hobeil put the last of his money into a special collected volume of his last, otherwise unpublished works – the product of a fevered week of sleepless nights. Then, on the eve of the volume's distribution, Franz Hobeil committed suicide by slitting his throat with a sacrificial dagger.

Physical Description: A large, glossy, softcover volume. The cover is black, with the title in silver block letters. There are 100 pages, with no introduction, reprinting plates of the artist's charcoal sketches, as well as watercolor and acrylic paintings. The subjects of the work vary, some appear to be battlefield sketches of a landscape scattered with corpses, others have nameless horrors waiting in the darkness for an unsuspecting victim.

Effects: The book requires a Sanity roll against a difficulty of 17. Those who succeed receive a temporary bonus of +10 to any Mythos/Pantheon Lore skill rolls that pertain to the Chthonic myths, for a period of 1 week. They will also have a difficult time getting the disturbing images out of their head for some time.

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VOYNICH MANUSCRIPT

Type: Illustrated Manuscript

History: According to the letter accompanying the text, dated 1666, the author was identified as Roger Bacon – an English alchemist from the 13th century. It was purchased from a Jesuit college in Frascati, Italy in 1912. The language, or code, it is written in was found to be indecipherable to WWI code-breakers who attempted to translate the work in the late 1910's. It was sold to a book dealer in 1960, who became frustrated with attempts to market it and donated it to Yale University.

Physical Description: Only a single copy of the 200 page original manuscript exists, though a failed print run was made in the 1960s from which a few dozen may remain. It is a medieval manuscript, richly illustrated with color paintings of strange plants – none of which exist in nature – and astronomical symbols, as well as a varied selection of nude women.

Effects: Initially the book will have little effect on readers, unless they manage a translation through extraordinary means. Should a translation be made it will be shown to have complete alchemical instructions for the creation of the listed plants, as well as a variety of uses for such – including healing, poisoning, and aphrodisiac properties. Some of these plants are carnivorous, and there are hints that these plants once grew freely, either raised by a strange krinoid race millions of years ago, or brought from the stars by a strange chthonic race.

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4.0 ANIMALS

"...the screams and struggles of the old lady (during which the hair was torn from her head) had the effect of changing the probably pacific purposes of the Ourang-Outang into those of wrath. With one determined sweep of its muscular arm it nearly severed her head from her body. The sight of blood inflamed its anger into phrenzy. Gnashing its teeth, and flashing fire from its eyes, it flew upon the body of the girl, and imbedded its fearful talons in her throat, retaining its grasp until she expired."

-from 'The Murders in the Rue Morgue' by Edgar Allan Poe-

There are a number of common animals that may find frequent use in RPG adventures. These could be creatures that the characters encounter randomly, they may be responsible for acts attributed to supernatural creatures (as in Poe's Murder of the Rue Morgue), or be kept as pets by deranged cultists.

(ANIMAL TYPE OR NAME)

Type: A brief classification of the creature.

Attributes and Skills: Non-sentient creatures only have the attributes of Physique, Reflex, Canny, and Will. Some creatures also have skills under these attributes, such as Climbing/Jumping, Lifting, and Running.

Special Abilities/Disadvantages: Any natural abilities that set the creature apart, including claws, tusks, or the ability to breathe water will be listed, in addition to unusual weaknesses, with their game effects.

Life Points: The amount of damage the creature is capable of withstanding before death.

Survival Points: Typical animals don't have Survival Points, but a recurring pet or a sentient creature may have 0-3 or more.

Move: The number of meters the creature goes in a full move.

Size: The common range of adult sizes for this type of creature.

Scale: Creatures are considered to be Character scale on the combat scale unless otherwise noted.

4.1 ANIMAL DESCRIPTIONS

BEAR, GRIZZLY

Type: Large Ursine Omnivore

Physique: 7D

Reflex: 2D

Canny: 2D

Will: 1D

Special Abilities:

Claws – PHY+1D damage

Territorial – Bears defend their territory from intruders, and mothers are known to violently defend cubs.

Life Points: 50

Move: 14

Size: 1.8-2.13 m tall

A massive bear with brown to yellowish fur having pale guard hairs that give it a 'grizzled' appearance. Confined to Alaska and NW Canada. They are omnivores who eat everything from berries, to fish, to large game and livestock. They can weigh up to 386 kg.

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BAT, BROWN

Type: Flying Mammal

Physique: 1D

Reflex: 3D

Canny: 2D

Will: 1D

Special Abilities:

Flying – The bat flies at a Move of 22.

Nocturnal Adaptation – The bat has active sonar that allows it to ‘see’ its prey in the dark. It also has excellent nightvision.

Life Points: 22

Move: 22 Flying

Size: 4-5” total length, 13” wingspan

The brown bat is widespread across southern Canada and across the US. It is a large bat with dark to reddish-brown fur, a broad muzzle, and rounded ears. It normally houses in barns, churches, and other dwellings.

CATTLE, EUROPEAN

Type: Domesticated Bovine

Physique: 3D

Reflex: 2D

Canny: 1D

Will: 1D+1

Special Abilities:

Horns – PHY+1D damage (not all species or sex)

Life Points: 30

Move: 8

Size: 2-2.5 m long

Scale: Car

Modern cattle are domesticated relatives of bison, ox and aurochs. They are found throughout the world in special breeds for dairy production and beef production, as well as mixed-use breeds.

CROCODILE

Type: Reptilian Predator

Physique: 5D

Reflex: 3D+1

Canny: 2D

Hide/Sneak 4D

Will: 2D

Special Abilities:

Armor - +1D to resist damage

Bite – PHY+1D damage

Life Points: 35-40

Move: 10 / 16 swimming

Size: 3-6 m long

Scale: Character to Car

Crocodiles are an aquatic reptile related to the smaller alligators, gavials, and caimans. They are distinguished from alligators by a narrower snout, with the teeth visible when the mouth is closed, and high ridges down their backs to their tails. They attack prey with their mouths and shake their heads back and forth, or twist over and drag prey underwater to drown it. They are common in many of the warmer regions of the world and attacks on humans are not unusual. The largest of these creatures weigh over a ton.

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DOG, GUARD

Type: Domesticated Canine

Physique: 2D+1

Reflex: 3D

Canny: 2D

Will: (1D barking) or (2D silent)

Special Abilities:

Acute Smell – dogs have a +2D to Canny rolls based on scent.

Teeth – PHY+2 damage

Life Points: 25

Move: 14

Size: 1.0-1.5 m long

Mankind has made use of various breeds of domesticated dogs for thousands of years. Specially bred and trained, guard dogs are used at various private and commercial sites to dissuade most prowlers. There are two distinct types, those trained to bark and those trained to bite. Those who bark will be less pressed to attack an intruder, but they will bark loudly, growl ferociously, and attempt to intimidate the intruder, or potential intruder. They can sometimes be overcome with a food bribe, or a certain amount of violence or intimidation. More disciplined dogs are trained to be silent, and attack intruders by surprise. They are trained to kill and are much more difficult to dissuade.

EAGLE, GOLDEN

Type: Predatory Bird

Physique: 2D

Reflex: 2D+2

Canny: 2D

Will: 1D

Special Abilities:

Acute Vision – Eagles have a +2D to Canny rolls based on vision

Claws/Beak – PHY+1D+2 damage

Flying – The eagle flies at a Move of 25.

Life Points: 24

Move: 25 Flying

Size: 30-35" total length

Golden Eagles are found across the Northern Hemisphere. They prey on animals up to the size of deer fawn, game birds, and small domesticated animals.

GORILLA

Type: Primitive Anthropoid

Physique: 6D

Reflex: 2D

Canny: 1D+2

Will: 2D

Intimidation 4D+2

Special Abilities:

Territorial – Gorilla males defend their groups and territories when they feel threatened. They will attempt to intimidate an opponent before actually attacking.

Life Points: 40

Move: 10

Size: 1.6 m tall fully upright

The gorilla is found in North Africa, living both in mountains and lowlands. Gorillas are playful, intelligent creatures, living in groups of 3-30 with a single adult male leader – the silverback. Coloration is black or brown-gray fur with black skin on the face, hands, feet, and chest – males develop a silver coloration on their back as they mature.

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HAWK, RED-TAILED

Type: Predatory Bird

Physique: 1D

Reflex: 3D

Canny: 2D

Will: 1D

Special Abilities:

Acute Vision – Hawks have a +2D to Canny rolls based on vision

Claws/Beak – PHY+1D+2 damage

Flying – The hawk flies at a Move of 25.

Life Points: 24

Move: 25 Flying

Size: 19-25” total length

The red-tailed hawk is the commonest hawk in North America and ranges from Alaska to Mexico. They prey on small mammals, snakes, lizards, insects, and ground-living birds. These birds are sometimes used by modern falconers too.

KANGAROO, GIANT RED

Type: Marsupial Herbivore

Physique: 3D+1

Climbing/Jumping: Jumping 6D

Reflex: 3D+2

Canny: 2D+2

Will: 1D

Special Abilities:

Leaping – Giant Red Kangaroos are able to leap as much as 29 feet in distance and up to 6 or more feet in height.

Life Points: 32

Move: 14

Size: up to 1.9 m tall with a 1.3 meter tail

Kangaroos are large, bipedal marsupials native to the grassy plains areas of inland Australia. They travel in groups called "mobs" led by an older male. They are easily spooked, and will almost always flee rather than fight. They graze primarily at night, resting by day.

Coloration of the males – or “boomers” – is reddish, while females – or “does” – are blue-gray. Juveniles are referred to as “joeys.” The animal has short fore legs that function like arms, while the rear legs are extremely long. They are able to leap as much as 29 feet in distance and up to 6 or more feet in height, but will avoid leaping over fences as low as 5 feet. They are able to attain speeds of up to 35 mph for short distances, and normally sustain a speed of 12 mph for hours. Kangaroos commonly live to 13 years or older in captivity.

Since 1899 there have been reported sightings of wild kangaroos in parts of the US and Canada. Many of these sightings are accepted as they often come from police officers, and at least two encounters have resulted in photographs. The origins of these animals remain unknown, but as with big cat sightings they are presumed to be former pets or escapees from zoos and circuses.

MONKEY, CAPUCHIN

Type: Small Primate

Physique: 1D+1

Climbing/Jumping 5D

Reflex: 3D+1

Canny: 2D

Will: 1D

Special Abilities:

Prehensile Toes – The monkey’s feet act as extra hands, giving the animal +2D to most movement skills.

Life Points: 30

Move: 8

Size: .6-1 m long

Capuchin monkeys are native to the northwestern coastal areas of Colombia, and north through Honduras. They are the most intelligent of all ‘New World’ monkeys, easily trainable to perform simple tasks, and are popular as pets. They are well known for their use by organ grinders as well. Omnivorous, they eat mainly fruit and insects.

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MOUNTAIN LION

Type: Predatory Feline

Physique: 4D

Reflex: 3D

Canny: 2D

Will: 1D

Special Abilities:

Acute Smell – Mountain Lions have a +2D to Canny rolls based on scent.

Claws/Teeth – PHY+1D damage, +5 climbing

Life Points: 38

Move: 15

Size: 1.5-2.7m long

A large cat found in the western US, the Appalachians, and Florida. It feeds on a variety of game and domesticated animals, rarely attacking humans. They commonly weigh up to 275 pounds.

Other, similar, cats have been reported across the United States, Great Britain, and Australia. Many of these sightings appear to be black panthers, and though no pelts have been recovered, foot-prints and reliable eyewitness accounts seem to back up their existence. The origin of such creatures remains a mystery though it is likely that the animals may be former pets released into the wild, or the descendants of such animals. Sightings of this type are often referred to as Alien Big Cats (ABCs). “Alien” referring to the fact that the animals are non-native, and not meant to imply extraterrestrial involvement.

ORANGUTAN

Type: Primitive Anthropoid

Physique: 4D

Reflex: 2D+1

Canny: 2D

Will: 1D+1

Intimidation 4D+2

Special Abilities: none

Life Points: 40

Move: 10

Size: 1.4 m tall fully upright

Native to the forests of Borneo and Sumatra. They eat primarily leaves and fruit. The male is twice the size of the female, and has an air sac hanging down from its throat, which it inflates to make the “long call” - a throaty series of groans that can be heard up to a kilometer away. Orangutans have reddish-brown hair, thicker on the arms and thighs.

They are adapted to swinging through trees, with extremely long arms that reach a span of about 2 meters, despite their short legs. Orangutans are also very intelligent, making them more trainable than other large apes.

SHARK, GREAT WHITE

Type: Predatory Fish

Physique: 6D+2

Reflex: 3D

Canny: 3D

Will: 2D

Special Abilities:

Bite - PHY+1D

Sense Magnetic Fields - Sharks are able to sense magnetic fields, giving them +2D for certain Canny rolls, including Blind Fighting.

Underwater Adaptation – Sharks swim and breathe underwater. Their sense of smell is extremely acute, giving them +2D to smell-based Canny skill rolls. Their natural camouflage makes them more difficult to detect by sight alone than most creatures.

Life Points: 45

Move: 20 swimming

Size: up to 7.5m for females, 5m for males

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The Great White Shark lives primarily in coastal waters, especially around islands or headlands with seal colonies, or fish reefs. On sandy beaches they can range right up to where waves are breaking and occasionally enter bays and harbors. They may even journey across oceans. They are found off the eastern coastline of North America, southern Africa, Australia, New Zealand, Chile, Japan, the western-central Mediterranean and the Adriatic. They also appear in the Caribbean, off Brazil, Argentina, Hawaii, the Aegean Sea, the Azores and along northeastern Atlantic coasts. So far no Great White has managed to survive more than a few weeks in captivity.

Great whites are not as solitary as once believed, though they keep physical contact with one another to a minimum. They hunt by stealth on the seabed, relying on camouflage to sneak up on prey. They are colored a dark or medium gray on top to white below, and grow up to 1500kg in weight. Their staple foods are fish, smaller sharks, stingrays, tuna, swordfish and other invertebrates. They target seals and sea lions and will hunt dolphins and porpoises in the Mediterranean, where seals are rare. Great Whites may also scavenge on whale or giant squid carcasses. They rarely attack humans, and in cases where they may have mistaken humans for seals - such as coming up on a surfer from below - they generally release the victim after one bite and move on.

SNAKE, BOA CONSTRICTOR

Type: Ophidian Predator

Physique: 5D

Reflex: 3D+1

Canny: 1D+2

Will: 1D

Special Abilities:

Crushing Attack – PHY+1D damage per round, once the snake has successfully coiled around it's prey it takes a successful opposed PHY roll by the victim to break free.

Life Points: 35-40

Move: 10 / 16 swimming

Size: 3-10+ m long

Scale: Character to Car (or Tank?)

Boas are non-venomous snakes that kill their prey by coiling around it, and crushing or suffocating it to death. They feed mainly on birds and small animals, though larger specimens have been known to attack and kill humans, and giant species are said to have killed and eaten animals as large as horses. They are found in tropical America, and the West Indies. They patrol on the ground, in trees, and in the water.

SNAKE, DIAMONDBACK RATTLESNAKE

Type: Ophidian Predator

Physique: 1D+1

Swimming 2D+1

Reflex: 2D+1

Canny: 1D+1

Will: 1D

Special Abilities:

Sense Heat – The snake can detect sources of heat up to 10 meters away.

Venomous Bite – PHY+1D damage, the rattlesnake's venom is hemotoxic - meaning it damages the blood and blood vessels - the victim must make a roll on their PHY against the amount of damage the bite inflicted. If the victim fails the roll, then they will take an additional 3D of damage immediately, and every 10 minutes after for an hour unless either an anti-venom is injected, or the character receives medical assistance (requires a Difficult First Aid roll for the caregiver).

Life Points: 24

Move: 8

Size: 1-3 m long

The Diamondback Rattlesnake is the largest, and the deadliest snake native to North America. It is readily identifiable by a diamond-shaped pattern on its back of dark brown or black on cream or yellow background. Rattlesnakes have a segmented rattle on their tails which grows every time the snake sheds its skin. These rattles are used to make a warning sound, much like sizzling bacon, when the snake perceives a threat – allowing predators and other animals to avoid it.

The rattler eats small mammals and birds, and ranges all along the southern US. Annual round-ups are held in several states to control or decrease their numbers.

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SNAKE, KING COBRA

Type: Ophidian Predator

Physique: 2D+1

Reflex: 3D

Canny: 1D+1

Will: 1D

Special Abilities:

Deaf – Cobras cannot hear, but have acute smell, and motion-based vision

Venomous Bite – PHY+1D damage, the cobra's venom is neurotoxic - meaning it attacks the nervous system, paralyzing the nerve centers that control respiration and heart action - so the victim must make a roll on their PHY against the amount of damage the bite inflicted. If the victim fails the roll, they are paralyzed and suffer 4D damage every minute for the next 6 hours unless either an anti-venom is injected, or the character receives medical assistance (requires a Difficult First Aid roll for the caregiver).

Life Points: 25

Move: 10

Size: up to 6 m long (can rear up to half it's length in height)

King Cobras are the world's longest venomous snakes, and are found in India, and through parts of Southern Asia. They are commonly used by snake charmers, but it should be noted that they are deaf – and only respond to the movements of the charmer. They are distinct from other snakes by the ability to spread out the ribs in their neck to form a 'hood' when alarmed.

They are extremely aggressive, and will lunge at almost anything they consider a threat. Despite this they respond well in captivity and may live almost 17 years.

WOLF, GRAY

Type: Canine Predator

Physique: 3D

Reflex: 3D

Canny: 2D

Will: 2D

Special Abilities:

Acute Smell – wolves have a +2D to Canny rolls based on scent.

Teeth – PHY+2 damage

Life Points: 30

Move: 16

Size: 1.3-1.8 m long

The gray wolf is a large canine ranging from gray with a black-tipped tail, to snowy white, black, and reddish-brown. They are found in Alaska, Canada, and in some areas of the American Rockies. They eat animals up to moose and caribou in size, and hunt and live in packs of around eight.

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5.0 NON-PLAYER CHARACTERS

Mr. Nutt: "...for example.. I've taken in your all American features, your dour demeanor, your unimaginative necktie design and concluded that you work for the government. An FBI agent. But do you see the tragedy here? I have mistakenly reduced you to a stereotype... a caricature, instead of regarding you as a specific, unique individual. "

Mulder: "But I am an FBI agent."

-from the TV series The X-files (Humbug)-

There are a number of common character types that characters involved with paranormal phenomena may run across. Here are some examples of the such characters, fleshed out and ready for use in most campaigns.

ANGOLOGIST

Name: Hiram Buck

Physique: 1D+2

Reflex: 2D

Canny: 1D+2

Education: 2D+2

Religious Doctrine 4D+1, Supernatural Creatures 3D+2, Supernatural Creatures: (Angels) 6D+2

Technical: 2D

Photography 2D+1

Will: 2D

Magic Resistance 2D+2, Mental Defense 2D+1

Special Abilities/Disadvantages: None

Story Hooks:

Zeal – Always looking for definitive evidence to prove the existence of angels to others.

Life Points: 28

Survival Points: 6

Move: 10

Equipment: Camera, Notebook, Bible

Hiram was always fascinated in the paranormal as a child, and being raised in a devout Christian household was given the idea that angels and devils were responsible for much of the inexplicable things that go on. He has become one of the world's leading experts on angels and angel lore, and has had several books published on them and the miracles that follow in their wake.

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ASSASSIN

Name: Rudy Patalano

Physique: 2D

Climbing/Jumping 3D

Reflex: 2D

Dodge 4D, Firearms 5D+2, Melee Weapons 5D,

Canny: 2D+1

Disguise 4D+2, Surveillance 5D+1

Education: 1D+2

Technical: 2D

Arson 4D, Demolition 4D, Electronic Surveillance 3D+2, Motor Vehicle Operations 3D+2

Will: 2D

Mental Defense 3D, Sanity 3D+2

Special Abilities/Disadvantages: None

Story Hooks:

Sanctioned Killer – Rudy works for some of the highest government officials that will often shield him from official action or notice.

Life Points: 28

Survival Points: 3

Move: 10

Equipment: S&W .38 Special (3D+2), Dragunov Sniper Rifle (7D+2), \$10,000 cash

Rudy grew up on the streets of New York, and as a matter of survival joined the gangs - and later organized crime. He became a hit man for the mob, until a major shakedown occurred and he found himself in prison. There his life changed. He was approached by a senior government official and offered amnesty and a formal pardon in return for services rendered. He now acts as a 'black kite' an agent who can be disassociated easily from the agencies he works for and who specializes in assassination.

CRACKPOT SCIENTIST

Name: Dr. Erwin Ziegler

Physique: 1D+1

Reflex: 1D+1

Canny: 1D+2

Research 4D

Education: 3D

Esoteric Science 5D+2, Parapsychology 4D+2

Technical: 3D

Chemistry 4D+1, Computers 3D+2

Will: 1D+2

Special Abilities/Disadvantages: None

Story Hooks:

Vehemence – Dr. Ziegler often find ways of attracting attention to his outlandish claims, regardless of the outcome. He is viewed with contempt or humor by his colleagues.

Life Points: 25

Survival Points: 0

Move: 10

Equipment: Small laboratory, \$50,000 to 100,000 in anonymous backing per year

Erwin Ziegler was a brilliant scientist who constantly baffled his peers and professors by his pursuit of the more outlandish theories of science. He has championed the Flat Earth, Hollow Earth, and Orgone theories. He has sought the most outlandish causes of crop circles and UFOs, and powers of the mind. Though he is often ridiculed or ignored by the press he has found some serious, anonymous backers for his research.

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DEMONOLOGIST

Name: Roland Nagel

Physique: 1D+2

Reflex: 2D

Canny: 2D

Research 4D+2, Streetwise 3D+2

Education: 2D+2

Religious Doctrine 3D+2, Supernatural Creatures 4D, Supernatural Creatures: (Demons) 5D+2

Technical: 1D+2

Computers 2D+2

Will: 2D

Magic Resistance 3D+1

Special Abilities/Disadvantages: None

Story Hooks:

Persecution Complex – Roland knows his field, though old, is not widely accepted. He tries to avoid the humiliation of the spotlight.

Life Points: 26

Survival Points: 2

Move: 10

Equipment: Laptop Computer, IAR Model 1872 Derringer (2D+2),

Roland has always been fascinated by the darker aspects of religion, but when he got drunk with some college buddies and summoned up a demon in his dorm room accidentally one night he became obsessed. Roland began to study the old demonology texts, and took up corresponding with experts in demonology and religion. He has published a few articles in minor papers, and often consults on books and movies, but is careful to keep his name out of the public eye for fear of ridicule.

FBI AGENT

Name: Eric Wlodarski

Physique: 2D

Reflex: 2D

Dodge 3D+1, Firearms 4D+1

Canny: 2D

Find 4D, Surveillance 5D

Education: 2D

Bureaucracy: FBI 4D+2, Crime 3D+1, Law Enforcement 4D+2

Technical: 2D

Criminal Investigation 5D, Electronic Surveillance 5D+2

Will: 2D

Interrogation 4D+1, Mental Defense 3D

Special Abilities/Disadvantages: None

Story Hooks:

Seeking Evidence – Eric is always on the edge of something big, but he never manages to find evidence of the conspiracies and strange phenomena that plague him.

Life Points: 28

Survival Points: 3

Move: 10

Equipment: Colt M1991-A1 (5D), FBI badge, black 2-piece suit, Fort Centaur

Eric is the son of a former FBI agent who felt it only natural to follow in his father's line of work. Since joining the FBI though, he has rethought his decision several times. Eric's work on various cases has brought him close to several strange things, and he has found hints of government conspiracies at the highest level. He is in the dark on these matters though, and is trying to investigate them quietly.

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FORTEAN INVESTIGATOR

Name: Parker Wise

Physique: 1D+2

Reflex: 2D

Canny: 2D

Find 4D, Research 3D+1, Surveillance 3D, Writing 4D+2

Education: 2D+1

Esoteric Science 5D+2, Parapsychology 5D+1, Supernatural Creatures 4D

Technical: 2D

Computers 3D+2, Photography 3D, Sensors 3D+2

Will: 2D

Interrogation 3D+2, Sanity 3D+1

Special Abilities/Disadvantages: None

Story Hooks:

Fascination – Parker has a natural affinity for strange phenomena that drives him to investigate and report.

Life Points: 27

Survival Points: 3

Move: 10

Equipment: Notebook, Pen, Camera

Fortean phenomena is a reference to Charles Fort. In the early 20th century Fort became dissatisfied with scientific explanations for strange and unusual events, investigated these occurrences and presented his findings in a non-judgmental, though skeptical, format.

Parker Wise has always been fascinated by strange phenomena – UFOs, lake monsters, spontaneous human combustion, ghosts, faeries, et al – and in his voracious reading as a teen came across the work of Charles Fort. Fort's approach inspired him, and he took it to heart. At first he investigated these things in his spare time, but eventually he was able to investigate full time and write about his experiences for various magazines.

LAWYER

Name: Milo Vincenzo

Physique: 1D+2

Reflex: 2D

Canny: 2D

Diversion 3D+1, Research 4D

Education: 2D+1

Business 4D+1, Law 5D+2,

Technical: 1D+2

Computers 2D+1

Will: 2D+1

Acting 2D+2, Bargain 4D, Interrogation 4D+1, Intimidation 4D, Persuasion 4D

Special Abilities/Disadvantages: None

Story Hooks:

Total Lack of Morality – Milo is the quintessential ambulance-chaser.

Life Points: 25

Survival Points: 5

Move: 10

Equipment: Briefcase, Business Cards, 3-piece Suit, Luxury Car, Nighthunter .357 (4D+1)

Milo grew up in a wealthy household, the son of an attorney and a stenographer. He bullied the other children, pulled the wings off flies, and tied together the tails of neighborhood cats. His parents nurtured this potential and he eventually made it to a prominent law school.

Milo enjoys the misery of others, and has an uncommon level of greed. Towards this end he tends to specialize in injury and accident lawsuits. He has driven several small companies out of business with his no-holds-barred lawsuits, and has been investigated several times for fraud.

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NEWS REPORTER

Name: Grace Dickerson

Physique: 1D+2

Reflex: 2D

Running 3D

Canny: 2D+2

Find 3D+2, Research 4D+1, Streetwise 3D+1, Writing: Journalism 5D+2

Education: 2D

Crime 3D, Locale: Washington DC 4D

Technical: 1D+2

Communications Technology: TV Broadcasting 4D+2, Computers 2D+1

Will: 2D

Bargain 3D+1, Interrogation 5D, Persuasion 4D+1

Special Abilities/Disadvantages: None

Story Hooks:

Inquisitive – Grace is relentless in her pursuit of the back-story.

Life Points: 27

Survival Points: 3

Move: 10

Equipment: Micro-cassette recorder, pen, notebook, Make-up, Economy Sedan, Pepper Gas

Grace is the daughter of a noted newspaper correspondent who took her natural talents in the field to the television industry after graduating with a journalism degree. She is a popular reporter for her drive and knack in getting the story behind the news event. This investigative nature often puts her in difficult positions.

PAGAN

Name: Kaye Vandal

Physique: 2D

Reflex: 2D

Canny: 2D

Hide/Sneak 3D, Research 2D+2

Education: 2D+1

Esoteric Science: Kirlian Photography 3D+1, Magic: New Age 5D+1, Mythos Lore: Egyptian 3D+1

Technical: 1D+2

Computers 2D+2, Motor Vehicle Operations 2D+1

Will: 2D

Magic Resistance 3D, Meditation 4D

Special Abilities/Disadvantages: None

Story Hooks:

Flaky – Kaye is completely committed to the pagan flavor of the month.

Life Points: 23

Survival Points: 0

Move: 10

Equipment: Economy Car, New Age Book Collection, Crystal Collection, Fantasy Art Posters

Kaye is the product of a dysfunctional family and an overactive imagination. The divorce of her parents, and splitting apart of her siblings contributed to feelings of powerlessness and inadequacy. In her rebellious High School years she encountered books on various New Age religions and decided that by becoming a part of such an ancient tradition she would be more in touch with the soul of the universe.

The exact nature of these millennia-old traditions seems to elude her though. Despite the veracity of the authors of these various New Age works, many of these ancient traditions passed down faithfully through the ages seem to conflict and contradict each other. As a result Kaye, like many Pagans, is more confused than she will admit – and changes the specifics of her calling more often than she washes her hair.

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PATHOLOGIST

Name: Nora Nook

Physique: 2D

Lifting 2D+2

Reflex: 1D+2

Canny: 2D

Find 4D+1, Research: Medical Databases 4D+2

Education: 2D+1

Anthropology 3D, History 3D+1

Technical: 2D+1

Biology 4D, Chemistry: Biochemistry 4D+1, Criminal Investigation 4D+2, First Aid 5D, Medicine: Pathology 5D+1

Will: 1D+2

Sanity 5D+1

Special Abilities/Disadvantages: None

Story Hooks: None

Life Points: 27

Survival Points: 2

Move: 10

Equipment: Lab Coat, Doctor's Bag, Walther PPK (3D+1)

Nora has always had a certain fascination with life and death. From an early age she questioned what caused life to stop, and this drove her to a career in the field of pathology. Nora has seen any number of strange and unusual things cross her cold metal table. She deals with each in the same methodical manner that has made her a favorite of many homicide detectives. Most people regard her as dour and methodical, but Nora secretly enjoys a rich fantasy life and on slow nights in the morgue may be surprised dancing around in her socks.

POLICE DETECTIVE

Name: Dan Purcell

Physique: 2D

Climbing/Jumping 3D

Reflex: 2D

Dodge 3D+2, Firearms 5D, Running 3D, Unarmed Combat 4D+2, Unarmed Combat Parry 2D+2

Canny: 2D

Find 4D, Gambling 2D+2, Hide/Sneak 3D, Lock-picking 3D+2, Streetwise 4D, Surveillance 4D+2

Education: 2D

Crime 3D+2, Law 4D+1, Law Enforcement 5D, Locale 2D+2

Technical: 2D

Computers 4D+2, Criminal Investigation 5D+1, Electronic Surveillance 5D+1, First Aid 3D, Motor Vehicle Operations 4D+1, Security Technology 5D

Will: 2D

Interrogation 5D+1, Intimidation 5D+2, Sanity 4D+2

Special Abilities/Disadvantages: None

Story Hooks:

Peace Officer – Dan Purcell serves the public trust in the position of Homicide Detective.

Life Points: 28

Survival Points: 3

Move: 10

Equipment: Police Badge, Unmarked Police Sedan, Smith & Wesson .38 Special, Light Kevlar™ Vest

Dan Purcell is a 15 year veteran of police service. He has been shot at, maligned, vilified, and beaten. He goes back to work every day out of a strong sense of duty, and an intense need for justice. He does not tolerate lawlessness, vigilantism, or reckless endangerment of the public. Should he encounter such individuals he will go above and beyond to apprehend them and see that they stand trial.

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PRIVATE INVESTIGATOR

Name: Hank Veriopoulos

Physique: 2D+1

Reflex: 2D+1

Dodge 3D, Firearms 3D+1, Unarmed Combat 3D+2

Canny: 2D+1

Find 4D+2, Hide/Sneak 4D, Lock-picking 4D+2, Streetwise 5D+2, Surveillance 4D+2

Education: 1D+1

Crime 4D+2

Technical: 1D+2

Photography 2D+2

Will: 2D

Special Abilities/Disadvantages: None

Story Hooks:

Aggressive – Hank is easily provoked and tends to get into a lot of avoidable scuffles.

Life Points: 28

Survival Points: 0

Move: 10

Equipment: Trenchcoat, Hat, 35mm Camera, Camcorder, White Van, 6-pack of Beer, Colt M1991-A1 (5D), Ithaca Stakeout Shotgun (6D+1), \$500

Hank's life has largely been one of short rises and long falls. He started out with a promising military career, that was cut short when he struck an officer during a bar brawl. He managed to get into a good position on a small town police force, but again suffered for his short fuse. Hank figured that a private investigation business would allow him a way to use his skills without putting him into violent situations, but he has barely managed to stay out of prison so far.

PSYCHOLOGIST

Name: Dr. Theresa Bennet

Physique: 1D+2

Reflex: 1D+2

Canny: 2D

Research 5D, Writing 2D+2

Education: 2D+2

Bureaucracy 4D+1, Language: Latin 2D, Parapsychology 4D, Psychology 5D+1

Technical: 2D

First Aid 4D

Will: 2D

Interrogation 5D+1, Mental Defense 4D, Persuasion 4D+2, Sanity 3D+1

Special Abilities/Disadvantages: None

Story Hooks:

Ambitious – Dr. Price seeks out new and unusual patients all the time, attempting to perfect new methods of treatment and earn a place in the textbooks.

Life Points: 24

Survival Points: 0

Move: 10

Equipment: Laptop Computer, Micro-cassette Recorder, Dress Suit, Luxury Sedan, TASER Pistol

Theresa believes that reality is based on perception, and those unfortunate individuals labeled insane are simple those unable to perceive reality as it is. She does not believe in magic or monsters, but is surprisingly open to the possibility of psychic phenomena.

Whenever an unusual case turns up Dr. Bennet will attempt to meet it at the police station or hospital and take charge of the case. Despite any circumstantial evidence to the contrary, she will automatically work a case from the standpoint that the subject is a victim of skewed perceptions.

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RELIGIOUS ZEALOT

Name: Rev. Zechariah Cash

Physique: 1D+2

Reflex: 1D+2

Canny: 2D

Diversions 4D+2, Research: Bible 5D, Value 3D+2, Writing: Non-Fiction 4D

Education: 2D

Business 5D+1, History: Christianity 4D, Religious Doctrine 5D

Technical: 1D+1

Communications Technology 3D+2

Will: 2D+1

Acting 4D, Bargain 3D+2, Intimidation 4D+2, Persuasion 4D

Piety: 1D

Ceremony 4D, Sermon 5D

Special Abilities/Disadvantages: None

Story Hooks:

Religious Fervor – Rev. Cash truly believes in his crusade against the modern destruction of morality.

Life Points: 27

Survival Points: 1

Move: 10

Equipment: Gilded Bible, Large Gold Cross, White 3-Piece Suit, White Luxury Sedan, \$3000

Reverend Zechariah Cash was born and bred a Southern Baptist, destined to follow the footsteps of his father and grandfather to a life as a man of the cloth. Despite his fervor, though, he is composed more of channeled aggression than piety, thus his rites do not have the effect of a truly devout priest. His lack of divine abilities is unknown to him and his followers, and any short-comings that did become known would be attributed to the machinations of the infernal empire below.

Reverend Cash is popular enough to have a small television audience for his Sunday worship. He also appears semi-regularly on the nightly news as he vehemently declares what products and businesses his flock will boycott in protest of the breakdown of morality.

UFOLOGIST

Name: Gordon Thule

Physique: 1D+2

Reflex: 2D

Canny: 3D+1

Cryptography 3D+2, Research: Internet 5D

Education: 2D+1

Bureaucracy: Freedom of Information Act 4D+1, Esoteric Science: UFOlogy 6D+1, Parapsychology 4D

Technical: 2D

Computers 4D+1, Electronic Surveillance 2D+2

Will: 2D+2

Special Abilities/Disadvantages: None

Story Hooks:

Paranoia – Gordon knows that the government is out to get him for his public views on UFOs and has engaged in a subversive smear campaign that makes him difficult to take seriously in the media.

Life Points: 25

Survival Points: 1

Move: 5

Equipment: Laptop Computer, Electronic Bug Detector, IAR Model 1872 Derringer (2D+2), Stunner

Gordon Thule believes that he saw 10-15 separate UFOs between the age of 13 and 21. This led him into the realm of UFO studies ostentatiously called UFOlogy. Gordon regards himself as one of the experts in the field. He's written books and pamphlets on the subject, and appeared on talk shows.

Normally this moderate dose of fame would be enough to win him a large circle of friends and admirers. However, Gordon suffers from two important shortcomings. First, he is morbidly obese. Not simply fat, he is life-threateningly overweight. This might be overlooked, but any endearing traits he might possess are eclipsed by acute paranoia. Gordon believes that he is constantly followed, and that a secret government conspiracy is out to kill or control him. He is convinced that their control of the media is responsible for the less than impressive support he receives from the media and the mainstream scientific community.

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6.0 CULTS

"What a waste it is to lose one's mind. Or not to have a mind is being very wasteful. How true that is."

-Dan Quayle-

There are various conflicting meanings ascribed to the word "cult." It has been used to refer to:

- A system/community of religious worship and rituals.
- Obsessive devotion to a concept, person, or other item.
- Any group of persons sharing such obsessive devotion.
- A small religious group that is in conflict with locally accepted ideals.
- A small religious group, often recently established, that is not a variant of – or affiliated with – another established religion.
- A small religious group, usually with a single charismatic leader, that engages in brainwashing and mind control techniques.

Most religious organizations try to avoid using the term "cult" today, referring to them as a "religious group" of various types. The word "cult" though, being integral to horror fiction, will be used in its more common fictitious use here. For game purposes, cults in *Into The Shadows* are usually small, secret, religious organizations with affiliations to archaic or obscure pantheons and mythos. Cults don't have to be evil, though they may be categorized as dangerous or destructive. As described in the basic rules, ITS has no alignment system – characters, and cults, are judged on their actions alone. An example of a cult would be a group that worships Dagon, or the Egyptian pantheon.

SECTS

A sect is an offshoot of an established religion that holds true to the majority of that religion's beliefs – but has one or more disparate concepts that set them apart. An example of a sect would be one that holds largely true to Lutheran faith, but purports that Martin Luther came from Mars.

MIND CONTROL CULTS

These are cults which practice some form of brainwashing or mind control techniques on their members, and potential recruits. Often these organizations are formed simply for the personal gain of their leadership, with the members being forced to give all of their possessions to the cult and live in a cult commune, doing free manual labor for the good of the cult. These groups are usually local, Christian-based groups with a single, charismatic leader, and make high demands on their members.

Mind Control Cults follow a number of common methods for keeping their membership tightly controlled:

- Member's access to outside information and communication outside the cult are severely restricted.
- Behavior is controlled by humiliation, public confessions, and isolation. Members are forced to conform to some form of dress code, or ritualistic tattooing, scarring, piercing, or shaving.
- Thoughts and beliefs are controlled using restricted sleep, absence of leisure time, repetitious prayers and chants, paranoid propaganda, and unquestionable leadership.

Membership is not physically restrained from leaving, but there is strong peer pressure to remain. Members who leave are shunned, cut off from the group, and threatened with divine punishment or damnation.

DOOMSDAY CULTS

Cults that base their system of religious beliefs on an impending apocalypse are often referred to as 'Doomsday Cults.' These cults tend to practice mind control techniques on their membership, in one form or another, to preserve a devout following. They sometimes result in a ritualistic mass suicide of the membership at a predetermined time and place. Doomsday Cults share several common attributes:

- Beliefs based on an imminent apocalypse. They may believe that they are destined to play an important role in the final days, or are simply instructed to wait and they will be transported to a favored place in return for their loyalty.
- They are generally led by a single charismatic, usually male, leader who dominates and controls the membership on physical, emotional, and sometimes sexual, levels.

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- They are small or medium sized groups, often living together in communal style living. The group is often isolated from contact with the outside world.
- The beliefs are extremely paranoiac, they believe they are in danger and under constant scrutiny and persecution from the government and people outside the group.
- As a result of the group's beliefs and/or paranoia, they amass a large store of weaponry, prepare defensive structures, and may surround themselves with barbed wire and traps.
- These groups often follow Christian theology, with major disparages from common beliefs and accepted prophecies.

6.1 CULT DEcriptions

(CULT NAME)

Type: Whether the organization is a cult or sect, and a general description like 'Mind-Control Cult' or 'Doomsday Cult.'

Beliefs: A basic outline of the belief system that sets this cult apart.

Leadership: The groups form and number of leaders, possibly including names or ranks.

History: A brief outline of the cult's history, possibly including a timeline.

Size: A description of the groups membership, could be a specific number, or a general range like small (3-20), medium (21-100), large (100-1000), or huge (1001+).

AMMIT

Type: Vengeful Cult

Beliefs: The members believe in the existence of the entire pantheon of ancient Egyptian deities, but worship Anubis in particular. They do this by acting as his agents on Earth, protecting the dead and destroying the unworthy. Most members are versed in the use of magic.

Leadership: Ibn Al Hazred, an Egyptian rug merchant is the high priest of the cult

History: The cult was formed around 1910 by native Egyptians wishing to combat the desecration of sacred and historical sites in their country by outsiders. At the time, most were worshippers of the old gods and as the cult grew its religious associations became more important. The cult is responsible for at least some of the deaths associated with the Howard Carter expedition which uncovered the pharaoh Tutankhamen.

Size: Medium (roughly 100 world-wide)

Anubis, the jackal-headed Lord of the Dead to the ancient Egyptians serves as a guide of souls in the afterworld and the protector of tombs and cemeteries. He is the patron of the embalming and mummification processes, and is responsible for weighing the heart and soul of new arrivals to the underworld on special scales that indicate whether they are worthy of immortality. If so they are led before Osiris, Judge of the Dead. If not, they are summarily fed to the monster Ammit, a monster with the body of a lion, the head of a hippopotamus, and the jaws of a crocodile.

It is in Anubis' name that the cult called Ammit was formed, partly to worship the Lord of the Dead, and partly to act in his behalf – protecting the tombs and cemeteries of Egypt. Towards this end the group uses a combination of magic and terrorist tactics to have Egyptian artifacts returned to the tombs they were removed from, and to prevent exploitation of newly discovered tombs. The cult has recently perfected a process of creating animate mummies which they intend to use in their attacks.

Cult members encountered may be outfitted with the Uzi and black BDU's of a conventional terrorist, but the majority are adept at sorcery and dress themselves in the finery of Egyptian priests and arm themselves with ceremonial Egyptian swords (Kopesh: Medium, PHY+1D+2 damage) during convocations.

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ARMY OF LEVIATHAN

Type: Doomsday Cult

Beliefs: The group believes in that the great serpent Leviathan, mentioned in the Bible, will return at the end of creation to tear everything down so that it may begin again. Those that help Leviathan will find a favored place awaiting them

Leadership: High Priest of Leviathan, Reverend Levi Wilson

History: The Reverend Levi Wilson appeared from nowhere one day and began preaching his doomsday gospel to the homeless and oppressed. His stories of doom and destruction were picked up by the streets and they listened. He opened a mission, feeding and sheltering his followers while he told them how one day the end time would begin with the coming of Leviathan, many-headed serpent of the deep.

Police and religious organizations have tried to shut the missions down, but the ACLU has championed his cause to protect him from legal interference. His missions have been bombed, and other strange things have forced him to move occasionally from city to city, but he persists in rebuilding each time.

Size: medium (and growing)

Levi Wilson is a charismatic speaker, and obviously in tune with his chosen 'flock.' He is a tall, gaunt man with long, scraggly, gray hair held in place with an old headband, dirty, ripped up sweatpants and a tank top, wild green eyes, and a gap-toothed, crooked mouth. He starts in a town by finding where the homeless and forlorn frequent and begins preaching to them. After several days he tends to have an impressive following and opens the door to his mission. Once he has his people inside he brings them in deeper, and discusses how they can help the cause by recruiting others and being ready to fight when the time comes. He has opened two missions so far, one in Phoenix, Arizona, and one in El Paso, Texas. Both have been destroyed under mysterious circumstances with minimal loss of life. Mr. Wilson claims the US Government is responsible.

DARK YOUNG

Type: Mind Control Cult

Beliefs: The group believes in the power of the elder gods, specifically Dagon, and works to bring 'his message' to the youth. They believe that worship and sacrifice will bring them personal power.

Leadership: An inner council of members called the Dark Lords

History: What began as an experiment by a few college kids into the world of dark magic, has become a growing social trend on high school and college campuses. The original membership, now known as the Dark Lords, have brought their message of the power of the elder gods to the youth of America and Great Britain. Many kids join it under peer pressure, or as a fad, so their membership has grown enormously. The Dark Lords filter this mass influx to find out who has real potential, and work on them. As a result they have a number of extremely dedicated members, whose activities are masked by the less serious majority.

Size: large (several hundred)

This group has been compared to both the Hitler Youth and the Young Republicans, but because of the nature of the general membership they are taken no more seriously than a simple fraternity. They exert the insidious mind control technique of peer pressure to recruit and maintain their membership, but the general membership is only invited to take part in simple cosmetic rituals designed to help control the thoughts and behavior of the group as a whole. Many of the groups members are easily recognizable, as they are also avid participants in the 'Goth' and 'Pagan' subcultures, and the groups preferred mode of dress includes black hat, black overcoat, and sunglasses.

RIDERS OF THE APOCALYPSE

Type: Doomsday Biker Cult

Beliefs: The group believes that the coming apocalypse will cleanse the planet, making way for the elder gods. They believe that by speeding up, or triggering, the end of human civilization they will be in a favored position in the new order.

Leadership: Tony "Reaper" Crump

History: A biker gang whose leader became interested in the elder knowledge of the Chthonic gods and converted the rest. They have been involved in white slavery, smuggling, and occasionally help provide sacrifices for other cults to use in their rituals.

Size: 25±

This cult is an avid group of doomsday fanatics, not geared towards preventing or surviving the apocalypse – but in bringing it on as fast as possible. They act both independently, and sometimes as muscle for other groups. Many of the members are easily recognizable by collections of mystic symbols tattooed on their bodies, and a propensity for scarring, piercing, war paint, and the fact that they all ritualistically shave their heads.

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THUGEE CULT

Type: Nihilist Cult

Beliefs: This band believes in the Hindu goddess Kali, and worships her by sacrificing nonbelievers through ritualistic murder.

Leadership: Sarojini Khorana

History: The cult of Kali existed for an unknown time in the form of largely roaming bands who crisscrossed India. They were believed to have been wiped out by the British in the late 1800's. In reality the group went into hiding and has only recently resurfaced in any significant numbers.

Size: Medium

The worshippers of Kali have been performing ritual murders by stabbing or garroting nonbelievers since at least the 1600's. After the victims are dead, they are buried in graves dug with a ceremonial pick-axe - representative of a tooth of the terrible death goddess. After the cult suffered heavy losses in the late 1800's to British soldiers in India the cult moved deeper underground, performing their sacrifices only rarely and often outside India. In recent years the cult has moved its base of operations to America, and has attracted a large influx of worshippers by adding Tantric sex rites to the ritual killings. Several small convenience store chains act as camouflage, safe houses, and local headquarters for the cult members.

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7.0 CONSPIRACIES AND SECRET SOCIETIES

"It is a man's own mind, not his enemy or foe, that lures him to evil ways."

-Buddha-

To conspire is to plan together secretly, usually to perform an illegal act. A conspiracy then, is the collected conspirators and their plot. Since conspiracies are, by their nature, secretive, there is little historical documentation on them – but they have existed, undoubtedly, for thousands of years. This much can be accepted. What is not often so readily accepted, is the scope, breadth, and number of such groups.

Conspiracy theories, which seek to explain the causes of irrational or mysterious events, have in common a quality of dark paranoia. They all tend to point towards a vast, insidious, and preternaturally effective international network, or secret society, set to undermine and destroy a way of life. These theories are both accepted and denied from all social levels and walks of life.

Such organizations as included in these theories, have existed since the beginnings of civilization. They often begin life as fraternal organizations and may be elevated to near-mythic status. Several ancient societies are reputed to have survived through the years. Often this reputation is a direct result of the society's own literature and claims.

ANCIENT AND MYSTICAL ORDER ROSAE CRUCIS / ROSICRUCIANS

This is nothing more than a mail-order scam that was started in 1915 by H. Spencer Lewis. The group sells secrets of the ancient Egyptians by mail, and dress their work with secret ceremonies and passwords.

BILDERBERGS

In May 1954 the first meeting of the American and European elite took place in the Hotel de Bilderberg. They met to discuss (decide) the fate of the world. The meeting has taken place once or twice yearly since then, each time in a different place and different time, but retaining the name Bilderberg because of the first meeting site.

COUNCIL ON FOREIGN RELATIONS

The Council was formed in 1921, after the end of World War I. American participants of the Paris Peace Conference decided that the international responsibilities and obligations of the United States were increasing, and more private American citizens should become familiar with them. The organization is dedicated to the continuous study of U.S. foreign policy for the benefit of its members as well as other interested Americans. The Council has effectively dominated US foreign policy since before World War II, and includes a host of influential people.

While the CFR itself is actually a public organization, and lists of its membership are available to the public, the group's meetings are highly secretive with a policy of 'non-attribution' being a key requirement for membership. This means that nothing said by members in the meetings will be disclosed or made public in any way, or characterized to the individual who made the statements.

ILLUMINATI OF BARVARIA

Started by Adam Weishaupt in Bavaria in 1776 as the 'Order of Perfectibilists.' It was mistakenly linked to Freemasonry, and suppressed in 1784. It had completely disappeared by 1800, but has enjoyed a renewed fame in the past several years with the fictional 'Illuminatus' series by Robert Anton Wilson and Robert Shea. These books are highly recommended for anyone wanting to use conspiracies in a gaming environment.

MJ-12 / MAJESTIC

A secret group representing the US government in deals with extraterrestrials. They are believed to have negotiated with aliens around 1970 for the use of alien technology, in return for which they would ignore the abduction of humans by aliens. Things may have gone wrong for them, as there seems to be evidence that the aliens are not abducting humans for peaceful scientific purposes.

ORDER OF FREE AND ACCEPTED MASONS

One of the oldest known fraternal organizations, and also the largest – with a worldwide membership over 6 million. Modern Freemasonry began in 1717 when the Grand Lodge of England was founded, though Masons trace the organization back to medieval stone mason associations. Though often attributed with vast influence the organization is intended to promote brotherhood and morality, through the use of elaborate secret rituals.

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ORDER OF THE KNIGHTS TEMPLAR

The Order was founded in 1118 to provide security to kings and pilgrims en route to the Holy Lands, recently captured in the Crusades. Though the brotherhood of knights was sworn to poverty, the Order became extremely wealthy. In 1187 Jerusalem fell to the Saracens, and in 1291 the last fortress of the Crusaders fell – forcing the Order to relocate to Cyprus.

In 1307, King Philip of France had the Templars arrested and the Order's possessions confiscated. They were put on trial on accusations of blasphemy, heresy, and illicit behavior. Under pain of torture many of the Order's members admitted to the charges, and in 1314 the Order was found guilty by a papal court and it was dispelled. Two of the Order's members were burned at the stake. Its possessions were reclaimed by the church, but much of the Order's treasure was never accounted for and has been the source of a great deal of speculation to this day.

SKULL & BONES

Known as 'The Order' to its members, it was once known as 'The Brotherhood of Death' – or possibly Chapter 322 of a German secret society. It was founded in the US in 1833 at Yale university, and is apparently still restricted to Yale today. It is a Senior society, a practice peculiar to Yale, that recruits 15 members annually in their Junior year. The order is extremely powerful, though no more than 100-200 of the 500-600 living members are believed to be active at any time. Among the members who have benefited significantly from membership are George Bush, the Rockefellers, and William Taft.

7.1 SECRET SOCIETY DESCRIPTIONS

GMs can create their own secret societies, following the real and theoretical organizations above or based on their own ideas. Though similar to cults in some respects, most secret societies have little or no religious associations.

(SOCIETY NAME)

Type: Whether the society is public or secret, and a general description like 'Secret Intelligence Junta' or 'Secret Cabal.'

Agenda: A basic outline of the society's goals.

Leadership: The groups form and number of leaders, possibly including names or ranks.

History: A brief outline of the society's history, possibly including a timeline.

Size: A description of the group's membership. It could be a specific number, or a general range like small (3-20), medium (21-100), large (100-1000), or huge (1001+).

BROTHERHOOD OF THE DRAGON

Type: Mystic Cabal

Agenda: Enhancement of the personal power of the membership through covert cooperation.

Leadership: Lu Sin, Chinese Arts/Antiquities Dealer.

History: The Brotherhood arose several thousand years ago from a variety of scattered groups of mystics throughout China, Mongolia, Tibet, and Japan. The membership was not satisfied with the lives of mystics, and sought to expand their power-base by secretly cooperating to influence the development of their respective countries.

Size: Medium (75-100)

The various members of the Brotherhood vary greatly in their mystic beliefs, background, power, and prowess. They are joined only by a mutual desire for fellowship and power and knowledge of the various mystic arts.

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VEIL – VECTOR INTELLIGENCE

Type: Secret Intelligence Junta

Agenda: Control of the US through subterfuge, advanced technology, and obfuscation.

Leadership: J. Edgar Hoover, former director of the FBI who faked his death in 1972.

History: Hoover became the director of the Bureau of Investigation in 1924, and during the course of investigations into political corruption he came across a small cabal of Senate and House members, backed by big business, who were attempting to secretly influence the government and the people. Instead of exposing them he assimilated the group secretly into his organization and changed its scope. Instead of guiding the country towards his own ends he took on the task of building a vast utopia. His first experiments resulted in the Stock Market crash of 1929. Over the years, the organization slowly grew and adapted. Agents were recruited from all branches of government and in the private sector.

In July 1947, VEIL agents learned of the existence of extraterrestrial life. Since then they have engaged in a vast campaign of collection, coercion, and misinformation. They have recovered 5 alien space craft and 13 EBEs, all dead. A great deal has been learned from private research, as well as reverse-engineering on alien craft and equipment. Within a few years VEIL hopes to have in place a series of defensive satellites capable of detecting and destroying all incoming extraterrestrial craft, isolating the Earth from outside influence.

Size: Large (200+) from most federal law enforcement and intelligence agencies.

VEIL agents dress in black and are equipped with extremely well-outfitted vehicles, including whisper-quiet helicopters. They are mostly recruited from US intelligence agencies, but many come from the private sector and other forms of service.

They are most commonly involved with the intervention in possible alien activity, and the spreading of false or misleading information to cover their tracks. They believe that they are protecting the Earth from alien influence, and are not above harming or killing innocent humans when necessary to do so.

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8.0 POISON

"Death and taxes are both certain...but death isn't annual."

-Anonymous-

8.1 NEW TECHNICAL SKILL

Poisoning (A) – *Specialties*: One type of poison or one species of victim

Minimum Time Required: minutes to days

Advanced Skill - requires Biology of at least 4D and Chemistry of at least 3D. This skill covers all of the basic abilities associated with acquiring, preparing, and administering poisons to both humans and animals. The basic abilities that are included in their skills are detailed below:

1. **Identifying Poisons:** This includes telling the difference between various forms of poisonous and non-poisonous fungi, plants, animals, minerals, etc..
2. **Collecting Poisons:** This includes safe collection techniques to maximize the quantity, usability, and quality of a substance while minimizing the danger to the user. Failing a collection roll could mean that the character is poisoned.
3. **Preparing Poisons:** This includes preparing the various forms in which poisons may be administered. This includes milking venomous animals, mixing oils, grinding powders, drying plants and fungi, and every other way of getting a poison ready for use. This also includes synthesizing new poisons from the proper chemicals.
4. **Calculating Dosages:** This includes a knowledge of a variety of animal metabolisms, and their resistance and vulnerabilities to various substances. A substance may kill a human with a 100mg dose, but may be considered no more than a food seasoning to an elephant.
5. **Administering Poisons:** This includes basic tactics for poisoning food, drinks, eating utensils, poison weapons and darts, etc.. Successful use of this ability often requires a modicum of creativity. Using poisoned weapons also requires skill with that particular weapon. Poisons can be ingested (eaten or drunk), injected (with a needle or weapon), inhaled (as a gas or steam), or absorbed (on contact with skin).

Different poisons available for the poisoner's use include fungi, plants (seeds, flowers, fruit), animal (venom, blood, excretions, saliva, skin, meat), minerals, and synthetically produced. The poisoner has a number of ways to procure poisons - harvesting or manufacturing it themselves or relying on black market and over-the-counter sources - to fill specific requirements. Keep in mind that almost every substance is toxic, but lethal dosages vary heavily between species.

A skill roll should be made whenever the GM feels appropriate based on the type of action being performed. It should be rolled when poisoning a blade, but not necessarily when the blade is used in combat. Skill rolls should be made for determining poisons and dosages to be used, and when poisoning food and drinks, as well as when performing any of the actions listed above (identifying, collecting, preparing, etc.). Poison can be detected by a Medicine skill roll, Chemistry, Biology, or by specialized skills like Food Tasting.

Identifying:

+10	Unique appearance
+5	Unusual looking
-5	Looks similar to non-poisonous plant, animal, etc.
-10	Looks identical to non-poisonous plant, animal, etc.

Collecting:

(+5 to +15)	Protection (gloves, armor, etc.)
(-5 to -15)	Hazardous (fangs, thorns, etc.)

Preparing:

(+5 to +15)	Protection (gloves, armor, etc.)
(-5 to -15)	Hazardous (fangs, thorns, etc.)

Calculating Dosage:

-10	Unusual/Alien species
-5	Unfamiliar species
+5	Familiar species
+10	Same species as character

Administering Dosage:

+5	Obvious poisoning
-5	Hard to detect poisoning
-10	Difficult to detect poisoning
-15	Virtually undetectable poisoning

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8.2 POISON EFFECTS

The effects of poisons range from diarrhea and discomfort, to vomiting, convulsions, delirium, and death. A poisoner will not always be concerned with killing a victim, they may simply want to induce symptoms that would occupy or disable the victim at a key time.

Corrosives:

Strong acids and alkalis that cause direct tissue damage are classified as corrosives. They can be used internally, on the stomach and intestines, or externally, on the skin. These poisons are designated a damage value like a normal weapon, but internal damage is handled differently. The first round damage is the D value specified, the second round it is that value -1D, the third -2D, etc. For example, lursinia is a powerful alkali that does 5D internally the first round, 4D the second, 3D the third, 2D the fourth, and 1D the fifth. GMs can modify base damage for dosage, and the species being used against.

Irritants:

Irritants act on the mucous membranes, causing inflammation often accompanied by pain and vomiting. Dilute corrosive poisons have a similar effect. Damage is sometimes limited to stun only and figured the same way that damage for corrosives are, with the modification that recovery times - such as recovering from being stunned or wounded - should be doubled. There may be additional effects such as vomiting and diarrhea at the GM's discretion.

Irritants also include *cumulative poisons* that can build up gradually without obvious harm until a potent, often lethal dosage is reached. Damage for cumulative poisons is related to how each dosage affects a specific individual. At minimum lethal dosage the character must make a Moderate STR roll. As dosage increases they will make another roll at Difficult level, then Very Difficult, and later at Heroic level, if they do not stop the intake of poison. If they make the roll by 10 or more there is no noticeable effect. If they make the roll by 5-9 points they will be nauseous and pale, and suffer a -1D to their STR until they recover. If they make the roll by 1-4 they will be -2D STR and extremely ill, most likely bed ridden. If a character's STR is reduced to 0, they will be rendered comatose. A failed STR roll means death.

Narcotics:

Narcotic poisons work directly on the nervous systems, internal organs, respiratory and circulatory systems. These poisons cause convulsions, delirium, coma, and death. Damage is figured the same way that it is figured for cumulative poisons, above, but effects are much quicker since the poison doesn't build up over time - it must be administered in near lethal or greater dosages.

Asphyxiates:

Asphyxiates restrict the body's ability to absorb life-giving gasses. This type of poison is usually found in the form of a gas, though poison gasses can also be corrosives or irritants. The easiest way to handle this type of poison is to make it a cumulative stun damage. The gas does 1D stun the first round, 2D the second, etc. until the character is unconscious. *Once unconscious* the character will take normal damage starting at 1D the first round, 2D the second, until the character dies or is rescued from the gas.

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9.0 WEAPONS, ARMOR, & VEHICLES

"A well-regulated militia, being necessary to the security of a free State, the right of the people to keep and bear arms shall not be infringed."

-Second Amendment, U.S. Constitution-

9.1 WEAPONS

9.11 MELEE WEAPONS

MELEE WEAPONS QUICK REFERENCE TABLE				
Weapon:	Skill:	Difficulty:	Damage:	Cost:
Ax, Battle	Melee Weapons: Ax	E	PHY+2D	\$100
Ax, Pick	Melee Weapons: Ax	M	PHY+2D	\$80
Bagh Nakh	Melee Weapons: Bagh Nakh	VE	PHY+2	\$25
Blackjack/Cosh	Melee Weapons: Blackjack	E	PHY+1D+2*	\$7
Cleaver	Melee Weapons: Ax	E	PHY+1D+1	\$10
Flail	Melee Weapons: Flail	M	PHY+1D+2	\$180
Gaff	Melee Weapons: Gaff	E	PHY+1D+1	\$15
Garrote	Melee Weapons: Garrote	M	see description	\$5
Halberd	Melee Weapons: Polearms	M	PHY+1D+2	\$190
Knife, Kris	Melee Weapons: Knife	VE	PHY+1D	\$30
Knife, Kukri	Melee Weapons: Knife	VE	PHY+1D+2	\$30
Knife, Obsidian	Melee Weapons: Knife	VE	PHY+2	\$45
Lariat/Lasso	Melee Weapons: Lasso	M	see description	\$20
Phurba	Melee Weapons: Knife	VE	PHY+1D+1	\$40
Razor, Straight	Melee Weapons: Knife	VE	PHY+1D	\$10
Sai/Jitte	Melee Weapons: Sai	E	PHY+1D+1	\$40
Sickle	Melee Weapons: Sword	E	PHY+1D+1	\$25
Scythe	Melee Weapons: Scythe	D	PHY+2D+1	\$50
Sword, Arthame	Melee Weapons: Sword	E	PHY+1D+1	\$150+
Sword, Cutlass	Melee Weapons: Sword	M	PHY+1D+2	\$285
Sword, Katana	Melee Weapons: Sword	M	PHY+2D	\$250
Sword, Kopsh	Melee Weapons: Sword	M	PHY+1D+2	\$300
Sword, Ninjato	Melee Weapons: Sword	E	PHY+1D+2	\$200
Sword, No-Dachi	Melee Weapons: Sword	D	PHY+2D+1	\$400
Sword, Wakizashi	Melee Weapons: Sword	E	PHY+1D+2	\$200
Tactical Baton, Expandable	Melee Weapons: Club	E	PHY+1D+2	\$50
Tonfa	Melee Weapons: Club	E	PHY+1D+1	\$15
Whip, Cat o' Nine Tails	Melee Weapons: Whip	M	3D	\$30
Whip, Chain	Melee Weapons: Whip	M	3D+2	\$20

*When used on back of head/neck (stun-only)

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Ax, Battle: A heavy, two-handed ax with either one large blade, or two facing opposite.

Ax, Pick: A tool for breaking earth and rock with a long handle with a curved bar attached. One end of the bar is pointed, and the other is flattened into a chisel-like edge.

Bagh Nakh: Indian "Tiger Claws" composed of two rings which slip over the outermost fingers, connected by a piece of metal with four sharp claws attached so that they protrude from roughly the user's knuckles.

Blackjack/Cosh: A heavy, leather-covered bludgeon – either flexible or hard – used to knock an opponent unconscious with a blow to the back of the neck or head. Damage is stun-only when used properly. If used in any other way damage is only PHY+1.

Cleaver: A heavy, broad-bladed hatchet - often used by butchers.

Flail: Originally a European threshing device, composed of a long wooden handle with a shorter, free-swinging, stick or ball attached to one end.

Gaff: Large iron hook attached to a pole or handle, used for landing large fish.

Garrote: A cord or wire used to strangle victims. Used primarily by assassins, and the Thugee cult of India. A successful strike from behind means the user has the victim in a choke hold, use the suffocation rules under the swimming skill. The victim may make an opposed roll once per round to break free using their PHY against the user's Garrote skill.

Halberd: European pole-arm with an ax-like blade and spike mounted on one end of a pole over 2 meters long.

Knife, Kris: A Malayan dagger with a double-edged blade forged in a wavy, back and forth, pattern.

Knife, Kukri: Famous thick, angled knife used by the Gurkhas of Nepal. 17" long with a 12" blade, 1lb. 6 oz..

Knife, Obsidian: A small, primitive knife with a blade of chipped, razor-sharp obsidian.

Lariat/Lasso: A long rope or thong with an adjustable noose at one end, used primarily for roping horses and cattle. The rope causes no damage to the target, but can be used to bind, pull, or restrain. Add +10, or more, to the difficulty to restrain a target's limbs with the rope.

Phurba: Ornate, Tibetan spirit-dagger, over 8" long, 13 oz. with a 3-edged triangular blade.

Razor, Straight: A razor with a hinged blade that folds into the handle when not in use.

Sai/Jitte: Japanese weapons used to parry swords, consisting of an iron bar, sometimes sharpened to a blade, with a hooked guard attached on one side in the case of jitte - or both sides in the case of sai.

Scythe: Farm implement used for reaping and mowing that consists of a long, bent staff – often with two handles – with a long, curved, single-edged blade attached to one end.

Sickle: Originally a farm implement used for reaping grain. It consisted of a semi-circular blade attached to a short handle.

Sword, Arthame: A short sword, often ornate or enchanted, used as both a real and ceremonial weapon by some types of spellcasters. Also used to describe a sorcerer's consecrated knife.

Sword, Cutlass: A short, heavy sword with a curved, 20-25" single-edged blade. Once favored by pirates and other sailors.

Sword, Katana: An oriental long sword, over a meter long, with a slightly curved blade used for slashing.

Sword, Kopesh: Egyptian sword, roughly .6 meters long, with a wide, curved blade in the shape of a sickle or question-mark shape.

Sword, Ninjato: Oriental short sword used as one of the primary weapon of the Ninjas. It has a longer handle and more flexible blade than similar swords. The extra-wide guard allowed the sword to be used as a stepladder when sheathed, and the scabbard had a removable cap for use as a breathing tube or blowgun.

Sword, No-Dachi: Oriental two-handed sword, almost 2 meters long.

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Sword, Wakizashi: Oriental short sword, about .6 meters long, slightly curved, and used for slashing. Often paired with a katana by Samurai, in a set called a dai-sho. It was also the blade used for ritualistic suicide, called seppuku.

Tactical Baton, Expandable: This is a metal baton, spring-loaded to expand to up to 36". Used by police and military as a non-lethal or riot control weapon.

Tonfa: Originally a oriental farm implement used for threshing grain. It consists of a short wooden staff with a shorter handle attached at a right angle towards one end.

Whip, Cat o' Nine Tails: A whip consisting of nine knotted cords, usually leather, attached to a handle.

Whip, Chain: A length of coil or roller chain used as a short whip.

9.12 MISSILE WEAPONS

MISSILE WEAPONS QUICK REFERENCE TABLE				
Weapon:	Ranges:	Damage:	Rate of Fire:	Cost:
Arbalest, Heavy	100 / 200 / 375	6D*	1/minute	-
Catapult, Heavy	50 / 100 / 200	1D-6D*	1/minute	-
Grapple Gun	15 / 35 / 55	4D+2	-	\$1500
Hurlbat	4 / 8 / 15	PHY+2D	-	\$35
Javelin	20 / 50 / 100	PHY+1D+1	-	\$70
Knife, Spring-loaded	3 / 5 / 10	5D	-	\$25
Nail Gun	2 / 5 / 10	5D	-	\$350
* Tank scale				

Arbalest, Heavy

Medieval era launcher designed much like a giant crossbow that shot massive bolts.

Scale: Tank

Skill: Heavy Weapons: Arbalest

Ranges: 100/200/375

Damage: 6D

Rate of Fire: 1/minute (for a 3-man team)

Catapult, Heavy

Medieval era launcher designed to hurl a variety of missiles, such as stones, over fortress walls.

Scale: Tank

Skill: Heavy Weapons: Catapult

Ranges: 50/100/200

Damage: 1D-6D (depending on missile type)

Rate of Fire: 1/minute (average for a 3-man team – depends on missile type)

Grapple Gun

Spring-loaded launcher for extendible grapple-claw and 100', 1000 lb. test line.

Skill: Firearms: Grapple Gun

Ranges: 15/35/55

Damage: 4D+2 (if used as weapon)

Cost: \$1500

Hurlbat

European throwing ax with angled blade.

Skill: Throwing Weapons: Ax

Ranges: 4/8/15

Damage: PHY+2D

Cost: \$35

Javelin

A Greek throwing spear.

Skill: Throwing Weapons: Spear

Ranges: 20/50/100

Damage: PHY+1D+1

Cost: \$70

Knife, Spring-loaded

Spring-loaded 5"+ knife blade that can be launched from the handle.

Skill: Throwing Weapons: Spring-loaded Knife

Ranges: 3/5/10

Damage: 5D

Cost: \$25

Nail Gun

Tool designed to use small charges of gunpowder to drive nails.

Skill: Firearms: Nail Gun

Ranges: 2/5/10

Damage: 5D

Ammo: 100

Cost: \$350

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9.13 FIREARMS

FIREARMS QUICK REFERENCE TABLE				
Weapon:	Ranges:	Damage:	Ammo:	Auto:
Colt M1917 Revolver	10 / 25 / 50	3D+2	6	no
Webley Mark 6 Revolver	10 / 25 / 50	3D+2	6	no
Beretta Model 1934 Pistol	10 / 20 / 40	3D	7	yes
Luger 9mm Model 1908 Pistol	12 / 25 / 50	4D	8	yes
Mauser Model 1930 Pistol	12 / 20 / 40	4D	10	yes
Tokarev TT-33 Pistol	15 / 30 / 45	4D	8	yes
Browning Automatic Rifle M1918	100 / 200 / 350	7D	20	yes
Enfield M1917	100 / 200 / 400	7D	5	no
FN P90 Carbine	50 / 100 / 200	7D	50	yes
German 9mm MP28 SMG	40 / 90 / 180	4D	32	yes
Browning M1917 MG	100 / 200 / 400	4D*	250	yes
Mossberg M9200 A1	20 / 40 / 60	6D+2	4	yes

* Tank Scale

REVOLVERS

Colt 'New Service' M1917

A US Army service revolver brought back for World War 1. It was chambered for .45 ACP.

Model: .45 Colt 'New Service' M1917

Skill: Firearms: revolver

Ranges: 10/25/50

Damage: 3D+2

Ammo: 6

Webley Mark 6

A British revolver, made for police and military use. Available from 1915 the Mark 6 had a 6" barrel, all Webley pistols were .441 caliber.

Model: Webley & Scott Ltd. Pistol, Webley, Mark 6

Skill: Firearms: revolver

Ranges: 10/25/50

Damage: 3D+2

Ammo: 6

AUTO PISTOLS

Beretta Model 1934

Popular, if under-powered, Italian military pistol.

Model: 9mm Beretta Model 1934

Skill: Firearms: auto pistol

Ranges: 10/20/40

Damage: 3D

Ammo: 7

Auto: yes

Luger 9mm Model 1908

The most famous Luger model, produced until 1945 by various companies.

Model: Luger 9mm Parabellum Model 1908

Skill: Firearms: auto pistol

Ranges: 12/25/50

Damage: 4D

Ammo: 8

Auto: yes

Mauser Model 1930

An updated version of the original C/96 with a 10 shot magazine. Included a 3-position universal safety. Produced until 1937, supplied to Norway and China. Capable of being fitted with a shoulder stock.

Model: 7.63mm Mauser Model 1930

Skill: Firearms: auto pistol

Ranges: 12/20/40

Damage: 4D

Ammo: 10

Auto: yes

Tokarev TT-33

The Russian equivalent to the US M1911, still in production in Poland, China, and elsewhere.

Model: 7.62mm Tokarev TT-33

Skill: Firearms: auto pistol

Ranges: 15/30/45

Damage: 4D

Ammo: 8

Auto: yes

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RIFLES

Browning Automatic Rifle M1918

The BAR, Browning Automatic Rifle, was quickly designed and produced for use in WW1, it could be set to single-shot or full auto mode.

Model: US Automatic Rifle Cal .30, M1918

Skill: Firearms: rifle

Ranges: 100/200/350

Damage: 7D

Ammo: 20

Auto: yes

Enfield M1917

A near duplicate of the British .303 Pattern 1914 rifle, made in vast numbers to support the quickly expanding US Army in World War 1. The 5-shot magazine is internal.

Model: .30 M1917 (Enfield)

Skill: Firearms: rifle

Ranges: 100/200/400

Damage: 7D

Ammo: 5

Auto: no

SUB-MACHINE GUNS

FN P90

A popular carbine designed for use by SWAT teams.

Model: FN P90 5.7x28mm Carbine

Skill: Firearms: SMG

Ranges: 50/100/200

Damage: 7D

Ammo: 50

Auto: yes

German 9mm MP28

Updated version of the MP18 used in WW1, sold commercially to Belgium and South America.

Model: 9mm (Parabellum) MP28

Skill: Firearms: SMG

Ranges: 40/90/180

Damage: 4D

Ammo: 20, 32, or 50

Auto: yes

MACHINE GUNS

Browning M1917

Ground-based machine gun produced for the US starting in World War 1.

Model: Browning M1917

Scale: Tank

Skill: Firearms: Machine Gun

Ranges: 100/200/400

Damage: 4D

Ammo: 250 (fabric belt)

Auto: yes

SHOTGUNS

Mossberg 9200 A1

A.K.A. – the “Jungle gun.” A military gas-operated autoloader shotgun designed for use with anti-narcotic maneuvers in tropical terrain. It’s 39” long with an 18 ½” barrel, metal trigger housing, fully parkerized finish, and ambidextrous safety are standard.

Model: Ithaca Auto-Burglar Shotgun

Skill: Firearms: shotgun

Ranges: 20/40/60

Damage: 6D+2 (12 Gauge)

Ammo: 4

Auto: yes

Cost: \$ 627

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9.14 AMMUNITION

Certain types of ammunition may affect how much damage a weapon does, or how difficult it is to use. The Damage Bonus should be added to the weapon's base damage, and the To-Hit modifier applied to the character's skill roll, NOT the base difficulty. It is up to the GM to determine what rounds should be made available, for what firearms, and what the cost should be. It should be noted that many of these rounds would be highly illegal if the characters were caught using them.

Ammunition Type	Damage Bonus	To-Hit
AET	+1D	-2
Armor Piercing	+2	+1
Armor Piercing (Pointed)	+1D+1	+2
BPI-issue Silver Glaser	+2D	-
BPI-issue Stopper Glaser	+1D+2	+1
Depleted Uranium	+2D	+2
Dum-Dum	+1	-2
Explosive, High	+2D+2	-2
Explosive, Light	+2	-
Explosive, Standard	+1D	-1
Flat Point	+2	-2
Frangible, Glaser	+2D+1**	+1
Freak Load	See description	-2
Full Jacket	+1	+1
Hollow Point	+2	-2
Soft Point	+2	-1
Tracer	+1D *	+2
* Burn Rules Apply **1/2 damage to hard, non-living targets		

AET: An Accelerated-Energy-Transfer round designed to be lightweight, primarily copper or aluminum, thus stopping faster, transferring its kinetic energy quickly into the target. Produced for pistols only.

Armor Piercing: Full metal jacketed round with a Teflon cap for greater penetration.

Armor Piercing (Pointed): As armor piercing, but with a pointed cap for greater effect.

BPI-issue Silver Glaser: This is a custom round designed by the Bureau of Paranormal Investigation and based on Glaser designs. It incorporates silver pellets encapsulated within a thin metal jacket. The main limitations to the design are cost, and that if the round hits any angled cover, such as a window, door, etc. the round will be totally defeated. Designed for pistols only.

BPI-issue Stopper Glaser: Another custom round developed by the Bureau of Paranormal Investigation and based on Glaser designs. It incorporates a mix of silver and iron shot in an epoxy container, topped by a wooden pellet. This makes the round effective against vampires, werewolves, ghosts, and several other classes of Shadow. It is difficult to make, and expensive. In addition, since the round is designed to break up easily to cause maximum internal damage – it has very little penetration and if the round hits any angled cover, such as a window, door, etc. the round will be totally defeated. Designed for pistols only.

Depleted Uranium: An extremely dense round that does not deform to the degree most rounds do.

Dum-Dum: An outdated term for a standard cartridge with an "X" carved into the tip. This increases the bullet's tendency to expand and do internal damage, but reduces range and penetration.

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Explosive: Explosive rounds have a secondary charge in the round, designed to explode on contact with a target. The size of the charge determines the adjusted damage, but also makes the round unstable. A mishap with explosive rounds could result in the entire firearm exploding like a bomb.

Flat Point: Also known as a wadcutter, the round has a flattened nose developed to increase the wound channel. This keeps the wound from closing behind the bullet, inflicting greater damage and loss of blood. Available for handguns, SMGs and rifles.

Frangible, Glaser: Frangible rounds are designed to break up on impact. The Glaser has a number of 12 shot pellets encapsulated within a thin metal jacket. The main limitations to the Glaser are cost, and that if the round hits any angled cover, such as a window, door, etc. the round will be totally defeated. Designed for pistols only.

Freak Load: This is a generic term used to describe non-standard bullets made from wood, silver, ice, or any other unusual substance. These rounds are inherently unstable, leading to reduced range and accuracy. Adjustments to damage should be based on the individual round or substance, and may be reduced.

Full Jacket: A fully metal jacketed round designed for combat use.

Hollow Point: The tip is exposed and hollowed out into a small bowl, causing the bullet to rapidly expand on impact and create massive tissue damage. Available for pistols, rifles, and SMGs.

Soft Point: Has an exposed tip to increase expansion, like the hollow points, without sacrificing range.

Tracer: Has a cavity in the bullet which contains phosphorous, creating light and heat. The primary purpose is to create an easily visible line of fire for the gunner, which aids in targeting especially at night. The intense heat of the round can also start fires. Automatic weapons which use at least 1 tracer round in every burst of 5 or more rounds will get a +1 bonus to hit for the entire burst.

9.15 STUN WEAPONS

CN Teargas Grenade

Standard CN tear gas to temporarily blind victim. It irritates the upper respiratory passages and may cause skin irritation.

Model: Teargas Grenade

Skill: Grenade

Ranges: 5/15/30

Blast Radius: 10 m radius cloud that lasts 3 to 30 minutes depending on conditions

Damage: Blindness for 2D minutes, all visual skills -3D; then blurred vision for 1D minutes, vision skills at -1D; victim must make successful Difficult Will roll to act while blinded

CR Teargas Grenade

Standard CR tear gas formula to temporarily blind victim. It causes eye pain, discomfort, and excessive tearing.

Model: Teargas Grenade

Skill: Grenade

Ranges: 5/15/30

Blast Radius: 10 m radius cloud that lasts 3 to 30 minutes depending on conditions

Damage: Blindness for 7D minutes, all visual skills -3D; then blurred vision and light sensitivity for 2D minutes, vision skills at -1D; victim must make successful Difficult Will roll to act while blinded

CS Teargas Grenade

Standard CS tear gas formula to temporarily blind victim. It irritates the upper respiratory passages, and can be lethal in large doses.

Model: Teargas Grenade

Skill: Grenade

Ranges: 5/15/30

Blast Radius: 10 m radius cloud that lasts 3 to 30 minutes depending on conditions

Damage: Blindness for 3D+1 minutes, all visual skills -3D; then blurred vision for 1D minutes, vision skills at -1D; victim must make successful Difficult Will roll to act while blinded

Dart Pistol

A specialized pistol for launching tranquilizer darts. The dosage of tranquilizer varies based on the type of animal being sought, the damage listed below is intended for use with roughly man-sized targets.

Model: dart pistol

Skill: Firearms: dart pistol

Ranges: 10/20/40

Damage: 7D (Stun only)

Ammo: 1

Dart Rifle

A specialized rifle for launching tranquilizer darts. The dosage of tranquilizer varies. The damage listed below is intended for use with roughly man-sized subjects.

Model: .30 M1917 (Enfield)

Skill: Firearms: dart rifle

Ranges: 50/100/250

Damage: 7D (Stun only)

Ammo: 1

Flash-Bang Grenade

A disorientating non-lethal weapon that produces intense light and sound, accompanied by light smoke and a shower of sparks. Sound may reach 175 decibels, with light at 8-9 million candela, light smoke screen will last 1D rounds. These grenades are reusable, with a recharger or special modules.

Model: Teargas Grenade

Skill: Grenade

Ranges: 5/15/30

Blast Radius: 2 meters for sound, 6 meters for light

Damage: Targets within 2 meters lose hearing for 1D rounds, targets within 6 meters must make a Difficult Canny roll or suffer -2D on initiative and all skill rolls for 1D rounds.

Flash-Bang Pole

Steel pole, extendable to 13', with an internal lanyard for manually detonating Flash-Bangs and Teargas grenades. To move such grenades into position near or through vents or windows or around corners. Comes with mirror mount, spare clips, belt-mount support.

Model: Grenade Delivery System

Skill: Grenade

Difficulty: Easy

Damage: (see appropriate grenade)

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9.16 HEAVY WEAPONS

ABC-M9-7 Portable Flame Thrower

Standard issue US military flame-thrower that sprays a gasoline and oil mixture, or other proprietary flammable liquid.

Model: ABC-M9-7

Skill: Heavy Weapons: Flame-throwers

Ranges: 10/20/45

Damage: 8D (Burn Attack rules apply, see 7.7 in the main rulebook)

Ammo: 5 (15 liters of fuel)

M202A2 Portable Flame Weapon

A light, reusable, shoulder-fired weapon using a pre-loaded four cartridge clip in a four tube rocket-launcher. The incendiary rockets it uses produce a flame-thrower like effect.

Model: 66mm M202A2 Multi-Shot Portable Flame Weapon

Scale: Car

Skill: Heavy Weapons: Rocket Launcher

Ranges: 150/300/600

Blast Radius: 3/6/9/12

Damage: 11D/9D/6D/3D (Burn Attack rules apply, see 7.7 in the main rulebook)

Ammo: 4

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9.2 EQUIPMENT

9.21 GENERAL EQUIPMENT

Belt Pouch, hard leather	\$5	Lantern, Oil (20 hour)	\$30
Blank Book, Large Leather-bound	\$50+	Lantern, Propane (18 hours)	\$25
Blanket, Wool or Fleece	\$20	Lantern, Recharging Electric (9 hours)	\$40
Bolt Cutter, 14"	\$37	Lock-picking Tools	\$25
Boots, Hiking	\$40	Magazine, 5-18 round	\$15
Boots, Work (Steel-toed)	\$50	Magazine, 20-30 round	\$18
Camcorder, Palmcorder VHS-C	\$300+	Magazine, 50 round	\$40
Camera, Digital	\$300+	Magazine, 75 round drum	\$90
Camera, Polaroid™ (instant)	\$30+	Mannequin, Target with stand	\$135
Camp Stove, Solid Fuel	\$8	Matches (box of 50)	\$.25
Camp Stove, Gas	\$20-60+	Mess Kit	\$5
Canoe, (2-4 person)	\$100	Mirror, Signal	\$8
Canteen, 1/2 gallon	\$10	Mosquito Netting	\$30
Censer, Single Chain with Boat	\$225+	MRE (Meal-Ready-to-Eat)	\$3
Chemical Light Stick (12 hour)	\$3	Night Vision Scope, hand-held	\$200
Cleaner, Waterless hand	\$7	Notebook, All-Weather	\$5
Ciboria (for holding communal Host)	\$210+	Pads, Elbow	\$12
Cot, Folding	\$30+	Pads, Knee	\$18
Cross, Processional, with metal pole and base	\$895	Pads, Shin Guards	\$35
Crucifix, Sterling Silver	\$40+	Parachute (shell, main and reserve chutes)	\$2800+
Eye Protectors	\$2	Pen, impact resistant, writes upside down	\$10
Flashlight, aluminum, rechargeable	\$90	Planner, Calendar with concealed gun/magazine holder	\$90
Flashlight, Headband-mounted	\$40	Portable Light/Sound System (adds +5 Meditation)	\$175+
Flashlight, Weapon-mounted	\$70	Rosary	\$7+
Generator	\$250	Screwdriver Set	\$35
Gloves, Kevlar™ (+2D+1 for hands)	\$35	Shovel	\$10
Gloves, Latex (box of 25 pairs)	\$5	Sleeping Bag	\$40
Gloves, Welding	\$15	Speed-loader, for revolvers	\$10
Gloves, Work, leather	\$23	Stakes, Aluminum 9" Skewer	\$5
GPS, basic	\$189	Sunglasses, impact/scratch resistant	\$25
GPS, with electronic map	\$340	Thermal Underwear	\$20
Hacksaw	\$10	Travel Kit (Aspirin, basic shaving gear, toothpaste, etc.)	\$15
Hammer, Claw	\$15	Traveling Mass Kit (vestments, linens, cross, etc.)	\$355+
Handbag, concealed gun compartment	\$100	Trench Coat	\$80
Holster, Ankle	\$55+	Walking Stick w/concealed 6 oz. flask	\$40
Holster, Inside Trouser	\$12+	Whistle, Brass	\$3
Holster, Magazine Pouch	\$30+	Wire Saw	\$3+
Holster, Shoulder	\$50+	Wire-cutters	\$10
Holster, Waist	\$40+		
Holster, Waist (disguised as cell phone case)	\$60		
Holy Water Sprinkler, Brass	\$90		
Holy Water Sprinkler, 24k Gold Plated	\$225		
Insect Repellent (60 uses)	\$5		

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9.22 HISTORICAL ARMOR

Heavy Padding

Description: Armor composed of a single layer of thick felt, or two layers of quilted cloth with cotton stuffing between.

Modifiers: None

Protection: +1

Leather

Description: Thick, stiff animal hide and/or fur.

Modifiers: None

Protection: +1D

Studded Leather

Description: Metal studs attached to a leather backing.

Modifiers: None

Protection: +1D+1

Ring Mail

Description: Metal rings sewn onto a leather or quilted backing.

Modifiers: -1 Reflex

Protection: +1D+2

Bezainted, Coin, or Scale Mail

Description: Metal disks or scales sewn onto a leather or heavy cloth backing.

Modifiers: -1 Reflex

Protection: +1D+2

Chain Mail

Description: Metal fabric composed of small, interlocking metal rings.

Modifiers: -1 Reflex

Protection: +2D

Chain and Plate

Description: A mix of metal plates worn over chain mail fabric.

Modifiers: -2 Reflex

Protection: +3D

Plate Armor

Description: Full metal plates attached together by a series of straps, laces, buckles, or screws.

Modifiers: -1D Reflex

Protection: +3D+2

Shield, Buckler

Description: A small round shield, worn or carried on one arm.

Modifiers: None

Protection: +2 Melee Parry (Hide, Wood, or Wicker), +1D+1 (Metal)

Shield, Standard

Description: A medium-sized round, oval, or rectangular shield about the size of the user's torso.

Modifiers: -2 Reflex

Protection: +1D+1 Melee Parry (Hide, Wood, or Wicker), +2D (Metal)

Shield, Kite

Description: A large oval or kite-shaped shield designed to cover most of the area between knees and shoulders.

Modifiers: -1D Reflex

Protection: +2D Melee parry (Hide, Wood, or Wicker), +2D+2 (Metal)

Helm

Description: Metal helmet with no face cover.

Modifiers: -1 Canny

Protection: +2

Great Helm

Description: Metal helmet with face shield.

Modifiers: -1D Canny

Protection: +1D

9.3 VEHICLES

9.31 HISTORICAL VEHICLES

1930-1940 SALOON

Type: 2-Door or 4-Door Saloon

Scale: Car

Length: 13' 6" **Width:** 5' 3"

Skill: Motor Vehicle Operations

Drivers: 1

Passengers: 3

Cover: Full

Maneuverability: 1D+2

Move: 45 ; 78 MPH / 125 KPH

Body Strength: 2D+2

1930-1940 SALOON, LUXURY

Type: 4-Door Luxury Saloon/Limousine

Scale: Car

Length: 18' 7" **Height:** 6'10" **Width:** 6' 4"

Skill: Motor Vehicle Operations

Drivers: 1

Passengers: 4

Cover: Full

Maneuverability: 1D+1

Move: 45 ; 82 MPH / 131 KPH

Body Strength: 3D+1

9.32 HELICOPTERS

BLACK HAWK

Vehicle: Sikorsky UH-60A Black Hawk

Type: Assault Helicopter

Scale: Car

Length: 12.6m(16.39m rotor diameter) **Height:** 5.13m

Weight: 4,820 kg

Range: 373 mi / 600 km

Skill: Pilot: Helicopter

Drivers: 3 (1 at +5 difficulty)

Passengers: 11

Cargo: 5,000 kg

Cover: Full

Maneuverability: 2D

Move: 105; 184 mph / 296 kmh

Body Strength: 3D+2

Weapons:

M60 LMG

Scale: Tank

Fire Arc: Right, Left (1 mount in doorway on each side of cabin)

Crew: 1 (Gunner, or Pilot at -5)

Skill: Heavy Weapons

Fire Control: 2D

Range: 100 / 1000 / 3000 m

Damage: 3D

The UH-60 began production for the US Army in 1976. The windscreens and rotors are electrically de-iced – and it's outfitted with comprehensive nav-aids, communications, and radar warning. The Special Operations MK-60K, which appeared in 1992, included night-flying systems and in-flight refueling probes as well. Up to 3,600 kg of cargo can be carried in an external sling.

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CHINOOK

Vehicle: Boeing Vertol CH-47D Chinook

Type: Medium Transport Helicopter

Scale: Car

Length: 15.54m(30.2m including rotors) (18.29m rotor diameter) **Height:** 5.67m **Width:** 2.29m

Weight: 9,350 kg

Range: 115 mi / 185 km (23 mi / 37 km)

Skill: Pilot: Helicopter

Drivers: 3 (1 at +5 difficulty)

Passengers: 33-55 normally, up to 150 in emergency

Cargo: 5,500 kg (11,000 kg)

Cover: Full

Maneuverability: 1D+2

Move: 105; 184 mph / 304 kmh (80; 142 mph / 229 kmh)

Altitude Range: 4,570 m (2,440 m)

Body Strength: 4D

The Chinook was first created back in the late 1950's to provide the US ARMY with an all-weather cargo helicopter suited to the most adverse conditions. A recent variant, the MH-47E, for Special Operations includes night-flying systems and in-flight refueling probes as well. The Chinook has three suspended cargo hooks for carrying cargo underneath the cabin.

9.33 RECONNAISSANCE VEHICLES

M93 FOX

Vehicle: M93 Fox Nuclear, Biological, and Chemical Reconnaissance System

Type: NBC Reconnaissance Vehicle

Scale: Tank

Length: 7.74m **Height:** 2.3m **Width:** 2.9m

Weight: 17,000 kg

Range: 497 mi / 800 km

Skill: Motor Vehicle Operation: M93 Fox

Drivers: 3 (1 at +5 difficulty)

Passengers: 0 normally, up to 5 in emergency

Cargo: 3,000 kg

Cover: Full

Maneuverability: 1D+2

Move: 60; 65 mph / 165 kph

Body Strength: 2D

The M93 Fox is designed to protect its crew from NBC contamination, enable them to detect and mark areas of such contamination, and collect soil, air, water, and vegetation samples for later analysis. The vehicle uses warning flags to mark contaminated areas, scoops and air locks to retrieve samples, and even has a rubber arm glove so crew can carry out more complicated sampling.

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9.34 MISCELLANEOUS

POWERED PARACHUTE

Vehicle: Personal Powered Parachute Aircraft

Type: Flight Device

Scale: Character

Length: 2 meters **Width:** 3-4 meters

Skill: Pilot: Rocket Pack

Drivers: 1

Passengers: 0

Cargo: 350

Cover: ¾ from the rear

Cost: \$10,000

Maneuverability: 4D

Move: 17 Flying ; 30 mph / 48 kph

Body Strength: 2D

Altitude Range: 10,500 ft.

An easy to use aircraft that relies on a parachute instead of a fixed wing. No pilot's license is necessary for 1-seat models, and training takes only 2-4 hours. Since the wing is formed by the parachute is nearly impossible to roll, loop, or stall – and in the event of engine failure the parachute provides a slow descent while still maintaining limited steering. Should the chute fail, or become damaged, however, the craft will immediately plummet.

ROCKET PACK

Vehicle: Rocket-Powered Personal Flight Device

Type: Flight Device

Scale: Character

Length: 3'+

Skill: Pilot: Rocket Pack

Drivers: 1

Passengers: 1 (held)

Cover: ½ from the rear

Maneuverability: (-1D to 1D)

Move: 85 ; 150 MPH / 240 KPH

Body Strength: 4D

A standard rocket-pack should be difficult to obtain, control, and maintain, for anyone but the most accomplished pilot and mechanic. Several prototypes are thought to have been created by various world powers and commercial enterprises, with limited success.

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10.0 HIGH TECHNOLOGY

“When you see something that is technically sweet, you go ahead and do it and you argue about what to do about it only after you have had your technical success. That is the way it was with the atomic bomb.”

-J. Robert Oppenheimer-

10.1 AUTOMATION

Robots, androids, cyborgs, and such have been common to horror and science fiction stories for the past century. Here are presented sample game stats and brief discussions on many of these concepts. An adventure, series of adventures, a campaign, or even an entire game system could easily be devoted to most of these topics. While the level of detail provided here is certainly less than definitive, it should provide a seed or a starting point to game masters looking to incorporate them into their adventures.

Androids - Exact definitions vary for androids, but the Greek translation is essentially "man-like." In most science fiction the term is used to define a mobile robot built to mimic, or at least resemble, a human being. The category is pretty wide, and may be used to describe a graceless automaton like "Robbie the Robot" from the classic film *Forbidden Planet*, the disturbingly bio-mechanical female design from Fritz Lang's early silent film *Metropolis*, or the cunningly realistic simulations from the film *Westworld*.

DOPPELGANGER

Type: Android

Physique: 5D+2

Stamina 7D

Reflex: 3D+2

Dodge 4D+1, Running 4D+2

Canny: 2D+2

Disguise: (Specific Person) 5D+1, Evidence Disposal 4D+2, Find 3D+2

Education: 2D

Technical: 2D

Will: 3D

Acting: (Specific Person) 6D+1, Intimidation 4D, Sanity 5D

Special Abilities/Disadvantages:

Android - As a mechanical entity, doppelgangers do not require sleep, air, food, or water. They also cannot heal themselves and must be repaired to regain Life Points. The androids are insulated to protect against discovery by metal detectors, and cursory doctor's exams.

Story Hooks:

Replacement – Doppelgangers are android duplicates of living beings, designed to replace them for purposes known only to their creators.

Life Points: 40

Survival Points: 0-3 normally

Move: 12

Size: 1.5-2.1 meters tall

Doppelgangers are android duplicates designed to mimic and replace specific living beings, without the knowledge of that beings friends, family, or coworkers. Their exact origin and larger purpose remains mysterious. So far three such android doubles have been discovered accidentally so far. One, a university professor, was discovered in the aftermath of a car accident. The second, a high-ranking politician was discovered only when shot by a mysterious lone gunman while travelling in a motorcade. The third, a senior partner in a high-profile legal firm, was struck by lightning on a golf course.

Each android is programmed with intimate and general knowledge specific to the individual in question, otherwise mirroring the stats listed above. Who created the exquisitely detailed machines, how and when the originals are replaced, and the purpose behind each replacement remain completely unknown. It's possible, though unproven, that the androids are of extraterrestrial origin.

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Artificial Intelligence - The ability of a machine to perform those functions generally attributed to require intelligence, the ability to acquire and apply knowledge – utilizing thought and reason. The most likely type of machine to fit such a definition is a powerful computer, such as might be used to control a robotic body. Machines with artificial intelligence should be assigned both Canny and Education attributes.

Cyborgs - A cybernetic organism - or 'cyborg' for short - is one composed of both cybernetic, or artificial, and organic parts. Player characters may be cyborgs, or have replacement cybernetic parts – but any special abilities gained from these enhancements should be purchased in the same way special abilities are purchased in the main rules, as well as in the chapter on Player Character Monsters.

Malicious Logic - Malicious logic is the term used to describe computer code designed with solely malicious, though not necessarily harmful, intent. Three of the most recognized types are detailed below. Malicious logic may be used in conjunction with the other ideas listed in this section to provide an interesting twist. For example, and artificial intelligence that replicates itself like a virus - supplanting the original system with its own files. A virtual reality program with a Trojan Horse logic bomb that affects the minds of its users. Even an android that interfaces with computers directly to spread a terrorist-manufactured virus.

1. **Logic Bomb** - An element of a virus or Trojan Horse that is executed according to specific criteria, such as date or time. It may harmlessly flash messages on the screen, destroy files, or potentially damage hardware.
2. **Trojan Horse** - A Trojan Horse is an unauthorized software segment placed in a trusted program, such as a word processor, accounting software, or other commonly used program. It may appear relatively harmless at first, popping up annoying messages and animations, but may progress to damaging system elements.
3. **Virus** - Unauthorized software segments that copy themselves into other executable programs, they move from computer to computer attached to files either on floppy disks, or through file transfers. As with logic bombs they may be relatively harmless, or they may severely damage a system.

Robots - From the Czech *robota*, meaning work, a robot is an automated machine that simulates and/or replaces human labor. Many robots are decidedly simple and designed to do tedious, repetitive tasks. However, the technology has progressed over time so that there are now robots guided by programs on the verge of artificial intelligence - capable of programming themselves, decision making, and carrying out complex tasks. Their use is increasingly prevalent in situations determined too dangerous for humans, such as handling radioactive materials and long term space exploration. Unlike androids, most robots are designed to suit a specific task, rather than to directly simulate the human form.

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FRONDEUR

Type: Robot

Physique: 6D

Stamina 7D

Reflex: 3D+2

Firearms: AP Guns 5D+1, Heavy Weapons: Sling Missile System 6D

Canny: 3D+2

Find: Programmed Enemy Targets 4D, Guerilla Warfare 4D, Tracking 4D

Will: 1D+1

Special Abilities/Disadvantages:

Anti-Personnel Guns - (one mounted machinegun on either side) range: 100/200/400, 4D damage, 500 rounds each, scale: Character.

Armor - PHY+3D

Missile Launcher - Holds 6 missiles, range: 100/450/900, blast radius: 1/2/3/4, damage: 10D/8D/4D/1D, scale: Tank

Robot - As a mechanical entity, Frondeurs do not require sleep, air, food, or water. However, they also cannot heal themselves and must be repaired to regain Life Points.

Sensory Package - Frondeurs have complete infrared and motion sensor packages that allow them to see in the dark and through smoke - they also receive a +2D to use Canny or weapon firing skills against a target moving at least 15 meters per round.

Story Hooks:

Combatant – Frondeurs are designed and programmed for use in real-world battlefield situations, and once active and difficult to control.

Life Points: 40

Survival Points: 0-3 normally

Move: 12

Size: 2.2 meters tall, 1.5 meter wide, 2 meters long

Scale: Car

The Frondeur, or Slinger, robotic light missile platform was designed in the late 1990's by a French defense contractor for use in prolonged battlefield situations. The idea is to program the Frondeur to recognize enemy targets on sight, and then turn them loose in a proposed region. Whenever the Frondeur encounters enemy forces they will engage using hit-and-run guerilla tactics. Only prototypes have been developed to date.

One shipment, consisting of three prototypes was hijacked recently and is believed to be in the hands of extremists known as the Supernatural Liberation Organization. The group believes in giving land back to the gnomes and faeries, and is willing to kill people to do it.

Virtual Reality - An artificial environment which is experienced through sensory stimuli, normally sights and sounds, provided by a computer interface. There is direct interaction between the user and the virtual environment, the purpose of which could be simple entertainment - as with a game - or the environment could be a working interface designed to allow the user a faster or more intuitive method of interacting with a computerized system. The environment projected could be a simple array of three dimensional polygons, or may be so detailed as to be almost indistinguishable from reality. This type of interface has been highly popularized by a category of science fiction known as 'cyberpunk.'

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10.2 SPECIAL WEAPONS

Included below are statistics for a variety of high technology weapons, generally considered to be outside our current level of technology, as well of brief explanations of the technology involved in each. They may be useful for alien or futuristic weaponry.

ENERGY WEAPONS QUICK REFERENCE TABLE				
Weapon:	Ranges:	Damage:	Ammo:	Auto:
Acoustic Fixed Dish	100 / 200 / 300	2-13D#	-	no
Acoustic Rifle	15 / 35 / 75	7D***	20	no
Calmative Spray Gun	2 / 5 / 10	7D***	20	yes
Gas Pistol	2 / 3 / 6	**	5	no
Gas Sprayer	2 / 5 / 10	**	20	no
Laser Pistol	10 / 25 / 50	6D+2	20	yes
Laser Rifle	200 / 400 / 800	8D	20	yes
Particle Beam Launcher	50 / 100 / 150	10D+2*	5	no
RG Pistol	15 / 35 / 75	6D+1	20	yes
RG Rifle	100 / 250 / 500	8D	50	yes
Sticky Foam Sprayer	2 / 5 / 10	&	5	no
* Tank Scale **based on the type of gas ***Stun-Only #Stun or Normal &see description				

Acoustic - These weapons use high power, very low frequency waves emitted from special antenna dishes to create 'sonic bullets.' Results can range from discomfort to blunt trauma or death. The fixed site defense has a two-meter dish and can continue to fire as long as it hooked up to an external power source.

Calmative Spray - Any of a selection of calmative, or sleep-inducing, drugs can be used externally through the use of dimethyl sulfoxide (DMSO). The mixture can be delivered to targets using simple motorized or pump-action spray guns - such as are available in any toy or lawn care department.

Gas Gun - Special weapon for delivering toxic, paralytic, knockout gas or nerve agents. The weapon could be as small as a pistol, or as large as a flamethrower.

Lasers - LASER stands for Light Amplification by Stimulated Emission of Radiation. Lasers are actually predated by MASERS, which use microwave radiation rather than light. Lasers are not restricted to light however, frequencies ranging from infrared to ultraviolet and X-rays are possible. Laser weapons use pulsed laser beams, delivering its energy in short bursts. This is because a sustained beam will often create smoke where it strikes, which would disrupt the beam, while pulsed bursts allow the smoke to dissipate between strikes. The laser weapons listed here use visible light, invisible lasers that don't have some form of aiming device to compensate give the user a -1D to hit. Visible light lasers cannot shoot through smoke, and may be reflected or refracted by conventional mirrors. Other lasers may not be affected in this way, depending on the wavelengths used. Lasers themselves are silent, though the weapon may make noise as it is cycled. Laser weapons are roughly the same size as conventional firearms and use energy stored in special battery clips. Construction will be a combination of materials in a metal or hardened plastic casing.

Particle Beams - A particle beam is simply a beam of charged atoms or subatomic particles accelerated by a particle accelerator, directed by magnets, and focused through a lens at the target. Different types of particles may be used, but the ideal for combat purposes are particles that interact with the target to create heat and X-rays - the actual source of the damage. Particle beam weapons are bulky, and consume large amounts of energy. The beam appears white-hot in an atmosphere, and makes a loud thunderous noise. They have no recoil however, and are unaffected by atmospheric conditions like smoke.

Railguns - Railguns create an intense magnetic field between two launch rails to propel a projectile at up to 10 k/sec. They have a greater effective range and accuracy than conventional firearms, and since they do not rely on explosives can be used in almost any environment. Railguns may be detected by energy leaking from the power pack, or residual magnetic charge - but leave very little forensic evidence behind, unlike conventional firearms. They make roughly the same amount of noise as conventional firearms, but are quite distinctive sounding. Most standard-issue railgun designs are similar in appearance to conventional firearms, but are of reinforced plastic and ceramic construction, and are characterized by longer barrels. Since ammunition is smaller, clips incorporate both battery power and ammunition.

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Sticky Foam - A polymer agent that will coat a person, hopelessly sticking them to anything. It requires a special solvent to remove. Because of the volume of foam required to immobilize a target, a successful hit requires two actions to perform but only one to-hit roll. Once "stuck" a target must make an opposed roll against a PHY of 7D to break free. Most weapons, once covered, will jam and become useless. The sticky foam projector is roughly the size of a flame-thrower, with a special backpack to hold the compressed polymer foam.

10.3 SPECIAL EQUIPMENT

A number of special devices, including non-lethal weapons, that could be used by high technology organizations and societies. These are useful both as alien technology, and as equipment for secret black ops conspirators.

Acoustic Curdler Unit - A device that plugs into a high-powered sound system to create a shrill, blating shriek. It is in use by police and military to irritate and disperse rioters. It produces a "voodoo" effect that can effectively break up chanting, singing, and clapping – such as occurs at staged protests and chthonic rituals. The has a decibel range just below levels dangerous to human hearing.

Active Camouflage - Camouflage that dynamically adapts, matching the object to its background colors and light levels to render it virtually invisible to the eye. This requires a sophisticated light and sensor array to detect these conditions, then it is computer matched and reproduced on a pixel array, or through the use of color-changing chemicals. The system will either add to the objects difficulty to be detected - as with the modifiers for darkness - or subtract a set number of dice from the skill rolls of those attempting to detect the subject.

Deference Tones - This device uses a sophisticated array to project a voice or other sound to a desired location, without that sound being audible elsewhere.

Electromagnetic (EM) Projectors - Energy can be generated using a specialized electromagnetic device which causes the disruption of electronic systems.

Laser Protection - There are three ways of creating laser-defeating protection. The first is simply reflective coatings, the second involves coatings that block specific wavelengths, and the third uses photosensitive dyes to block the beam.

Liquid Metal Embrittlement (LME) - Reactant that alters the molecular structure of base metals or alloys, which could degrade or destroy metal used in vehicles, metal treads, bridges, and buildings. LMEs are clear and leave no visible residue whether sprayed onto a target, or applied with a felt-tip marker. Such an attack may be further disguised by applying it with graffiti.

Microwave Auditory Transmitter - A special device designed to transmit microwaves into a person's brain. The microwaves cause a rapid thermal expansion, on the microscopic level, which causes stress waves in the head which are then conducted through the cochlea and perceived as sounds originating in the back of the head. These devices are believed to be used primarily in hypnosis and mind control experiments, often on unwilling subjects. A unit the size of a portable radio has a range of roughly 100 meters. There are also rumored to be versions capable of projecting hallucinatory visions as well.

Optical Dazer - A battery powered 20,000 candle-power alexandrite laser light used to blind opponents, sensors, and night-vision devices. Shoulder-fired, it is roughly submachine gun sized and weighs 20 pounds.

Stun Projectiles - Bean bag ammunition that can be fired from shotguns, rubber bullets for normal pistols and rifles, and rubber-ball grenades should use the same damage stats as their more lethal versions, but cause Stun-Only damage when fired beyond point blank range. Note: rubber bullets must be ricocheted off the ground or a wall for Stun-Only damage, otherwise they do normal damage -1D.

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11.0 PLAYER CHARACTER MONSTERS

“Raise your hands - and all of your flippers.”

-Agent K, Men In Black-

Not every player wants to be a normal human. This was not accommodated in the original rules because of the optional nature of this extension. If the GM wishes to allow it, the GM and player should work together to come up with an appropriate character or racial template. Racial templates are useful if the character intends to play the member of a new sentient race. Once the template is complete, the player creates a character using the guidelines included in the template, and the GM can use the template to create other members of the characters race for use as NPCs, or Shadows.

If the player wants to play a mutant, or other human oddity, then they should use the normal guidelines included with the basic rules for creating human characters and consult the expanded list in of special advantages and disadvantages to modify the character. The normal maximum amount of special abilities and disadvantages should still be limited to 3D, unless the GM decides to allow a special exception.

11.1 BUILDING RACIAL TEMPLATES

Building a player character racial template is similar to creating a player character. The GM and player start with the basic human template as presented in the basic rules and modify it to fit in with the GM and player's concept of that race. The basic racial template follows with a brief explanation of each item.

(RACE NAME OR TYPE)

Attribute Dice: The number of attribute dice a member of this race begins with.

PHYSIQUE: The minimum and maximum values for this attribute a member of this race can have.

REFLEX: The minimum and maximum values for this attribute a member of this race can have.

CANNY: The minimum and maximum values for this attribute a member of this race can have.

EDUCATION: The minimum and maximum values for this attribute a member of this race can have.

TECHNICAL: The minimum and maximum values for this attribute a member of this race can have.

WILL: The minimum and maximum values for this attribute a member of this race can have.

Special Abilities/Disadvantages: Any special abilities or disadvantages that have game effects.

Story Hooks: Factors about the race which could be used for important aspects in an adventure.

Move: The starting number of meters the character goes in a full move, followed by the maximum Move for that race.

Size: The common range of adult sizes for this race.

Scale: Each race is considered to be character scale unless otherwise noted.

Races start out with 18D of attributes, this is modified by any Special Abilities and Disadvantages that race automatically starts with. Normally the variance for attribute dice should be no more than $\pm 3D$, but the GM may allow variances up to $\pm 6D$ if the race still seems playable without unbalancing the game.

Attributes minimums and maximums are listed next. The normal human ranges are between 1D and 5D for every attribute. In most cases the minimums would remain 1D for every race, though there are exceptions. Maximums will vary considerably for various races. It is normal for these ranges to be somewhat restrictive, forcing players and NPCs to conform to a general stereotype. There is no bonus or subtraction to the base attribute dice for attribute ranges.

Special Abilities and Disadvantages are one of the major things that set apart different races. Special Abilities and Disadvantages affect the total Attribute Dice for a race.

Story Hooks do not have a direct effect on the Attribute Dice available to the race. These are items concerning racial history, reputation, or temperament that don't fit under Special Abilities and Disadvantages. They are often important for the GM in setting up adventures, or even campaigns. For the player, they may be an aid in determining how to role-play the character. Most races should have one or more Story Hooks to set them apart.

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The base Move score, as well as the maximum Move score for the race are listed. Move starts at a base of 10, this is how many meters a character of that race can go in one full movement. Move can be increased to 12 for a cost of 1D from the Attribute Dice. Reducing Move to 8 gives an additional 1D to the base Attribute Dice. Reducing Move to 5, grants a total of 2D. A Move of 0 or 1 would gain a total of 3D, but this would make characters almost useless in game terms so this is not recommended unless the race has a Special Ability that compensates for it.

Size is simply a measure of the normal height or length range of an adult member of that race. Size has no effect in combat or to the Attribute Dice directly, unless noted under the Special Abilities/Disadvantages – or unless the race is considered to be other than Character scale. Most races are Character scale. It costs 2D to be Car scale, 6D to be Tank scale, and 10D to be Carrier scale. *Use of this should be heavily restricted by the GM.*

11.2 SPECIAL ABILITIES/DISADVANTAGES

SPECIAL ABILITIES

This is an expanded list of abilities, similar to those listed in the Character Creation section of the basic rules. Listed with each is the cost of the ability in initial attribute points, as well as a brief description of the ability. This is not meant to be a superhero game, so I have limited what abilities are available here.

GMs and players are encouraged to come up with other unique traits as needed, using the following guidelines for determining the cost in attribute points: abilities that confer little or no effect in game terms should have no cost; abilities that confer useful, but minor, advantages in game terms should cost up to 1D; abilities that confer an useful ability that has regular or valuable effects in game terms should cost up to 2D; abilities that have a constant or extremely useful effect in game terms should cost up to 3D. Abilities so valuable that they should cost more than 3D should not be available to player characters.

Adaptation

Attribute Cost: 0-3D

The character is adapted to survive in an unusual environment. This could include anything from leathery skin that conserves moisture in the desert, to a sealed form capable of surviving even deep space. To a large degree this ability excludes the character from making Survival rolls in the environment(s) they are adapted to.

Analgesia

Attribute Cost: 1D

The character is insensitive to pain. Results of Stunned on the Damage Effects table are ignored. The character can undergo surgery without anesthesia and drive nails through their arm for fun. This does not reduce the amount of damage the character suffers, it only reduces the effects.

Contortionist

Attribute Cost: 1D

The character has an unusual bone structure and/or musculature that allows them to wrench and twist themselves out of shape. The character can dislocate joints at will to simulate trauma, navigate narrow passages, or escape from bonds. The character gets a +2D on any skill use that includes the use of this ability, at the GM's discretion.

Cryptomnesia

Attribute Cost: 1pip+

The character has unconscious memories, which they are unaware of, that may be drawn on in special circumstances. This ability may simply take the form of certain skills purchased by the GM, without the players knowledge, at half the normal cost – or a bonus of 1D or more to certain skills under specific circumstances. For example, the character may possess racial memories that allow them to operate alien equipment millions of years old which the character is not consciously aware of – but which may play an important roll in a specific adventure or the entire campaign.

Electrical Battery

Attribute Cost: 1D+

The character has the ability to store up electrical charges in their body and discharge them by touch. For every 1D the character spends on the ability they can issue 3D stun-only damage worth of charge. The voltage is significant enough to charge a battery, though this takes several hours. The character can use this ability at will, and can either do the full amount of stun damage, or alter the flow to do 1D of normal damage per 1D spent on the ability.

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Extended Life-span

Attribute Cost: 1 pip

This ability gives the character an extended life-span, it does not affect how the character heals, nor does it allow them to regenerate lost body parts. The exact natural life-span of the character is up to the GM. This ability actually has little effect in game terms – and will only be used in unique situations, or in an extremely long campaign.

Flight

Attribute Cost: 1D+

For every 1D the character spends on this ability they are able to fly at a Move of 5. The character uses their Reflex attribute for movement rolls, and can increase their chance by adding spending Skill points or Survival Points on a Flying skill, roughly identical to the Running skill. Flying by the use of wings and such does not affect the cost directly, but will give the character a Distinctive Appearance disadvantage that will offset part or all of the cost.

Heal From Death

Attribute Cost: 3D

The character can heal, even from death – at their normal rate. When Life Points reach 0 or below, they will be unable to act until their Life Points reach a positive number – and will appear for all purposes to be dead, until their body has time to heal. One or more methods must be established of killing the character, usually decapitation or fire.

Hibernation

Attribute Cost: 1 pip

The character is able to slow their bodily functions and survive for months or even years in a state of hibernation with no food and limited air. If the race is compelled to hibernate under certain conditions, usually cold weather, then this is considered a Disadvantage worth 1 pip or more – but the GM should always enforce this disadvantage if they grant the character any pips for it.

Hyperaesthesia

Attribute Cost: 1D

The character has an extreme acuteness of the normal senses. One specific sense is chosen, and the character receives +2D on skill rolls (primarily Canny skills) that sufficiently utilize the sense. For example, a character with acute hearing might often add the bonus to Blind Fighting, Hide/Sneak, Lock-picking, Surveillance, and Tracking.

Hypnotism

Attribute Cost: 1D

The character has the biological ability to mesmerize a target, making them open to the character's suggestions. This is not based on knowledge, or psionic ability. It may be caused by pheromones, eldritch power, or mind-altering poison. The source of the ability must be determined when the ability is taken, as well as a simple, suitable defense. For example, the hypnotic stare of a vampire is magical in nature and only works through direct eye contact with a member of the opposite sex. Members of the same sex are not affected, nor are those careful to avoid the vampire's stare.

The ability requires an opposed roll of the user's Will versus the target's for each suggestion the user attempts to implant. A base roll at least equal to the target's roll is required to recall deeply repressed memories.

A roll at least 5 higher than the target's is required to implant a minor suggestion, such as confirming a suspicion of the target. A roll of 10 higher is required to implant a moderate suggestion, such as creating suspicion where there was none. A roll of 15 higher is required to implant a major suggestion, such as having the target act completely out of character.

If another character spends an action attempting to restore the character's conscious control, then the target is allowed to reroll their Will and compare it to the user's original roll to see if they can break free. A failed attempt to hypnotize will give the target a +5 bonus to resist further suggestions from that character.

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Invisibility

Attribute Cost: 1D to 3D

The character can either 'cloud minds' or refract light in some fashion, rendering themselves invisible to normal vision. Detecting the character by voice is usually difficult as well. Other characters have a +20 difficulty to use any vision-based skills against the invisible character. Temporary invisibility, controlled by the user, costs 1D – permanent invisibility costs 3D.

For characters that are not permanently invisible, remaining invisible requires two actions per round, meaning any other actions the character performs while invisible have a –2D modifier minimum. Characters with permanent invisibility do not suffer this penalty.

Limbs

Attribute Cost: 2 pips

The character has one or more extra prehensile limbs that they may use to perform tasks. A non-prehensile, or otherwise useless, limb does not cost anything directly – though it does affect the character's appearance. The cost for each extra limb is 2 pips.

Magnetism

Attribute Cost: 1 pip+

The character is naturally magnetic, and can hold metal objects to their body. For every pip spent on this ability, the character can hold up to 5 pounds of ferrous material to their skin without visible support. This ability works only on touch, and is always 'on.'

Nictalopia

Attribute Cost: 2D

The character has the ability to see in extremely low-light conditions. They suffer no modifiers from darkness, unless it is absolute.

Poison/Toxin

Attribute Cost: 1 pip+

The character has the ability to generate a harmful substance that can be delivered by spray, touch, or injection with fangs or claws. Even if the poison is delivered using another attack as a 'carrier,' the poison damage is figured separately. Sprayed poison has an initial cost of 2 pips for a range of 2/5/10, cost is doubled each time range is doubled.

Poison that causes damage costs 1 pip for every 1D of Stun-Only damage, or 2 pips for every 1D of normal damage. Damage that cannot be resisted by normal means, such as a Physique roll, costs double – and the GM and player should agree on some reasonably suitable defense. *For example, an extremely deadly toxin that bypasses normal defenses may be completely negated by doses of anti-venom taken before the victim is affected.*

If the poison/toxin has a non-combat effect – such as turning the victim blue – then the GM should base the cost on the desired effect, with a minimum of 1 pip per 1D of effect. If the effect roll exceeds the victim's resistance roll then the effect is initiated.

Regrowth

Attribute Cost: 1 pip or 1D

This ability allows the character to regrow lost extremities. It does not give the character the ability to heal damage any quicker than normal. For 1 pip the character can only regrow small extremities, such as fingers and toes, that have become severed. It takes 6 months to regrow small extremities. The ability to regrow larger extremities, such as severed limbs, costs 1D and requires a full year to perform. The GM may speed up regrowth considerably if the character also has the regeneration ability.

Regeneration

Attribute Cost: 1-3D

This is the character's ability to heal rapidly. For a cost of 1D the character may heal every 12 hours, instead of once per day. For 2D the character can heal every 6 hours. For 3D the character heals hourly.

Optionally – the GM can specify that the character recover 1 Life Point automatically every 2 hours for 1D, 1 every hour for 2D, or, 1 every 10 minutes for 3D.

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Simultaneous Concentration

Attribute Cost: 1D

This is the ability to split the character's awareness, allowing the character to perform two actions without suffering an initial -1D skill penalty so long as at least one of these actions is completely cerebral. Penalties begin as normal at -1D to all skills for three actions, -2D for four actions, and so on.

Skill Bonus

Attribute Cost: 1D or 1 pip

The character has a special affinity for a restricted category of skills that gives them a +2D to skills of that nature *when the character is initially created*. The skills should be of narrow scope – such as piloting skills, thieving skills, or acting skills – and not encompass more than a quarter of the common skills under the appropriate attribute. It is the GM's decision which skills are appropriate. Bonuses that only affect one limited skill or skill specialization, such as Climbing or Find: Mushrooms should cost only 1 pip.

Spirit Communion

Attribute Cost: 1pip

The character can communicate with spirits in such a way that the spirit takes control of some conscious function of the character's body. This may include what is known as Automatic Speaking, Automatic Writing, Autoscopying (Ouiji), Direct Drawing or Direct Painting. The character does not automatically understand the output of such communication; they must interpret the results as anyone else would.

Spirit Sight

Attribute Cost: 2 pips

This ability allows the character to see and hear ectoplasmic or discarnate entities that are otherwise undetectable to normal perception. Normal humans sometimes gain this ability as a result of near-death experiences, or as the result of intense feelings of alienation or depression. To be able to hear the spirits normally requires an additional pip.

Water Breathing

Attribute Cost: 1D

The character has the ability to breathe underwater for unlimited amounts of time. If the character can NOT breathe air then this becomes a Disadvantage worth 2D.

Weaponry

Attribute Cost: 1 pip+

The character has some form of natural weaponry such as claws, fangs, horns, hooves, or quills – specified when the advantage is purchased – that gives them a bonus to damage in unarmed combat. For every pip the character spends they receive a +2 pips bonus to unarmed combat damage.

DISADVANTAGES

This following is an expanded list of disadvantages, similar to what is included in the basic rules. Included with each is the dice value that is added to the character or racial template for accepting the disadvantage, as well as a brief description of each.

GMs and players are encouraged to come up with other unique disadvantages as needed, using the following guidelines for determining the value in attribute dice: disadvantages that confer little or no effect in game terms should have no value; disadvantages that confer minor effects in game terms should confer no more than 1D; abilities that confer an definitely hampering disadvantage that has continuous effects in game terms should confer no more than 2D; disadvantages that have a constant and extremely hampering effect in game terms should confer no more than 3D. Disadvantages that are so hampering that they would be worth more than 3D should not be available to player characters.

Chromidrosis

Attribute Value: 1 pip

The character's sweat is colored – usually black, though any color is possible. This is easily recognizable when the character is overheated, stressed, or has been exerting themselves.

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Distinctive Appearance

Attribute Value: 0-2D

The character has some unusual, often unique traits that make them easy to identify. The value for this disadvantage varies based on the type of appearance. Please note – *this disadvantage can only be taken once. It is for the character's entire appearance.*

Normal scars, tattoos, moles, birthmarks, piercing, shaving, hairstyles, and such should be listed on the character sheet under Physical Appearance, and are not considered to be worth attribute points. Everyone is unique to a certain degree. Anything more unusual that can be disguised in some way is worth 1D, even if it must be disguised with a generous application of make-up, sunglasses, large hats, or overcoats. These include whole body tattoos; small horns, odd skin colors and textures, glowing eyes, and massive burn scars. Distinctions that can NOT be disguised are worth 2D. These include things like a snake or fish tail in the place of legs, a hand growing out of the character's face, or a crescent shaped head.

Luminosity

Attribute Value: 2 pips

The character has luminous patches - blue, red, green, or yellow - on their body that glow in the dark. Their sweat or urine may be luminous, as well as any open wounds. The unusual nature of this condition makes the character easily identifiable – but can be hidden relatively easily with heavy clothing.

Poikilothermism

Attribute Value: 0D

The character's body assumes the temperature of its surroundings, much like cold-blooded animals. This makes touching the character unpleasantly like touching a corpse. The character also does not appear as easily on infrared heat sensors, and others suffer a –2D penalty for attempts to locate them this way.

Sensitivity

Attribute Value: 0-3D

The character suffers in some way from exposure to a common substance – such as sunlight, holy objects, or water. Aversion, or even extreme discomfort, is worth nothing. Stun-only damage is worth 1 pip for every 1D/Round the character suffers in direct exposure. If the character takes normal damage from contact they receive 2 pips for each 1D/Round. If the character suffers irresistible damage – which they may not use their Physique to resist – they receive 1D for every 1D/Round.

Skin Shedding

Attribute Value: 0D

The character annually sheds their skin. The shedding is preceded by a hardening of the skin, which then begins to peel away in large sections revealing a soft pink 'new' skin underneath.

11.3 SAMPLE RACIAL TEMPLATES

DWELLERS

Attribute Dice: 18D

PHYSIQUE: 3D/6D

REFLEX: 1D/5D

CANNY: 2D/5D

EDUCATION: 1D/5D

TECHNICAL: 2D/6D

WILL: 1D/5D

Special Abilities/Disadvantages:

Distinctive Appearance – Dwellers are short, hairy humanoids. They have swarthy features and often grow long, scraggly beards. In low light their eyes tend to reflect back red, producing a glowing effect.

Skill Bonus – Dwellers receive rigorous training in metalworking skills from a young age and receive a +2D bonus to any metalworking or related mechanical skills when the character is initially created.

Subterranean Adaptation – Dwellers can see into the infrared and ultraviolet wavelengths. They are comfortable at normal cave temperatures (around 45° F), and have an uncanny directional sense perhaps tied to detecting the magnetic poles. Due to a reduced metabolism they normally live 2-3 times as long as a normal human.

Story Hooks:

Secretive – Dwellers guard their cities closely, and never share their secrets with outsiders.

Move: 5/8

Size: .5-1.2 meters tall

Dwellers are an ancient race of subterranean humanoids featured strongly in the mythology and folklore of a variety of cultures all over the world. They live in vast underground cities, utilizing ancient technology and metalworking skills to survive largely unnoticed by the surface world. They live in a communal society, necessary for their survival, with extended families of sometimes five generations living under the same ‘roof.’ They are highly regarded for their metalworking skills, and their adeptness at enchanting weapons.

ICTHYOSAPIENS

Attribute Dice: 17D

PHYSIQUE: 2D/6D

REFLEX: 1D/5D

CANNY: 1D/5D

EDUCATION: 1D/5D

TECHNICAL: 1D/3D

WILL: 1D/5D

Special Abilities/Disadvantages:

Distinctive Appearance – Ichthyosapiens are humanoid, with green to gray skin covered in fins and dark splotches, their faces are flat with only slits where their noses would be, and black staring eyes.

Water Adaptation – Ichthyosapiens can breathe water or air interchangeably. They also have tinted eyes capable of seeing at great depth, and bodies designed to withstand great pressure.

Story Hooks:

Territorial – Ichthyosapiens in the wild will often attempt to drown any sailors or swimmers they come across.

Move: 10/12

Size: 1.5-2.5 meters tall

Ichthyosapiens, or mer-people, are an ancient race of humanoids who inhabit the depths of the ocean in colossal undersea cities that may represent the remains of Lemuria or Atlantis. They have a history of attacking sailors and swimmers who come too close to their undersea cities.

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SERPENT PEOPLE

Attribute Dice: 15D

PHYSIQUE: 1D/5D

REFLEX: 1D/5D

CANNY: 1D/5D

EDUCATION: 1D/5D

TECHNICAL: 1D/5D

WILL: 1D/6D

Special Abilities/Disadvantages:

Hypnotism – See description above. Serpent People have hypnotic eyes that allow them to immobilize victims whose eyes they stare into. This hypnosis *only* works to immobilize the victim.

Poison Bite – PHY+2 damage bite, the venom does 5D Stun-Only damage.

Sensitivity – Serpent People have an extreme aversion to cold, though they suffer no extra damage from it.

Skin Shedding – The character annually sheds their skin. The shedding is preceded by a hardening of the skin, which then begins to peel away in large sections revealing a soft pink ‘new’ skin underneath.

Story Hooks:

Secretive – Serpent People have survived since ancient times by hiding among humans.

Move: 10/12

Size: 1.5-2.5 meters tall

The Serpent people have lived alongside humanity since ancient Mu. Several times they have tried to subjugate humanity – but humans always manage to rally together and rout them, exterminating great numbers of them in the process. For the past thousand years they have taken a new approach infiltrate human governments and societies – hoping to one day exploit their hidden power base and take control.

WERE-JAGUAR

Attribute Dice: 15D

PHYSIQUE: 2D/5D

REFLEX: 1D/5D

CANNY: 2D/5D

EDUCATION: 1D/5D

TECHNICAL: 1D/4D

WILL: 1D/5D

Special Abilities/Disadvantages:

Acute Smell – Were-jaguars have a +2D to Canny rolls based on scent, even in human form.

Climbing – Were-jaguars are expert climbers and receive +2D to Climbing rolls even in their human form.

Distinctive Appearance – Were-jaguars have small areas of discoloration on their skin, often overlooked unless the viewer is looking for them, that correspond to their markings in jaguar form.

Transformation – Were-jaguars can transform to a jaguar, and back to human, at will. They retain their natural intelligence in jaguar form. It requires one complete round to change to either form. (Use the stats for Mountain Lion in their jaguar form.)

Story Hooks:

Animalistic – Were-jaguars have simple needs, and prefer to exist in harmony with nature. They tend to live singly or in pairs, though a culture does exist and several have been known to act cooperatively.

Move: 10/12

Size: 1.5-2.1 meters tall

Were-jaguars have been present in Central and South America as long as mankind. The origins of the race are lost to antiquity, but they were recognized and respected by the Olmec civilization over 3000 years ago. Unlike some forms of shape-shifters they can change form at will. Originally they lived in the steamy tropical rainforests of Central America, but they have spread with civilization and can be found in most major population centers in North, Central, and South America.

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12.0 SHADOWS

Janine Melnitz: *“Do you believe in UFOs, astral projections, mental telepathy, ESP, clairvoyance, spirit photography, telekinetic movement, full trance medium, the Loch Ness monster and the theory of Atlantis?”*

Winston Zeddemore: *“Ah, if there is a steady paycheck in it, I'll believe anything you tell me.”*

-Excerpt from the film Ghostbusters-

The statistics presented for most Shadows should be regarded as stereotypes at best. Individuals vary considerably, and may have additional or unique skills, spells, and special abilities. The GM should feel free to modify these as needed, or simply to throw a wrench into a player's plans.

12.1 ALIENS

It has been asserted during the last century that man has, for thousands of years, been visited for various reasons by intelligent life of extraterrestrial origin. Evidence is often sketchy at best, and easily disputed. Links have frequently been made to various government conspiracies.

Hynek Classification System: A system of classifying UFO encounters pioneered by Dr. J. Allen Hynek, which includes the following definitions:

UFO – Unidentified Flying Object. This does not necessarily indicate alien activity, it is just not readily identified.

Nocturnal Light – Anomalous light seen in the night sky whose description rules out known astronomical phenomena.

Daylight Disks – Seen by day. Not restricted by shape, just viewing time.

Close Encounter of the First Kind – UFO seen within approximately 500 feet of witness.

Close Encounter of the Second Kind – UFO that leaves physical evidence, such as burn or markings, paralyzes humans, or interferes with electrical devices.

Close Encounter of the Third Kind – A close encounter with visible occupants of the craft.

Close Encounter of the Fourth Kind – UFO abductions. (unofficial)

Close Encounter of the Fifth Kind – Communication between a human and an extraterrestrial intelligence. (unofficial)

Roswell, New Mexico July 1947: The most well known, and often disputed, UFO case to date. A rancher near Corona, New Mexico found unidentified wreckage spread over a half mile area. Three days later he showed the local Sheriff the debris, who in turn contacted Roswell Air Army Field. Debris was collected and flown to Washington DC, as well as examined locally. The Army initially released a story indicating that the remains of a flying saucer had been found, but quickly retracted it stating that the wreckage was from a weather balloon. The rancher was reportedly under house arrest for a week while Army personnel recovered the main body of the saucer.

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12.11 ALIEN DESCRIPTIONS

GREY

Type: Extraterrestrial Biological Entity

Physique: 2D

Reflex: 2D

Canny: 3D+2

Evidence Disposal 4D+2, Surveillance 5D

Education: 4D

Technical: 6D

Will: 4D

Special Abilities/Disadvantages:

Absorption – Greys feed by absorbing nutrients through their skin. The protein formula absorbed is thought to come from human fluids recovered from abductees.

Story Hooks:

Inscrutable – The actions of these aliens have never been adequately explained, and they have made no apparent moves to communicate with the human race.

Life Points: 25

Survival Points: 0-10 normally

Move: 10

Size: 1.2-1.5 meters tall

Greys are the most commonly encountered extraterrestrial race. They range in height from 3 ½ to 4 ½ feet tall, and are grayish-white to grayish-blue or grayish-green in color. They have large, black, oval eyes, and thin slits for their mouth and nose. They are credited with being extremely intelligent and deceitful, they abduct humans for use in inexplicable experimentation and then return them with no memory of the event. The US Government is thought to have recovered the bodies of some Greys from wrecked saucers, and may even have a living subject.

MAN IN BLACK

Type: Agent for Unknown Forces

Physique: 3D

Reflex: 3D

Canny: 3D

Surveillance 5D+2

Education: 2D+1

Esoteric Science: UFOlogy 8D

Technical: 3D

Electronic Surveillance 4D

Will: 3D+2

Interrogation 5D+1, Intimidation 5D+1, Mental Defense 4D

Special Abilities/Disadvantages:

Distinctive Appearance – MIB are dark, with slightly slanted eyes, foreign accents, and always dress in black two-piece suits.

Story Hooks:

Counter Intelligence – The MIB are dedicated to covering up evidence of UFO activity.

Life Points: 32

Survival Points: 3-5 normally

Move: 10

Size: 1.8 meters tall

Sightings of UFOs have, since the 1950's, occasionally been followed by appearances by mysterious agents of unknown forces known as the Men In Black, or MIBs. The only fundamental aspect of these sightings is that nearly all such encounters are with an individual dressed in a plain, though immaculately pressed and clean, black two-piece suit, white shirt, and black tie and shoes.

The beings have been described as pale and hairless or dark skinned and foreign-looking, often with slanted eyes. They may appear singly, or – more commonly – in groups of three. They may talk in a peculiar accent, or in the vernacular of old movies. They often show surprise at common objects – such as ball-point pens. They tend to act 'robotic' – neither friendly nor malign.

They usually attempt to convince people not to speak about UFO sightings and encounters, at times

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intimidating subjects with threats of bodily harm – though they have not been known to actual resort to such. There is great disparity about the origin of these beings, some intimating government connections – others extraterrestrial.

REPTILLIAN

Type: Extraterrestrial Biological Entity

Physique: 3D

Reflex: 3D

Canny: 2D+1

Hide/Sneak 4D, Surveillance 4D

Education: 2D

Technical: 3D

Will: 4D

Intimidation 5D

Special Abilities/Disadvantages:

Scaly Skin - +2 to PHY to resist damage

Story Hooks:

Inscrutable – The actions of these aliens have never been adequately explained, and they have made no apparent moves to communicate with the human race.

Life Points: 28

Survival Points: 0-10 normally

Move: 10

Size: 1.6-1.9 meters tall

Reptilians are believed to be of an origin similar to the Greys, due to a marked resemblance in their appearance. Unlike the Greys, Reptilians have crocodilian skin, and a more lizard-like shape to their head. Reports indicate that they are a more warlike race than the Greys, and they may be either superiors to them, or subservient.

NORDIC

Type: Extraterrestrial Biological Entity

Physique: 3D+1

Reflex: 3D

Canny: 3D

Surveillance 4D

Education: 3D

Technical: 5D

Will: 3D+2

Special Abilities/Disadvantages:

Human Appearance – Nordics can pass as tall, muscular, humans of Scandinavian descent.

Story Hooks:

Benevolent – These aliens have on occasion made apparent contact with humans and identified that their goal here is to guide us to a new level of existence.

Life Points: 25

Survival Points: 0-10 normally

Move: 10

Size: 1.7-2.1 meters tall

Nordics are the most unusual of alien visitors, so named for their marked resemblance to humans of Scandinavian ancestry. Encounters with these aliens have a more pleasant, or at least less disturbing, feel than with other aliens. They claim to be benevolent watchers over humanity, and hope to guide us to the next level of existence. There is also some indication that they may have clashed with the Greys at some point in the distant past.

12.12 ALIEN VEHICLES

FLYING SAUCER

Vehicle: Unidentified Spacecraft

Type: Medium Space Transport

Scale: Tank

Diameter: 13m **Height:** 5m

Weight: 10,000 kg

Range: unlimited, using antimatter reactor

Skill: Pilot: Alien Saucer

Drivers: 3 (1 at +5 difficulty)

Passengers: 33-55 normally, up to 150 in emergency

Cargo: 20,000 kg

Cover: Full

Maneuverability: 2D+2

Move: 500; 900 mph / 1440 kmh (in atmosphere: space-based speed unknown)

Altitude Range: Space Capable

Body Strength: 4D+2

Weapons:

PARALYTIC RAY

Fire Arc: Bottom-Mounted 360° turret

Crew: 1

Skill: Heavy Weapons

Fire Control: 5D

Range: 100 / 1000 / 3000 m

Damage: 7D (Stun/paralysis effect)

What may be the only saucer in possession of the US is located at Area 51 – Groom Lake – in Nevada. The craft is being reverse-engineered by the US Government, possibly in conjunction with representatives of the ‘Grey’ race. The metal of the craft appears to be similar to polished aluminum, and is one continuous piece, as is the interior. There are no sharp edges on either the interior or exterior surfaces. There are no obvious weapons on the exterior of the craft, though it is equipped with bottom-mounted projectors capable of producing light, radar, electrical and radio interference, as well as the paralyzing beam.

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12.2 ANGELIC HIERARCHY

The word ‘angel’ comes from the Greek ‘angeloi’ – meaning ‘messenger.’ Angels are messengers for the God of the Israelites, bringing His word, and doing His will. Throughout the Bible, God rarely speaks directly to His followers – angels carry out these dialogs. Angels are described in a wide variety of physical forms, from human to fantastic. They are immortal, and have existed since Creation began. They will likely remain until it ends. Though divine, angels are regarded as fallible creatures. As example, the fallen angels – and stories of angels who murder, show pride, or sin.

Angels are divided into three separate Choirs, of three ranks each. The first choir is that closest to God, the third being closest to humans. Each of the ranks is explained below.

First Choir

Seraphim
Cherubim
Thrones

Second Choir

Dominations
Virtues
Powers

Third Choir

Principalities
Archangels
Angels

SERAPHIM

The seraphim are the angels closest to God. Unceasingly, they circle the throne, chanting, and existing purely off of God’s love. The light they give off is so intense, that not even another divine being may look upon them. They are described as having four faces and six wings. They are not sent to Earth.

CHERUBIM

Cherubim hold the knowledge of God. They are described similar to the sphinx, with leonine bodies, great wings, and a human head. Angels grace the Ark of the Covenant. They serve as the charioteers of God, and are occasionally sent to Earth – though only on the most important missions. It was a cherubim that cast Adam and Eve from the Garden of Eden.

THRONES

The thrones, or ophanim, serve as God’s chariot. They also act as the dispensers of God’s judgement. They are described as being great glowing wheels covered with eyes.

DOMINATIONS

The dominations, or hashmallim, have the primary task of regulating the duties of the lower angels – passing along tasks received from the seraphim and cherubim. They very rarely deal directly with humans.

VIRTUES

The virtues, also known as malakim or tarshishim, are given tasks relating to the governing of the natural world. They regulate the weather, earthquakes and other natural phenomena. In addition, they are tasked with conferring miracles and blessings on humans.

POWERS

Powers are responsible for the defense of Heaven, maintaining the border between Heaven and Earth and protecting souls that have left Earth for Heaven. Most of the ranks of the fallen come from this rank.

PRINCIPALITIES

Principalities are tasked with watching over various regions of the Earth. They guide and protect the various nations, states, and cities, as well as protecting religion and politics. They are also given the task of managing the duties of the angels.

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ARCHANGELS

Members of this rank are given a smaller leadership roll over the duties of angels. They lead them both in Earthly duties, as well as into battle.

ANGELS

Angels are given the task of spreading God's word, and looking over mortals directly. Unlike Principalities, they look directly over individuals and households, guiding them through subtle means and protecting them from attack by the Infernal Hierarchy where possible.

USE OF ANGELS IN AN RPG ENVIRONMENT

Demons and devils are commonplace in role-playing games, angels less so. The reasoning behind this is simple. Angels rarely make an appropriate adversary, and giving the players such powerful assistance should rarely be necessary.

Once the decision is made, the GM must decide how powerful such intervention needs to be. Certainly there are different callings, even with angels of similar rank. So exact statistics may vary. The game master may prefer, for instance, to use angels with a more human appearance who use common or enchanted weapons and armor – hunting demons and other hell-spawn.

ANGEL (LOWEST RANK)

Type: Angel

Physique: 7D+1

Reflex: 5D

Canny: 4D

Education: 2D

Technical: 2D

Will: 5D

Piety: 10D

Special Abilities/Disadvantages:

Angelic Flight – They fly, and can shift dimensionally to travel great distances and enter Heaven.

Divine Intervention – Angels heal or resurrect others by passing their Life Points directly to the subject.

Energy Being – Angels do not require food, liquid, or sleep, and are effectively immortal. 'Killing' an angel only forces its energy to return to Heaven for a time.

Flaming Sword – Angels can manifest a flaming sword at will, the sword is an extension of their angelic powers and cannot be dropped, damaged, or lost. Very Easy difficulty, PHY+2D damage. The sword can also generate enough light to illuminate a large room.

Sense Unnatural – Angels can immediately sense demons, devils, faerie, and chthonic entities, as well as Infernal influence at a range of 1 mile.

Shape – Angels have no predefined shape, though their 'natural' form is an androgynous human with beautiful features and four white feathered wings, they can appear in any form: male or female, ugly or beautiful, and they change appearance at will.

Story Hooks:

Divine Calling – Angels are the constructs and agents of God and are bound to follow Divine Will. Though angels have been known to go 'rogue', or 'fallen', it is believed that their actions are permitted because their path has been anticipated or predetermined.

Life Points: 69

Karma Points: 1-3 normally

Survival Points: 10-15 normally

Move: 12 (60 flying)

Size: .45-3 meters tall

Angels are often required to go down among humankind and help direct things. They protect the Earth from Infernal influence, and occasionally set others on the correct path. An angel in the guise of a bum may point out the escape route of a retreating demon, another may appear in full angelic regalia to confront a corrupt priest.

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12.3 CHTHONIC MYTHOS

Chthonic refers to underworld, or infernal, deities. The term has also been used to describe earth and nature gods, but is not used as such in this game. The Chthonic Mythos loosely refers to a collection of underworld gods and goddesses – as well as their servitors and minions – that might normally be encountered in horror/adventure scenarios. This is a wide category, featuring gods from all areas of folklore and myth, plucked from pantheons across the world, and may be supplemented with beings from literature as well. There need not be any inter-relationship between these entities, except their similarities in form and purpose. Base descriptions of these deities, and more specific descriptions of their subservient minions and races are provided below.

12.31 CHTHONIC DEITIES

Unlike many other games, game statistics for gods and goddesses are not provided. Players should not have the option of destroying any actual gods that they encounter. If the GM wishes, these descriptions may be used to build statistics. Or better, as a basis for a new cult for that deity. Encountering such an entity directly should be a severe test of the character's Sanity skill.

Abrasax - A demonic being originally documented by the Persians, whose name was incorporated into the magic word Abracadabra. He is described as having the head of a cockerel, and the body of a serpent with two legs.

Ahpuch – Mayan god of the dead. He is described as a powerfully-built man having a hollow skull in place of a head, black eyes, and dressed in the flayed skins of young warriors. He rides the skies distributing pestilence, and his appearance is marked by comets, strange bird-like cries, and inextinguishable fires. He is also the ruler of Mitnal, the lowest of the nine underworlds.

Anubis – Jackal-headed Lord of the Dead to the Egyptians. He serves as a guide of souls in the afterworld and the protector of tombs and cemeteries. He is also the patron of the embalming and mummification processes. He is responsible for weighing the heart and soul of new arrivals to the underworld on special scales that indicate whether they are worthy of Immortality. If so they are led before Osiris, Judge of the Dead. If not, they are summarily fed to the monster Ammit, who has the body of a lion, the head of a hippopotamus, and the jaws of a crocodile.

Arawn - Welch God of the Underworld.

Behemoth – An enormous underground monster of Hebrew legend. Behemoth is a massive creature with a large, muscular tail, two horns, said to resemble a dragon, possibly breathing fire and swallowing people whole. Despite his connection to the land, Behemoth is at home in the water, and may hide in flooded rivers and lakes on occasion. Some say Behemoth and Leviathan will battle on Judgement Day, and the winner's followers will survive to rebuild the Earth.

Dagon – Also known as Dagan and Kumarbi. Chief god of the Phillistines, half-human and half-fish. When the Phillistines had possession of the Ark of the Covenant it was kept in his temple. The Canaanites worshipped him as an agricultural god, the Babylonians also associated him with the underworld.

He is also intimated to be associated with, or in service to, greater and older gods lying asleep beneath the oceans.

Emma-Hoo - Lord of Jigoku, the Japanese hell, also known as Emma-O. He is often depicted riding a water buffalo as he parades past legions of the dead, passing judgement with the giant bronze mirror on his chest. His justice was often tempered by his sister, who sat in judgement of the women.

Ereshkigal – The Sumerian and Babylonian supreme goddess of the underworld, known as Kur. She was married to the Bull of Heaven, Gugalanna, who was killed by Gilgamesh. She fell in love with Nergal when he visited her, and was enraged when he decided to leave – her face grew livid and her lips turned black. She threatened to raise the dead, so that they would eat and outnumber the living unless Nergal returned. He returned and they are now married.

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Ghede - The Haitian Voodoo God of Death. He appears as a lean figure dressed in a long black tail-coat, black top hat, and dark glasses. He lives at the village crossroads where the souls of the dead pass by, and guards the local cemetery with his counterpart Mamn Brigitte. He is known for unpredictable obscenity, and his priests mimic this behavior at secret ceremonies where they raise the dead, fly, and supply love potions and death spells to those who need them.

Giltine - Lithuanian Goddess of Death.

Guayarakunny - The Patagonian God of Death.

Hades – Greek god of wealth, and ruler of the underworld - he was known as Pluto or Orcus to the Romans. He is dark, stern-faced, and oblivious to all appeals. His worshippers show homage by averting their eyes from his statue, even while making sacrifices. His kingdom is extremely wealthy and laden with treasure, though no mortals could return from the gates to make use of anything there. His palace is described having many gates, and being crowded with innumerable guests. Hades' symbol is a two-pronged fork, which became the devil's pitchfork, and wears a helm of invisibility during his Earthly sojourns.

Hel – Also known as Hela. The Norse guardian of the underworld, and daughter of Loki. She is malevolent and curses her subjects to sickness and painful deaths. Only those warriors slain in battle and chosen by the Valkyries to enter Asgard escape her. She dwells in the land of Elvidnir (Den of Sleet and Black Clouds) with her servants Gangla (Decay) and Ti (Slowness). Hel has the livid blue flesh of a corpse, and sits in her hall feasting on the bones and brains of mortals with the knife Sult (Starvation) and sleeps in a bed called Kor (Sickness).

Hine-nui-te-po - The Maori Goddess of the Underworld. The Maoris are the aboriginal inhabitants of New Zealand, Polynesians who migrated there around the 13th Century.

Izanami - The Shinto Goddess of the Underworld. She was born with her brother Izanagi out of Chaos and gave birth to many of the Shinto gods and goddesses, but died giving birth to the fire god. When Izanagi followed her to the Land of Gloom and was appalled by the site of her maggot infested body he fled back to the Earth's surface. Izanami sent an army of thunder gods and headless warriors after him, but he routed them and sealed them behind a great boulder - past which some periodically escape.

Kalma - The Finnish Goddess of Death.

Kali - Hindu Goddess of Death and Destruction, one of the manifestations of Devi. Her primary devotees are the ancient Thugee cult, which made ritualistic sacrifices on unsuspecting travelers from the 16th to the 18th century. She is said to have four arms, a long red tongue, blue-black skin, and wears a girdle of severed human heads and arms. Snakes entwine her body.

Leviathan – Also known as Lotan, or Yam. An enormous sea-monster and pagan god of Hebrew legend. He is an deep-ocean cousin of Behemoth, a sea serpent with seven heads and ten horns who was worshipped by the Canaanites for his great might. Behemoth and Leviathan will battle on Judgement Day, and the winner's followers will survive to rebuild the Earth.

Libitina - The Roman Goddess of Death and Funerals.

Loki – Norse god of Mischief or Evil, an irrepressible trickster - clever and false - symbolized by fire. He engineered the death of Balder, the beginning of Ragnarok. He disguised himself and sired three children from an ogress: Fenrir the wolf; the Midgard Serpent; and Hel. In the end, Loki will form an army to fight Thor, Odin, and the other Aesir and Vanir at Ragnarok.

Mictlanteuctli - The Aztec God of Death. Possibly the source of the vampire scourge of Mexico and the southwestern United States.

Moloch – A Canaanite god who was worshipped with various sacrificial rites, including child sacrifice, often accomplished with fire.

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Mot – Identified with the Hebrew legends of Molech, whose worshippers are said to have sacrificed children in his name. He is the Phoenician/Canaanite god of death, drought, and sterility, and ruler of the underworld. He holds the scepters of bereavement and widowhood. He has a massive hunger for flesh, and is extremely vengeful. His underworld servitors are known as the ‘yellow ones of Mot.’

Nephtys - Egyptian goddess of the Underworld, and mother of Anubis.

Nergal – Also known as Erra. He is the Babylonian and Sumerian consort to Ereshkigal, god of the underworld – the lord who prowls by night. He is a master hunter, and a god of war and plague. He commands the Sebetti, seven warriors who prefer to wage war rather than allowing Nergal to kill with his plagues and diseases in the cities.

Nirrti - The Indian Goddess of Destruction and Death.

Osiris - Egyptian Judge of the Dead, and ruler of the underworld. He was the first ruler of Egypt, killed by Set, chopped into fourteen pieces, and later mummified and resurrected by Isis. He is depicted as a mummified figure, wrapped in bindings, holding a scourge and crooked staff. He established many of the ways and laws of ancient Egypt, and watched over the level of the Nile.

Sakarabru - God of Darkness to the African natives of Guinea and Senegambia, who build him a miniature hut at the entrance of their villages. He has large, blood-red eyes, long legs, and feet that point both front and back. He is naked, covered in tattoos, and has a fearsome mouth of pointed teeth. He is a just god, who wanders the village at night and crushes the guilty in his horrible jaws as punishment for misdeeds.

Sedna - The Eskimo goddess of the Sea, Sea Creatures, and the Underworld. She is said to have been a disobedient girl who was flung into the sea by her father, who then chopped off her fingers as she clung to the boat. The fingers became shoals of whales, seals, and fish and the fingerless girl sank to the bottom of the icy waters.

Set – The Egyptian god of Chaos or Evil. He is the embodiment of strength, power, and destruction.

Yeng-Wang-Yeh, - The foremost of the Chinese mythology's ten Yama kings or Lords of Death. He presides over the Buddhist hell, called Yellow Springs. He decides what mortals will die, and what punishment will meet them in the afterlife before they are reincarnated again.

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12.32 CHTHONIC RACES

AQRABUAMELU

Type: Scorpion-men

Physique: 2D+2

Running 6D

Reflex: 3D+1

Melee Weapons 5D+2, Melee Weapon Parry 5D, Unarmed Combat 5D, Unarmed Combat Parry 4D+2

Canny: 3D+2

Find 4D+2

Education: 1D+2

Magic 2D+2, Supernatural 4D

Technical: 1D

Will: 3D+2

Sanity 4D+2

Special Abilities/Disadvantages:

Exoskeleton - PHY+1D+2

Pincers - PHY+1D+1 damage

Poison - 4D damage with a successful damage-causing stinger strike, human-sized prey will be paralyzed 10 minutes for every point of damage suffered unless killed.

Stinger - PHY+1D+2 damage, 1 meter range, (roll poison damage if stinger causes Life Point damage)

Weaponry - In addition to their natural weaponry, Aqrabuamelu usually arm themselves with a sword or spear of intricate design, and occasionally enchanted. It is said that modern Aqrabuamelu have access to firearms as well, and a 4D+2 skill in their use.

Story Hooks:

Guardians - Aqrabuamelu guard the gates of the Babylonian/Sumerian underworld, so their presence indicates the presence of such a gate - permanent or temporary.

Life Points: 30

Survival Points: 0-5 normally

Move: 10

Size: 1.5-2 meters tall, 2 meters long

The Aqrabuamelu have the torso, head, and arms of dark-skinned men, and the body of a black, yellow, or gold colored scorpion - with three pairs of walking legs and one pair of chelipeds - or pincers. They are entrusted to guard the gates of Ereshkigal's underworld realm. Gates to this realm may open and close anywhere on Earth, meaning that the Aqrabuamelu may be encountered anywhere.

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GHOUL, CLASSIC

Type: Ghoul

Physique: 2D+2

Burrowing 6D

Reflex: 3D

Canny: 3D+2

Evidence Disposal 4D+1, Hide/Sneak 5D+2, Surveillance 5D+1

Education: 3D+1

Anthropology 4D, Mythos/Pantheon Lore: Chthonic 5D+1, Supernatural 3D+2

Technical: 1D

Will: 3D+1

Special Abilities/Disadvantages:

Aversion to Light - Ghouls are almost blind in strong daylight, though they suffer no actual damage from direct sunlight.

Claws - PHY+2, +2D Burrowing skill.

Extended Life-span - A ghoul's life-span appears to be extended almost indefinitely with the continued consumption of decayed human flesh.

Underground Adaptation - Ghouls have adapted to a largely underground and nocturnal existence. They can burrow through the earth, have excellent night vision that allows them to see in near total darkness, can hold their breath for extended periods of time, and an excellent sense of direction. They also have an increased sense of smell that gives them +2D to certain Canny skills at the GM's discretion.

Story Hooks:

Necro-anthropophagous - Ghouls eat human remains, preferably those that have spent some time decaying. Ghouls will revert to the practice of killing and eating humans fresh only if there is no other source of food.

Life Points: 30

Survival Points: 0-3 normally

Move: 10 / 1 per round burrowing

Size: 1.3-2.0 meters

Ghouls are a degenerative form of humanoid life that results from the continued consumption of decayed human flesh. Ghouls may be born to their lifestyle, but this is rare, and their race is most often augmented by curious or demented humans who develop a taste for the forbidden flesh of their own kind. This diet brings about a slow change in the subject, but only those who feast on decayed flesh. Cannibals, who kill and eat fresh meat, do not become ghouls. Ghouls look largely human, but pale and drawn, with wide clawed fingers - like spades - and pointed teeth. They may dress in ragged, outdated clothes, loincloths and cloaks stitched together from strips of human skin, or go naked altogether.

Ghouls often form connections to the various underworlds, perhaps becoming worshippers of any of the various gods of death and the underworld - or simply becoming 'streetwise' to the chthonic roads between the underworlds. They are often an excellent source of information on chthonic entities, places, and dealings.

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INVISIBLE DEVOURER

Type: Demon

Physique: 5D

Reflex: 4D+1

Unarmed Combat 5D

Canny: 3D

Find 5D+2

Will: 4D

Special Abilities/Disadvantages:

Claws/Fangs - PHY+1D damage

Invisible – The Devourer is an invisible demon, so opponents suffer penalties to hit or parry accordingly. This also gives the Devourer a +2D to certain skills, such as Hide/Sneak, as the GM deems it appropriate.

Radar - Being invisible, the Devourer is, of course, blind and perceives using smell, hearing, aura perception, and a type of natural radar. This means the Devourer is unaffected by darkness or smoke, and may gain a +1D bonus, or a -1D penalty, to Canny rolls at the GM's discretion.

Story Hooks:

Hand of The Gods – The Invisible Devourer is an agent of the dark, chthonic gods of the underworld. It acts primarily as an assassin, and often devours its prey in broad daylight.

Life Points: 40

Survival Points: 0-5 normally

Move: 10

Size: 1-2.1 meters tall

The Invisible Devourer, or Maskim Xul as it is known in Sumerian, is a demon that works as the left hand of the gods of the underworld. If it were visible, it would be seen as an incomprehensible array of grasping tentacles and gaping jaws of razor-sharp teeth.

The Devourer preys on those who step too far in accumulating knowledge of the Chthonic Mythos without the protection of a patron of some kind. Victims of the Devourer may disappear without a trace, or be attacked in broad daylight to serve as a warning to those who would follow.

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K'N'KLAI

Type: Giant Crabs

Physique: 2D

Lifting 4D+1, Running 4D+2

Reflex: 3D+1

Dodge 4D

Canny: 2D+2

Find: Underwater 4D, Hide/Sneak 3D, Tracking 3D+1

Will: 2D

Intimidation 4D

Special Abilities/Disadvantages:

Camouflage - K'N'Klai can dig themselves into sandy areas, and blend well in rocks - giving them a +2D to Hide rolls at the GM's discretion.

Exoskeleton - PHY+2D to resist damage. K'N'Klai must molt their exoskeleton to grow and lose all resistance bonuses for 24 hours after molting until the new carapace hardens.

Pincers - PHY+2D damage, K'N'Klai lack fine motor skills because of their endowment with large pincers in place of hands, and suffer -2D from skills where this lack of coordination comes into play, at GM's discretion.

Underwater Adaptation - The K'N'Klai can survive at great depth, have excellent compound eyes suited to seeing underwater, supplemented by chemical sensors on their antennae. They breath water through largely invisible gills, but can survive on land for several hours before returning to the water. They are not well suited to swimming, like some species of crab, but can move quickly across the sea bed.

Story Hooks:

Carnivorous - K'N'Klai are predators and scavengers, who will feed on easy prey, such as shipwreck victims, when available - but will also employ pack hunting techniques to take down large prey such as sharks, crocodiles, and whales as well. They are even rumored to have attacked small submarines.

Servitor Race - The K'N'Klai were created or subverted by Leviathan to be servitors in the mortal world. They are responsible for occasional shipwrecks, disappearances, and the protection of sunken temples. Occasionally, favored servants of Leviathan may be given charge of a small number of K'N'Klai for labor and protection.

Life Points: 28

Survival Points: 0-3 normally

Move: 10

Scale: Car

Size: 1.5 meters tall, 2 meters diameter.

The K'N'Klai are an ancient race - either created as servitors of Leviathan, or adapted to suit its purpose. They are massive crabs, with four pairs of walking legs and one pair of chelipeds - or pincers. Their disk-shaped bodies hold their gills, antenna, and complex mouth parts. The K'N'Klai are protected by a rock-hard carapace, or exoskeleton, that ranges from blue-green to brown, rust, or black in color. They are voracious predators and scavengers who often feed on the victims of shipwrecks, and those unfortunates who frequent largely deserted beaches. They are found in small colonies world-wide, though their presence is largely unknown to mankind. Those who know of the K'N'Klai's existence maintain secrecy because of the malicious intelligence associated with these beings. While they are incapable of human speech, it is believed that many K'N'Klai understand it.

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KRINOID

Type: Plant Race

Physique: 5D+1

Stamina 7D

Reflex: 2D+1

Unarmed Combat 4D+1, Unarmed Combat Parry 2D+2

Canny: 3D+1

Education: 3D+2

History 4D,

Technical: 2D+1

Will: 5D

Telepathy: 3D

Contact Mind 4D+2

Special Abilities/Disadvantages:

360° Vision - Krinoids can effectively see in every direction with their photosensitive surface, allowing them to see around corners by sticking a root or vine out, and their vision extends into both the infrared and ultraviolet - negating penalties for darkness or smoke.

Distinctive Appearance - Krinoids are large tree-like beings with a central trunk topped by sweeping, willowy vines or arms, and resting atop three thick roots, they are dark green to brown in coloration. It is impossible for them to pass as humanoid.

Rainforest Adaptation - Krinoids developed in a warm, humid environment, They can live in air, or underwater. They are extremely resistant to disease, and require only regular access to rich soil, carbon dioxide, and sunlight to prosper.

Vines - 1.5 meter reach, can entangle at +10 difficulty (requires opposed PHY roll to break free.) The vines have difficulty with fine manipulation, giving the Krinoids a -2D to use skills that require it. Each Krinoid has 10-12 such vines, and can re-grow them within a few weeks if they are destroyed.

Story Hooks:

Worshipped - Krinoids are worshipped as gods of nature and the underworld in most of the rainforests on Earth.

Life Points: 40

Survival Points: 0-5 normally

Move: 8 (0 for rooted elders)

Size: 2-2.5 meters tall, .5-1 meter diameter normally (up to 10 meters tall and 4 meter diameter for rooted elders)

Scale: Character for mobile young, up to Tank for stationary elders.

The Krinoid race is an ancient race of intelligent plants that have lived on Earth for millions of years. It is hinted in various occult tomes that the Earth was seeded with Krinoid pods during a meteor shower eons before the earliest mammals arose from the sea. They are large, tree-like beings with a central trunk, or bole, topped by sweeping, willowy vines or arms, and resting atop three thick roots that can pull the Krinoids along the ground very quickly. They are dark green to brown in coloration. Krinoids communicate, among themselves and other species, by means of telepathy - usually projected pictures and scenes though older Krinoids have been known to use words.

Krinoids have prospered in the vast belt of rainforests across the Earth's equator, and are worshipped as gods of nature and the underworld by tribes in South America, Africa, and Indonesia. It is rumored that a cult has even arisen in Southern Mexico that aid the Krinoids in travelling across the world by the construction of special hothouses. While their worshippers have occasionally drawn connections between the Krinoid and harvest gods such as Demeter and Dagon, or other mythological symbols such as the Tree of Knowledge in Eden and the Norse 'World Tree' Yggdrasil, it is doubtful such connections actually exist.

Krinoids have formed a tribal society, governed by a council of the older, rooted members of the species. The Krinoids are self-mobile when young - less than a thousand years old - but take root eventually and may grow considerably afterward. Their exact life span is unknown, perhaps limitless. The rooted Krinoids can grow up to 10 meters in height, and produce large, peach-pit seeds which are distributed and planted by the mobile Krinoids which care for it. The tribes are intolerant of human encroachment, but often act through intermediaries, and may indirectly support or control various environmental organizations. They are also believed to be working towards the destruction of Mankind's civilization, resulting in massive human casualties, and forcing the world back into a primitive 'Eden-like' state.

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SHUG

Type: Amorphous Blob

Physique: 5D

Reflex: 4D

Dodge 5D

Canny: 2D+2

Hide/Sneak 4D

Will: 3D

Special Abilities/Disadvantages:

Amorphous - Shug are amoebae-like, able to squeeze through pipes and under doors. They may extend long pseudopods at will to act as arms, legs, or tails, and generate eyes and mouths as needed. They are unaffected by most forms of physical attack, but take full damage from fire, acids, explosives, and magic attacks. Shug get a +10 to Climbing and Running rolls at the GM's discretion. They breathe equally well in air or water by absorbing oxygen directly through their skin. Shug can also float on water by spreading themselves flat.

Smothering Attack - Shug can make an engulfing attack to cut off a target's air supply, as well as do normal unarmed damage. This type of attack is +10 difficulty, and the target must make rolls against suffocation: Roll Stamina at the start of each round, if the result is less than the total number of rounds the character has been suffocating then the character falls unconscious and will die if not rescued quickly. The victim may attempt to break free with an opposed PHY roll, requiring one action per attempt.

Underground Adaptation - Shug can survive for days without air, can see into the infrared and ultraviolet spectrums. They are comfortable at normal cave temperatures (around 45° F), and have an uncanny directional sense perhaps tied to detecting the magnetic poles.

Story Hooks:

Servitor Race - The Shug were created or subverted by Behemoth to be servitors in the mortal world. They are responsible for occasional cave-ins, disappearances, and the protection of buried or underground temples. Occasionally, favored servants of Behemoth may be given charge of a small number of Shug for labor and protection.

Life Points: 40

Survival Points: 0-3 normally

Move: 8

Size: 1 meter tall and 2 meters in diameter in relaxed state.

Shug are large, fleshy, amoebae-like entities, blood-red to pale gray in color. They are servitors of Behemoth, either created for that service or subverted to it. They live primarily underground, in deep cavernous regions, or in landlocked bodies of water.

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XORN

Type: Extraterrestrial Biological Entity

Physique: 5D+2

Stamina 6D+2

Reflex: 2D+2

Unarmed Combat 4D, Unarmed Combat Parry 3D+1

Canny: 3D+1

Education: 2D+2

History: Pre-Human 4D,

Technical: 2D

Will: 5D

Magic: 3D

Barrier 3D+2, Damage 4D, Detect 3D, Teleportal 6D+2

Special Abilities/Disadvantages:

Alien Adaptation - Xorn come from a cold, dark, high gravity environment, giving them a +1D to resist physical attacks and the ability to see into the infrared and ultraviolet wavelengths. They are also unaffected by temperatures as low as -50° Fahrenheit.

Tentacles - 2 meter reach, PHY+2D damage, can entangle at +10 difficulty (requires opposed PHY roll to break free, Xorn can continue doing damage every round that they have an opponent entangled without making a combat roll.)

Story Hooks:

Pact - The Xorn are allied with Chthonic forces in general.

Life Points: 40

Survival Points: 0-5 normally

Magic Points: 32

Move: 10

Size: 1.5 meters tall, 1 meter diameter

The Xorn are a star-born race who first came to Earth during the Triassic. They allied themselves with black forces before man arose, and then for some unknown reason left the planet and returned to the black gulfs. Xorn are a massive race, over 600 lb. on Earth, with a physiognomy much like a heavy table approximately four and a half feet tall and three feet wide. They are supported by three thick, cantilevered legs - distributed equilaterally so that the Xorn have no discernable front or back - with splayed hooves atop of which rests a disk-shaped torso ringed completely by a series of twenty four black, button-like eyes and a series of twelve three-foot long tentacles. The tentacles are extendable to six feet and are equipped with various sized saw-toothed, sucker-like mouths. Xorn are not capable of human speech, nor do they appear to show any interest in understanding it.

Xorn have been encountered on Earth again in recent years clearing out old temples and resting places of various chthonic entities, as if preparing for their return. It is said that they have captured humans on occasion, for use in sacrifices or experimentation. The Xorn use little or no advanced technology, relying instead on magic to travel to and from Earth. Their home planet remains a mystery - though it is hinted in some texts that they may come from heated underground caves of a dark planet in our own solar system, possibly Pluto or an undiscovered planet beyond Pluto's orbit.

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12.4 FAERIE

Faeries come in a wide variety of shapes and temperaments. For some insight into how faeries were really regarded in ancient times, I recommend looking into Old English, Irish, and Scottish folklore and mythology, as well as the literature of Arthur Machen. A number of famous people have believed in the existence of these creatures, even in modern times. Most notably Sir Arthur Conan Doyle. For some excellent illustrations of faeries and goblins, take a look into the art of Brian Froud, whose work includes designs for the films *Dark Crystal* and *Labyrinth*.

Seelie - Good faeries, or at least those who are considered more mischievous than malevolent, are associated with the Seelie Court. The word seelie has several meanings including 'to be blessed,' pious, innocent, harmless, or feeble.

Unseelie - Evil faeries, those whose actions often kill or maim, are associated with the Unseelie Court. The word unseelie comes from the Saxon unsele, meaning uncanny.

BLACK ANNIS

Type: Hag

Physique: 5D+2

Reflex: 3D+2

Dodge 4D+1, Unarmed Combat 4D

Canny: 2D+1

Find 3D+2, Hide/Sneak 4D+1, Tracking 3D+1

Education: 1D+1

Mythos/Pantheon Lore 3D, Supernatural 3D

Technical: 1D+1

Will: 3D+1

Intimidation 4D+2, Mental Defense 4D

Special Abilities/Disadvantages:

Claws - PHY+1D+2

Teeth - PHY+1D

Story Hooks:

Anthropophagous - Hags are man-eaters by nature.

Life Points: 42

Survival Points: 0-5 normally

Move: 11

Size: 2 meters tall

Black Annis is hideous blue hag, with a single piercing eye, and iron claws. She would hide behind an oak tree and leap out after dark on unsuspecting wanderers, devouring them. Ancient reports tell of how she could be heard nearby by the grinding of her teeth. She often left a trail of bones, revealing her presence in the area. Original reports had her living in a cave near Leicestershire, in central England, that she dug out of the rock with her bare hands. It is believed that she may have recently emigrated to the Appalachian mountain range in America, however.

Other hags are specialized to life in a river or lake (Underwater Adaptation), and may be green tinged, or other colors. Among the famous water hags are Jenny Greenteeth and Peg Powler. Use the same stats for these hags with the added ability to swim and thrive underwater.

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GIANT

Type: Root Race

Physique: 3D

Climbing/Jumping 4D+1

Reflex: 1D+2

Dodge 5D+2

Canny: 1D+1

Education: 1D

Technical: 2D+1

Will: 2D+2

Intimidation 4D+2

Special Abilities/Disadvantages:

Regeneration from Death - The only way to kill a giant for certain is to cut off its head.

Story Hooks:

Aggressive and Stupid - Most giant races are dangerous and warlike, frequently attempting to exploit the advantage of their size. They are prone to be bullies, but can often be outsmarted. Exceptions to both traits do exist.

Life Points: 32

Survival Points: 0-5 normally

Move: 15-150

Size: 3-30 meters tall

Scale: Tank to Carrier

Giants have existed since long before man, and feature in the myths and legends of almost all cultures. They are responsible for great feats of architecture as well as destruction. Since mankind's rise to dominance, and with the efforts of various races of gods, the giant races have all but disappeared.

Ogres and trolls are lesser giants, Tank scale, that often live alone in caves killing, and possibly devouring, any human travelers who wander astray.

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HODEKEN

Type: Faerie

Physique: 2D+2

Climbing/Jumping 4D+2

Reflex: 4D

Dodge 5D+2

Canny: 3D+2

Find 4D+2, Hide/Sneak 5D, Surveillance 5D+1, Survival 4D+1

Education: 1D+2

Magic 4D, Supernatural 4D

Technical: 2D+2

Trade Skills 3D+2

Will: 3D+1

Bargain 4D, Magic Resistance 4D, Persuasion 4D+1

Magic: 3D+1

Survive 3D+1, Transmute 4D+2, Translate 3D+1, Transportal 4D

Special Abilities/Disadvantages:

Heal From Death - Hodeken heal hourly, even from death, except for damage from chaff or flame - which heals normally unless they are killed.

Shape Change - Hodeken can change into the forms of small rodents, with no appreciable effect except disguise.

Vulnerabilities - Hodeken are vulnerable to chaff (straw) and flame, and take double damage from each. Being that chaff is hardly an effective weapon, it is usually the flame that does them in - though striking them with a straw broom will drive them off.

Story Hooks:

Opportunistic - Hodeken often attempt to profit on the misfortunes of others by making bargains with people in desperate situations, and charging a terrible price for their assistance.

Solitary - Hodeken prefer to live alone in an old ruin or hollowed out tree.

Life Points: 30

Survival Points: 0-5 normally

Magic Points: 11

Move: 12

Size: .5-1.2 meters tall

Hodeken, or 'little hats', are German goblins so called because of their tendency to pull their hats down tight to their heads. They are mischievous creatures and frequently seek to profit on the misfortune of others. Among the most famous of these goblins is Rumpelstiltskin.

Hodeken, like many goblin races, dress in an outlandish or outdated manner. They live in seclusion, eating carrion as well as nuts and berries. Motivations vary between individuals, some are greedy and amass a small horde in their homes - others may become lonely and seek a human child to raise as their own.

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KNEE-HIGH MAN

Type: Faerie

Physique: 1D+2

Climbing/Jumping 4D+1

Reflex: 4D+1

Dodge 5D+2

Canny: 2D+2

Find 4D, Hide/Sneak 6D+1, Surveillance 5D

Education: 2D

History 4D, Magic 4D, Supernatural 4D

Technical: 1D+2

Trade Skills: Carpentry/Woodworking 3D+2

Will: 2D+2

Magic Resistance 4D, Persuasion 3D+2

Special Abilities/Disadvantages:

Animal Friend - Knee-High Men have a natural affinity for animals. Natural animals will not attack them, even if starved, and may often be persuaded to help them. Supernatural creatures are not so compelled.

Animal Speech - Knee-High Men can speak to animals as easily as talking among themselves.

Diminutive - Because of their minute stature opponents are at -1D on any to-hit rolls against knee-high men.

Story Hooks:

Pacifistic - Most Knee-high men are vegetarians, and will not harm another living creature, even in self defense. They are completely non-aggressive, and are more likely to be the victims of human mistreatment than most others of their kind.

Life Points: 26

Survival Points: 0-5 normally

Move: 8

Size: .4-.6 meters tall

The Knee-High Men - and women - are the Native American branch of the faerie family well known to both the native peoples of the area, and the African slaves and immigrants who became attuned to the land's mystic rhythms. They appear as short, gnarled looking versions of the Native American people, or on occasion similarly gnarled African-Americans. They may live either singly, or in small tribes.

In the past, tribes of Knee-High Men lived closely to Native American tribes of the region. Among the most well known are the little people of the Passamaquoddy Indians, from the region along the US-Canadian border. The Passamaquoddy had two tribes of Knee-High Men associated with them, the Nagumwasuck - who were regarded as friendly, and the Mekumwasuck - who were more outlandish, if not somewhat malicious.

Knee-High Men ride on the backs of eagles, and live safely in the burrows of prairie dogs, badgers, and snakes. They have largely retreated from the advance of Western Civilization, and are rarely seen today. Knee-High Men may be closely related to the African Yumboes, who are two foot high with pearly skin and silver hair and frequent the Pap mountains.

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SATYR

Type: Hobgoblin

Physique: 3D+1

Climbing/Jumping 4D, Stamina: Drinking 4D+2

Reflex: 4D

Dodge 5D+2

Canny: 3D+1

Hide/Sneak 5D+1

Education: 1D

Magic 4D, Supernatural 4D

Technical: 1D

Will: 2D+2

Acting 4D, Magic Resistance 4D, Persuasion 5D+2

Special Abilities/Disadvantages:

Hoof Attack - PHY+2

Horn Attack - PHY+2 (PHY+2D if the satyr gets a running head start)

Story Hooks:

Lustful - Satyrs are rowdy and lustful and sometimes kidnap mortals to join in their drunken revels.

Life Points: 33

Survival Points: 0-5 normally

Move: 12

Size: 1.5-2.1 meters tall

Satyrs are popular creatures of Greek mythology, who flocked to the pipes of their leader Pan - alternately recognized as another satyr or a god. Fauns are the Roman equivalent, and follow Faunus. These lusty creatures have the face and body of a man, and the legs and horns of a goat. They are quite rowdy, and are often found in enchanted glades, kidnapping mortal women and sylphs to join in their feasts and orgies.

They commonly play reed pipes, known as syrinx, after the fashion of their leader. Because of their close association with pagans, druids, and faeries, they are included here instead of the general monster section. Puck is an mischievous English spirit or goblin that is usually considered to be a satyr, and often associated with Pan. Some satyrs have the ability to use magic.

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12.5 HUMAN ENIGMAS

Horror movies are filled with strange freaks of nature, mutations, and oddities of various scales; psychotic killers that never seem to die, or ceaselessly return. Living man-made monsters sewn together from a hodgepodge of corpses, or grown in a vat. They may be obsessed with chainsaws, dressing as Santa Claus, eating people's livers, or Friday the 13th.

The only key to making these Shadows is in making them unusual, if not completely original. When creating such encounters try looking through the Player Character Monsters section to get ideas for abilities and weaknesses, and simply ignore the cost. Below are some examples.

FIREBRINGER

Type: Human Enigma

Physique: 3D

Unarmed Combat 3D+2

Reflex: 2D+2

Dodge 3D+2

Canny: 2D+2

Disguise 3D, Evidence Disposal 3D+1, Lock-picking 3D+2, Streetwise 4D, Value 3D+2

Education: 1D+2

Crime 3D

Technical: 1D+1

Arson 4D+1

Will: 2D+2

Intimidation 4D

Pyrokinesis: 2D

Flame Construct 2D+2, Ignite Object 6D, Ignite Self 4D+2

Special Abilities/Disadvantages: none

Story Hooks:

Insanity – Firebringer tends to be extremely aggressive, and uses his powers maliciously and frequently.

Life Points: 26

Karma Points: 1

Survival Points: 7

Move: 10

Size: 1.9 meters tall

Chuck Summers was always an angry, difficult child. He showed a history of violence and abusiveness, that culminated when he was a teen. He was sent to reform school after an attack on a homeless person was stopped by police. It was there that his powers first manifested, resulting in the complete destruction of the school and the deaths of seven people. Chuck has been on the road ever since. He hitchhikes from town to town, committing petty crimes for cash, and occasionally torching a building or two for kicks. He reacts poorly to criticism, and even worse to any type of physical abuse. Those who cross him tend to regret it quickly.

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HOMUNCULUS

Type: Man-made life

Physique: 4D+1

Reflex: 4D

Canny: 3D

Education: 1D

Technical: 1D

Will: 3D

Special Abilities/Disadvantages:

Flight – Many homunculi are created with wings, if so they fly at a move of 15.

Story Hooks:

Created – Homunculi are a form of artificial life, and are generally been created for a specific purpose.

Life Points: 30

Survival Points: 0-3 normally

Move: 10 (15 flying)

Size: .25-1 meter tall

Homunculi come from Jewish mysticism and Alchemy. The word means little man, or dwarf. They are a form of life created without sexual contact, grown artificially – not constructed the way Golem are. As a result the early genetic engineers made more mistakes than successes, turning out a slew of twisted inhuman dwarves. When it worked correctly the homunculi's creator had a customized assistant to fulfill their demented whims.

SPRING-HEELED JACK

Type: Human Enigma

Physique: 4D+2

Climbing/Jumping: Jumping 7D+1

Reflex: 5D

Dodge 5D+2,

Canny: 2D+2

Guerilla Warfare 4D, Survival 3D+2

Education: 1D

Technical: 1D

Will: 2D+2

Intimidation 4D+2

Special Abilities/Disadvantages:

Claws – Very Easy, PHY+2 damage, claws add +2D to Climbing skill.

Fiery Breath – 1 meter range, Easy, 5D damage, up to 3 times/day.

Highly Recognizable – Spring-Heeled Jack has pointed ears, talons, and bulging glowing eyes.

Infrared Vision – Jack can see into the infrared portion of the spectrum.

Superhuman Leap – Jack can leap up to 8 meters high and 15 meters across.

Story Hooks:

Insanity – Spring-Heeled Jack seems to appear, cavort, and attack without reason.

Life Points: 36

Karma Points: 1

Survival Points: 10

Move: 10 (15 leaping)

Size: 1.8 meters tall

This mysterious figure first appeared in September, 1837 with a streak of several independent sightings and attacks. The thing is described as a cloaked figure with pointed ears, talons, bulging glowing eyes, and the ability to spit flames from its mouth. Most dramatic was its ability to leap great distances, over walls and sometimes houses, without aid. He attacked several people over the next few years, but the first fatal attack did not occur until 1845 when he killed a 13-year old prostitute by breathing flame in her face and throwing her off a bridge into Folly Ditch. His last known appearance was in Liverpool in 1904.

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STITCHFACE

Type: Man-made Human

Physique: 6D+2

Reflex: 4D

Melee Weapons 6D, Melee Weapons Parry 5D

Canny: 3D

Hide/Sneak 4D+1, Surveillance 4D, Tracking 5D

Education: 2D

Technical: 2D

Will: 3D+2

Intimidation 4D+2, Mental Defense 5D

Special Abilities/Disadvantages:

Extended Life-span – Stitchface will live over a thousand years unless killed.

Story Hooks:

Reclusive – Stitchface lives in the wilderness and avoids human habitation, but strange tales of a patchwork man haunting the hidden forests and valleys continue to be heard.

Life Points: 36

Karma Points: 1

Survival Points: 10

Move: 10

Size: 2.1 meters tall

The creature known as Stitchface is the creation of Professor Tobias Kane, a scientist who lived in a remote cabin in the Colorado Rockies during the late 1860's to 1880's. Among his experiments was the artificial man known as Stitchface. The parts for Stitchface came from the remains of various travelers and settlers in the region. Government agents sent to investigate the disappearances in the area raided Kane's cabin and discovered the horror he had created.

Initially the creature known as Stitchface defended his creator, but eventually realized the mistake that had been made in his creation and fled into the wilderness. Government agents combed the area but never found another trace of him. He was officially presumed dead in 1892, but continued to live in the Colorado wilderness trapping and fishing to survive. Professor Kane was incarcerated for multiple homicide and died 10 years later of a drug overdose.

Stitchface has not aged since he was created, and shows no signs of decay. However, he is still a hideous creature. He appears as a large - slightly misshapen - man covered with stitches and scars. Various patches of skin are white, black, yellow, and red. He has dark, shaggy, waist length hair beneath his hood, and two different color eyes. He dresses in a ragged coat, shirt and pants, stitched together in much the same manner as he was.

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THE CREEP

Type: Human Oddity/Freak

Physique: 4D+2

Stamina 5D

Reflex: 3D+2

Dodge 4D+1, Firearms 4D+2, Unarmed Combat 4D

Canny: 3D

Find 3D+2, Hide/Sneak 4D, Lock-Picking 3D+2, Surveillance 4D, Value 4D+1

Education: 1D+2

Technical: 2D

Motor Vehicle Ops 3D+2

Will: 4D

Bargain 4D+1, Intimidation 5D+1

Special Abilities/Weaknesses:

Ichthyosis – The Creep has a disease that gives his skin a thick, dry, scaly appearance – like a fish. It makes his appearance highly unusual and easy to remember and identify.

Quick Draw - Drawing a weapon, or switching a weapon from one hand to the other, does not count as an action for The Creep.

Weaponry and Equipment – (2) pistols, Gaff (Easy, PHY+1D+1 damage), Garrote, Lockpick set

Story Hooks:

Sensitive – While he uses his skin condition to intimidate others, he does not appreciate jokes at his expense. He tends to make sure people who make such jibes end up missing or dead.

Life Points: 29

Karma Points: 1

Survival Points: 5

Move: 10

Size: 2 meters

Mel Hurley was afflicted with ichthyosis from an early age, he suffered from the taunts of other children so badly that he was pulled from public school and educated at home by his illiterate parents. Mel resented the way life had treated him and found he could use his fists, and his appearance, to intimidate others. Mel considered joining organized crime, but decided he could make more by working alone. The Creep has extorted money from wealthy men and businesses by threatening violence, and has occasionally kidnapped for ransom the children and wives of wealthy industrialists. If his demands are promptly adhered to his victims usually return without harm, but those who cross him inevitably feel his terrible wrath.

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WILD ROSE

Type: Human Enigma

Physique: 4D

Reflex: 4D

Melee Weapons 5D+2, Melee Weapons Parry 5D

Canny: 3D+2

Hide/Sneak 4D+2, Surveillance 4D+1, Tracking 5D

Education: 2D

Technical: 3D

Will: 3D+2

Intimidation 4D+2

Special Abilities/Disadvantages:

Nictalopia – Rose can see in the dark without penalty.

Contortionist – Rose gets a +2D to skills that would benefit.

Acetylene Torch – Easy, 5D damage

Story Hooks:

Homicidal – Rose feels compelled to torture and kill rapists and abusers of women.

Life Points: 36

Survival Points: 7

Move: 10

Size: 1.7 meters tall

Rose Packer is the direct descendent of Alferd Packer, the first man in the US to be tried and convicted of cannibalism. Insanity, or at the least instability, runs rampant in her family. She has several living relatives who live behind padded walls. Rose herself had apparently escaped the family curse until she was 25. On the way home from her welding job at a local construction firm Rose was brutally raped and beaten. She was left near dead on the side of the road where she was lucky enough to be spotted by a passing motorist.

Physically Rose recovered very quickly, mentally she was scarred for life. The police informed her that finding her attacker would be next to impossible – so she took matters into her own hands. Rose managed to track down her attacker over the next few days and held a ‘wienie roast’ for him with her welding torch. He didn’t survive. Nor did the overbearing man she ran into at a bar the next day, or the street punks who attempted to mug her.

Though she has been locked up several times, Rose manages to escape repeatedly. After her first rampage, the newspapers dubbed her ‘Wild Rose’ – and the name has stuck.

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12.6 INFERNAL HIERARCHY

The war between Heaven and Hell has been ongoing since the Fallen Angels were cast down from the Silver City. But these devils are not the only residents of the Judeo-Christian underworld, demons have existed at least as long as mankind – and potentially much longer.

Most demons and devils function akin to more conventional Shadows. They can be summoned up by spellcasters, or sent to Earth by their infernal masters, and killed normally. Upon their destruction it is assumed that they return to the Infernal regions to regenerate for a few centuries before being able to be summoned again.

12.61 DEVILS

Devils are the fallen angels who rebelled against Heaven and were expelled. As a result they are equal in power to angels, and maintain their previous rank in the Angelic Hierarchy in addition to a rank in the Infernal Hierarchy.

The term Devil was first used to referred to what in the Hebrew of the Old Testament was referred to as ‘Satan.’ Satan was not considered an adversary at this time, but was in fact an angel charged with testing man’s fidelity to God. The term was used again in translations of the New Testament’s original Greek term ‘satannas,’ which was God’s adversary. In later usage the term was almost interchangeable with demon, though I separate the two terms here to represent evil beings of distinctly different origins. The capitalized Devil can be used to refer to the supreme embodiment of evil, ruler of the legions of Hell, but a lowercase devil will always be used here to refer to some type of fallen angel.

The exact numbers of devils varies according to the source. Alphonsus de Spina in 1459 believed that one third of the original angels became devils – fully 133,306,668. Other reports vary from 6,660,000 to 7,409,127 devils ruled by 66 to 79 infernal princes. The lower number is most likely the most accurate, and the number of infernal princes varies based on internal strife in the hierarchy. Please note that while most devils are referred to, and appear to humans, in the masculine – they are truly sexless beings as are angels.

Some of the most important of the ruling Infernal Princes, as well as their angelic rank, and the function of their subjects in the war with Heaven is listed below.

Infernal Prince	Rank	Function
Lucifer, the Morningstar	First Prince of the Seraphim	Leader of the fallen.
Beelzebub	Prince of the Seraphim	Tempts mankind with pride.
Asmodeus	Prince of the Seraphim	Tempts mankind with luxury.
Balberith	Prince of the Cherubim	Tempts mankind to commit murder.
Mephistopheles	Prince of the Cherubim	Tempts mankind to enter into pacts.
Astaroth	Prince of the Thrones	Tempts mankind with sloth and laziness.
Sonneillon	Prince of the Thrones	Tempts mankind with hatred.
Carnivean	Prince of Powers	Tempts mankind with obscenity.
Verrier	Prince of Principalities	Tempts mankind with disobedience.

Devils are often charged with “tempting” mankind. This is done simply to undermine faith in God, so that when people die their souls are not judged fit to enter Heaven. These souls then often end up being collected by hell and are used to swell the ranks of their legions in preparation for the eventual siege of Heaven. As the fallen angels are outnumbered by their counterparts in the Silver City, and the souls of the damned are weak by comparison, it will take some time before a suitable army can be raised.

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DEVIL (LOWEST RANK)

Type: Fallen Angel

Physique: 7D+1

Reflex: 5D

Canny: 4D

Education: 2D

Technical: 2D

Will: 5D

Piety: 10D

Special Abilities/Disadvantages:

Infernal Flight – Devils not only fly through space, but can shift dimensionally to travel great distances and to enter Hell.

Diabolic Intervention – Devils can heal or even resurrect others by transferring their own Life Points directly to the other being.

Energy Being – Devils do not require food, liquid, or sleep, and are effectively immortal. ‘Killing’ a devil only forces it’s energy to return to Hell for a time.

Flaming Sword – Devils can manifest a flaming sword at will, the sword is an extension of their infernal powers and cannot be dropped, damaged, or lost. Very easy difficulty, PHY+2D damage. The sword can also generate enough light to illuminate a large room.

Sense Supernatural – Devils can immediately sense angels, demons, devils, faerie, and chthonic entities, as well as Angelic and Infernal influence at a range of 1 mile.

Shape – Devils have no predefined shape, though their most common form is a dark man dressed in black with cloven hooves for feet, they can appear in any human or animal form: male or female, ugly or beautiful, and they change appearance at will. Many devils have been known to assume the form of a black dog in their dealings, to keep their true nature a secret.

Story Hooks:

Infernal Name – Devils are strongest when they remain unknown, and as a result they may operate by referring to themselves as “The Devil.” A priest that uses Piety abilities against a devil receive a +2D to their rolls if they know the true name of the devil they face.

Life Points: 69

Karma Points: 0-2 normally

Survival Points: 10-15 normally

Move: 12 (60 flying)

Size: .45-3 meters tall

Devils are the fallen of Heaven’s angelic host. They rebelled with Lucifer and were cast out of the Silver City to the Infernal regions that they call home. As they are adversaries of Heaven, they often seek to tempt mankind away from divine influence, swelling the ranks of hell with the souls of the damned in preparation for the siege of Heaven.

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POSSESSOR

Type: Fallen Angel

Physique: (victim's)+2D

Stamina 6D

Reflex: (victim's)+1D

Canny: 3D+2

Education: 2D

Magic 4D+2, Mythos/Pantheon Lore 3D, Religious Doctrine 5D, Supernatural 3D+2

Technical: 1D

Will: 4D+2

Intimidation 5D+2, Persuasion 5D

Magic: 2D

Morph 2D+1, Raise 3D, Soar 2D+2

Special Abilities/Disadvantages:

Possession – This devil can inhabit the bodies of certain individuals by supplanting their will. Initially this only requires a successful opposed roll against the victim's Will. Once in place, the devil will enhance the victim's PHY and REF, and replace the victim's other attributes with their own.

Story Hooks:

Tormenter - The purpose of a controlling entity is usually more insidious than it first appears. By taking overt control it is usually obvious in a short amount of time that possession has occurred. Possessing entities never take over particularly useful individuals by society's standards, instead focusing on those easy to invade - such as children. The greatest value then is the distress such a possession causes to a family, or the community. In some this causes a general fortification of personal beliefs and faith, but generally it skews the perceptions of those individuals affected, and causes great turmoil in their system of personal beliefs. So, even though the victim may be saved readily through exorcism, or may be killed if no exorcism is possible, the long term spiritual effects may be catastrophic.

Life Points: (Life Points of victim +2D)

Survival Points: 0-10 normally

Move: (Move of victim)

Size: (Size of victim)

Possessors are devils charged with tormenting the living, breaking their faith by displaying the power of Hell on Earth. These devils do not appear on a regular basis, suggesting that they are sent on individual tasks by a central agency – their Infernal Princes or perhaps Lucifer himself. Though with their powers it would be possible to inflict greater physical damage on the victim's family and surroundings, the goal is always spiritual torment. Leaving the victim's friends and family with the sure knowledge that this devil had a great deal of power over them, whether it chose to exercise it or not.

This submissive feeling generally causes a breakdown of personal faith. Physical damage and deaths would contribute to a more defensive posture and inevitably lead to a strengthening of faith. As a result possessors are under strict guidelines on how to act. They will attempt to maintain control for several days at least, and attempt to hold out as long as possible against exorcism to make those affected feel lucky to have withstood the ordeal, rather than confident and superior.

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12.62 DEMONS

Demons are “evil spirits,” not specific to Judeo-Christian lore. Demonology is the study of demons, or evil spirits. These evil spirits are the natural inhabitants of Hell and similar infernal regions, and existed there before the arrival of the fallen angels. Many now fall under the dominion of the infernal princes, though most remain independent.

These infernal beings are most commonly encountered in the presence of an Infernal Prince, if they are so allied, or guarding or inhabiting important Unholy sites. But they may be summoned by various spellcasters, or be encountered in the course of an infernal mission.

AMPHISBAENA

Type: Demon Animal

Physique: 5D

Reflex: 3D+1

Canny: 2D

Hide/Sneak 3D+2

Will: 2D+2

Magic Resistance 4D

Special Abilities/Disadvantages:

Poisonous Bite – PHY+1D, if damage occurs to the character then they are also injected with a corrosive venom that does 5D damage the first round, 4D the second, etc. Injected venom is resisted with PHY *only*, armor does not count.

Two-Headed – Amphisbaena can attack twice, once with each head, before suffering penalties for multiple actions.

Story Hooks:

Infernal Fauna – While amphisbaena are considered demonic, they are little more than infernal animals that frequent the infernal planes, as well as places where these regions overlap with Earth.

Life Points: 40

Survival Points: 0-3 normally

Move: 8

Size: 1-3 meters long

The amphisbaena is an infernal snake with a head on each end, it is highly aggressive and poisonous. They feed on helpless mortals and demons who happen across them. Though demons, they are never intentionally summoned, though a particularly paranoid spellcaster may attempt to use the creatures as guardians.

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UTUKKI

Type: Demon

Physique: 4D+1

Reflex: 2D+2

Running 3D, Unarmed Combat 4D+2

Canny: 2D

Hide/Sneak 3D+1, Survival 3D+2

Will: 2D+2

Intimidation 3D+2

Special Abilities/Disadvantages:

Claws – PHY+2, the claws also provide a +2D to Climbing when applicable.

Tracking Scent – Utukki have an acute sense of smell that allows them to track down prey. +2D to Find and other Canny skills when the GM determines it is applicable.

Story Hooks:

Easily Summoned – Utukki are always willing to pass to the earthly plane, but are apt to turn on a weak master.

Life Points: 37

Survival Points: 0-3 normally

Move: 10

Size: 1.5-2.5 meters tall

Utukki are the standard form of Babylonian demon. They may be summoned rather easily and are eager to please a powerful master, though they are just as quick to turn on a weak one. They are generally man-sized and humanoid in shape, with nasty teeth, patches of scales and fur, short horns, clawed hands and feet, and snake-like yellow eyes. They choose names that inspire are intended to inspire fear and loathing, some examples of which are:

Muttabriqu – Flashes of Lightning

Sarabda – Bailiff

Rabishu – Croucher

Tirid – Expulsion

Bennu – Fits

Sidana – Staggers

Miqit – Stroke

Bel Uri – Lord of the Roof

Umma – Feverhot

Libu – Scab

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12.63 INFERNAL ASSOCIATIONS

Besides the obvious infernal entities, there are others – non-natives of Hell – which GMs and players should be aware of. One of the most common sources of these types of Shadow are those who enter into Infernal Pacts.

Infernal Pact – In return for their immortal soul, the contractee receives some form of bequeath. This could be as simple as physical luxury, mystical power, or forbidden knowledge. The terms of individual contracts vary – some may require that the contractee relinquish their soul immediately, others after a few years (usually a predetermined date), others still at the end of the subject's natural life span. Those who contract for immortality are usually obligated to provide other souls in payment on a regular basis.

A pact to cause harm to another, instead of empowering or gratifying oneself, is called a 'maleficium.' The result is an unnatural sickness, often cancer, which aggravates, resists treatment, and eventually ends with the victim's death. The only way to stop a maleficium is to attack the demon or devil causing it.

FAUSTIAN MAGE

Name: Werner Hahn

Physique: 2D

Reflex: 2D+2

Dodge 4D, Melee Weapons: Arthame 3D+2, Melee Weapons Parry 3D

Canny: 3D+1

Hide/Sneak 4D, Research 6D

Education: 2D+1

Magic 4D, Mythos Lore: Infernal 5D, Supernatural: Devils 4D+1

Technical: 1D+2

Motor Vehicle Operations 2D+2

Will: 3D

Magic Resistance 4D

Magic: 3D

Damage 5D, Morph 4D, Summon 4D

Special Abilities/Disadvantages:

Infernal Attraction - Werner has an infernal gift that makes him especially attractive to the opposite sex. He receives a +2D on most Will rolls involving the opposite sex, at the GM's discretion.

Infernal Wealth – Werner is never short on cash, and his bank account refills itself magically.

Story Hooks:

Greed/Lust – Werner is compelled by a lust for wealth, women, and power: everything he deems the basis for personal success.

Life Points: 23

Karma Points: 1

Survival Points: 10

Move: 10

Equipment: Luxury Car, Arthame (PHY+1D+1), Silver pentagram on chain, Expensive Clothes, Large Mansion and Property

Werner was born in the late 1950's to a formerly affluent family whose poor investments were now costing them dearly. His early youth was spent in opulence that slowly disappeared around him as he aged. When his parents died in the early 1970's Werner there was little left beyond the decaying mansion and its sorely overgrown grounds.

Seeking an escape from the ruin around him Werner turned to the study of black magic. The study was largely a fad at the time, but Werner's remaining resources included a number of esoteric volumes from the family library. His studies proved fruitful, and with them he saw the means of reestablishing himself and his family's fortune.

Werner summoned the devil Mephistopheles seeking a bargain. The devil readily agreed, and in return for Werner Hahn's immortal soul his fortune was restored and he was given limited power over women as well.

The acquisition of power has only served to fuel Werner's desires. With his wealth and attractiveness Werner has created a place for himself among the elite of both Europe and America. He has helped finance several Central American coups, and contributes freely and covertly to private members of various political organizations. The greatest danger anyone could suffer from Werner is if they possess something that he desires. He enjoys using his power to take what he wants, use it up, and throw it away.

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12.7 LEGENDARY CREATURES

Cryptozoology is the study of hidden or “unexpected” animals. These animals may include sea serpents, lake monsters, survivors from the age of dinosaurs, and even hairy bipeds. Paracryptozoology covers cases that go beyond the unexpected, to the nearly impossible – such as the werewolf or the unicorn.

12.71 CRYPTOZOOLOGICAL CREATURES

ALIEN BIG CATS (ABCs) – Jaguars, pumas, and other similar cats have been reported across the United States, Great Britain, and Australia. Many of these sightings appear to be black panthers, and though no pelts have been recovered, foot-prints and reliable eyewitness accounts seem to back up their existence. The origin of such creatures remains a mystery though it is likely that the animals may be former pets released into the wild, or the descendants of such animals. The “alien” descriptor refers to the fact that the animals are non-native, not meant to imply extraterrestrial involvement. Use the stats for any applicable large cat in the Animals section.

DEINONYCHUS

Type: Carnivorous Dinosaur

Physique: 3D

Reflex: 4D

Canny: 2D

Find 3D+1, Survival 3D+2

Will: 1D+2

Intimidation 4D

Special Abilities/Disadvantages:

Acute Smell – Deinonychus have an heightened olfactory sense that gives them +2D when using skills based on this sense.

Claws/Talons – PHY+2D damage

Story Hooks:

Carnivorous – Deinonychus will voraciously consume any prey they can catch, including animals larger than humans.

Pack Hunter – Deinonychus are pack animals, much like wolves, and hunt in group of 3-4.

Life Points: 32

Survival Points: 0-3 normally

Move: 20

Size: 2 meters tall, 4 meters long

A carnivorous dinosaur that originally lived in Montana and Wyoming during the Early Cretaceous. A large brained, light weight hunter designed for speed and agility. Deinonychus runs upright like an Allosaurus. It hunts both alone and in packs. Deinonychus are 13' long, about 150 lbs., with strong forelimbs ending with grasping hands tipped with curved claws. The muscular hind limbs end with a nasty 5" long scythe like claw on each foot. Its tail is stiffened with bony rods to use as a counterweight for balance.

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MONGOLIAN DEATH-WORM

Type: Giant Bio-electric Venomous Worm

Physique: 2D

Reflex: 2D

Unarmed Combat: Electrocutation 3D+1, Unarmed Combat: Spitting Poison 4D

Canny: 1D

Hide/Sneak 4D, Survival 4D

Will: 1D+1

Special Abilities/Disadvantages:

Electrocutation – The worms can electrocute a victim on contact, 7D damage

Underground Adaptation – The worms are adapted to a partially subterranean existence. They are unable to see but can sense movement and vibration. They can burrow in the sand up to a meter or so down, and survive by eating insects, small lizards, and rodents.

Venom – The worms can spit corrosive venom: range 1/2/3, 5D damage (see the section on Poison)

Story Hooks:

Solitary – The worms are generally solitary creatures, living on small animals, and are only aggressive if disturbed.

Life Points: 36

Survival Points: 0-3 normally

Move: 4

Size: 1 meter long

A native of the southern Gobi desert, this large fat worm grows up to a meter long, and has two unusual abilities that prompt locals to avoid it. These worms are the only known land-based animal able to generate large enough amounts of electricity to stun or kill large animals. They are also venomous, and capable of spitting or squirting this venom at a target up to 3 meters away.

They are solitary animals, and only use their powerful defense mechanisms if disturbed or provoked. This can happen unexpectedly however, as the worms prefer to burrow in the sand, and may be unseen until it is too late.

NEANDERTHAL

Type: Human Subspecies

Physique: 4D

Reflex: 3D

Running 3D+2, Unarmed Combat 4D

Canny: 2D+1

Find 3D, Hide/Sneak 4D, Survival 4D

Technical: 1D

Will: 2D

Intimidation 3D+2

Special Abilities/Disadvantages:

Mute – Neanderthals are unable to communicate verbally beyond a series of primitive noises.

Story Hooks:

Solitary – Neanderthals are rarely sighted in groups, though mating pairs or small tribes may exist. They shun human populations, and are rarely sighted by large groups of observers.

Life Points: 36

Survival Points: 0-3 normally

Move: 10

Size: 1.5-2.1 meters tall

Reports of hairy man-like beasts in the wild regions of the world seem to indicate the continued presence of small populations of *Homo sapiens neanderthalensis*, or Neanderthals. Several hairy bipeds reported world-wide seem to fit descriptions of Neanderthal man, though these beasts are often described as covered in hair. Neanderthals have heavy brow ridges, low-vaulted skulls, high cheekbones, dark skin, and protruding jaws.

PHANTOM KANGAROOS – Since 1899 there have been reported sightings of wild kangaroos in parts of the US and Canada. Many of these sightings are accepted as they often come from police officers, and at least two encounters have resulted in photographs of the animals. The origins of these animals remain unknown, but as with big cat sightings they are presumed to be former pets or escapees from zoos and circuses. Use the stats for Kangaroos in the Animals section.

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TERROR BIRD

Type: Large Predatory Bird

Physique: 4D

Reflex: 2D+2

Flying 4D, Unarmed Combat 3D+2

Canny: 2D+1

Find 3D, Survival 3D+2

Will: 2D+1

Intimidation 4D

Special Abilities/Disadvantages:

Acute Vision – Terror Birds can see great details at great distance, +2D to sight-based Canny rolls

Beak/Talons – PHY+1D damage

Wings – Terror Birds can fly at a Move of 50.

Story Hooks:

Carnivorous – Terror Birds will voraciously consume any prey they can catch, including humans.

Territorial – Terror Birds defend their nesting sites tenaciously from any perceived threats.

Life Points: 36

Survival Points: 0-3 normally

Move: 10 / 50 Flying

Size: 3-6+ meters tall, 6-12 meter wingspan

Scale: Car to Tank

Terror Birds have lived in remote swamps and mountain peaks since prehistoric times. They are likely the inspiration for such legendary creatures as the North American Thunderbird, the Arabian Ruhk (or Roc), and the Greek Stymphalian Birds. These predatory birds can swoop down on prey as large as cattle and make off with them, making a simple explanation for why so few humans have seen these creatures and lived to report them. Their coloration ranges from white to brown or black, with a yellow or golden beak and legs.

TYRANNOSAURUS REX

Type: Carnivorous Dinosaur

Physique: 5D

Reflex: 3D

Unarmed Combat 5D+2

Canny: 2D

Find 3D

Will: 1D+2

Intimidation 6D

Special Abilities/Disadvantages:

Acute Smell – Tyrannosaurs have an heightened olfactory sense that gives them +2D when using skills based on this sense.

Claws/Talons – PHY+2D damage

Story Hooks:

Carnivorous – Tyrannosaurs will voraciously consume any prey they can catch, including humans.

Life Points: 40

Survival Points: 0-5 normally

Move: 20

Size: up to 7 meters tall, and 14 meters long

Scale: up to Tank

The most famous of all carnivorous dinosaurs. It grew 40' or more long, with a 4' skull with massively powerful jaws. It may have hunted in packs, though some scientists speculate it may have moved too slowly to be an effective hunter, eating carrion instead. It was found in Canada, the Northwest US, and possibly as far south as New Mexico during the Late Cretaceous.

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12.72 PARACRYPTOZOLOGICAL CREATURES

GRIFFIN

Type: Chimera

Physique: 6D

Reflex: 3D+1

Flying 4D, Unarmed Combat 4D+2

Canny: 2D+1

Hide/Sneak 5D, Survival 4D+2

Will: 2D+1

Special Abilities/Disadvantages:

Claw/Talon Attack – PHY+1D+2 damage

Beak Attack – PHY+1D+1 damage

Story Hooks:

Aggressive – Wild griffins will attack and carry off most any large prey.

Life Points: 44

Survival Points: 0-3 normally

Move: 14 or 25 Flying

Size: 1.8-3 meters long, up to 6 meter wingspan

The description 'chimera' indicates an animal that is a composite of two or more others. Griffins, also called griffons or gryphons, are lions with the heads, wings, and front talons of an eagle. The creatures are believed to originate in Middle-Eastern mythology, but feature highly in the Greek and Roman myths where they served to pull the chariots of several gods.

Generally griffins are far too feral for this type of activity. Wild griffins are powerful enough to carry off a horse if they are hungry or excited. Travelers in the wilds of Northern Africa and Southern Europe must be especially wary, but it is believed that some have found their way in to the South-West United States and parts of Mexico, possibly escaped from private collections.

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SKY BEAST

Type: Aerial Predator

Physique: 1D

Reflex: 3D+1

Flying 6D+2, Unarmed Combat 4D

Canny: 2D+1

Hide/Sneak 4D

Will: 1D+1

Special Abilities/Disadvantages:

Atmospheric Adaptation – Sky Beasts are filled with lighter-than-air gasses that allow them to stay aloft indefinitely, natural jets that allow them to control their movement, they consume birds and other aerial fauna, and are suited to adapt automatically to a variety of atmosphere content and pressures.

Invisibility – Sky Beasts are normally invisible to all but the infrared wavelengths. Though they may reflect visible light under certain conditions. Because of their shape they do not always reflect radar back, making radar contact intermittent at best.

Resilient Hide – The hide or skin of Sky Beasts is extremely rubbery and resilient, giving them a PHY+2D to resist physical damage.

Tentacles – Sky Beasts have 12-24 prehensile tentacles that can be used to grab and immobilize prey. The tentacles are coated with narcotic poison that does 5D damage per round on contact with skin.

Story Hooks:

Predatory – Sky Beasts usually prey on birds and other aerial fauna, but they have been known to attack small aircraft on occasion, and may be responsible for several unexplained disappearances.

Life Points: 24

Survival Points: 0-3 normally

Move: 20 - 60 Flying

Size: a few meters to several kilometers across

Scale: Character to Carrier

Sky Beasts are a generic term for a form of undiscovered life living an exclusively aerial existence. These beasts range in size from a few centimeters, to possibly several kilometers. They remain unseen under normal conditions because they tend to reflect light only in the infrared wavelengths. However, under certain conditions these creatures may reflect visible light, and as such may be responsible for a number of Unidentified Flying Objects.

The most dangerous of Sky Beasts is reflected above. They are a massive single-celled creature that appears much like a jelly fish, the bell of which functions much like a hydrogen balloon. The creature fills this bladder with lighter-than-air gasses that make it buoyant. It maneuvers through the use of natural jets that allow it control its speed and direction. It should be noted that while there are few modern reports of such creatures, there was at least one intrepid airman in the early part of the century who may have been attacked and killed by several of these beasts. Only parts of his diary which fell to earth survive to tell the tale. If this is true then several other mysterious disappearances may be attributed to these creatures, including Amelia Earhart and the five US Navy Avengers that disappeared in the area of the Bermuda Triangle.

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TATZELWORM

Type: Predatory Reptile

Physique: 2D

Climbing 3D

Reflex: 2D+2

Dodge 3D+1, Unarmed Combat 3D+2

Canny: 2D

Will: 2D

Intimidation 3D+1

Special Abilities/Disadvantages:

Claws – PHY+1D damage

Tunneling – Tatzelworms can dig expertly, and are lithe enough to slip through small spaces in rock and earth, allowing them to move quickly underground.

Story Hooks:

Carnivorous – Tatzelworms will voraciously consume any prey they can catch, up to and including small domesticated animals like sheep and pigs.

Life Points: 26

Survival Points: 0-3 normally

Move: 10

Size: .6 – 1 meter long

The tatzelworm is a large serpent-like reptile, possibly related to the skink. It has a snake or worm-like body up to a meter long, trailing behind a cat-like head and a single pair of clawed forelegs. It has been reported throughout the Alps, on the island of Sicily, and may be spread over parts of southern Europe. The animal rarely attacks humans, except in defense, but has been known to attack pigs, sheep, and other livestock.

UNICORN

Type: Chimera

Physique: 4D+1

Reflex: 3D+1

Running 4D+2, Unarmed Combat 4D

Canny: 3D

Hide/Sneak 6D, Survival 4D

Will: 2D

Magic Resistance 4D+2

Special Abilities/Disadvantages:

Hoof Attack – PHY+2 damage

Horn Attack – PHY+1D+2 damage

Story Hooks:

Shy - Unicorns avoid most humans, though they are said to be approachable by virgin maids.

Solitary – Unicorn live and travel singly, coming together in pairs only to mate.

Life Points: 36

Survival Points: 0-3 normally

Move: 37

Size: 1.7-2.5 meters tall

Relatives of the unicorn have lived throughout Asia, Europe and the Middle East - but the most well known is believed to have originated in Northern Europe or the British Isles. It is a chimera, or combined animal, with the head and body of a horse, the tail of a lion, and the beard of a goat. The dominant feature though is a long, sharp, twisted horn that grows singly from the middle of the forehead.

Unicorn horns are unique in their special properties. Poison is negated by the touch of the horn, so high officials may have horns fashioned into drinking cups and eating utensils or used to stir their food and drink.

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12.8 SPIRITS

Discarnate entities – used to refer to any deceased spirits, no longer incarnate – have plagued mankind since the time of the Neanderthals. They routinely come in two forms: those composed of reanimate corpses who are the undead or living dead; and those made up of a special material known as ectoplasm or ideoplasm known as ghosts and spirits.

12.81 ECTOPLASM ATTRIBUTE

Ectoplasm is the ghostly material by which certain discarnate spirits cling to the mortal realm. Each spirit is given an Ectoplasm attribute used in place of Physique for most rolls, the higher the Ectoplasm attribute the more control the spirit has over their substance. Spirits are naturally intangible, and undetectable by normal means except by a feeling of intense cold when passing through the spirit. Those characters with Spirit Sight can see and often hear them normally. Spirits can NOT be harmed on a physical level, therefore spirits do not make resistance rolls against physical attacks of any kind. The Ectoplasm attribute IS used as a defense against certain types of attacks that specifically destroy or disrupt ectoplasm. Most of these attacks are listed below with their relative damage value.

Attack Type	Ectoplasmic Damage Value
Cold Iron – such as a poker	4D
Damage Spell	Damage roll of caster
Exorcise Skill (VS. Possessing Spirits)	Skill roll of priest
Sanctify Skill (VS. Haunting Spirits)	Skill roll of priest

A discarnate entity that is killed – Life Points reduced to zero or below – will only be permanently destroyed if exorcised or sanctified appropriately – or if has been destroyed with an ectoplasmic weapon. If it has been destroyed by cold iron, or a magic spell or weapon, then the entity will reform in (1D + the amount damage it took beyond zero) days.

In addition to PHY rolls, the Ectoplasm attribute is used when a spirit attempts to assert solid form to lift, move, or strike a solid body, or to make themselves visible. Each of these abilities is treated the same way as Psionic abilities, with its own individual value that can be increased independent of the Ectoplasm attribute. Most spirits have no more than 1D or 2D in the Ectoplasm attribute, but may have high rankings in individual abilities. The abilities represented below are the most commonly possessed by spirits, but individual entities may have additional abilities that fall under the Ectoplasm attribute.

ECTOPLASM ABILITIES

DAMAGE

Difficulty: Special

Range: -

Area of Effect: touch

Duration: one action

This ability is a physical attack against a target character or object. When activated, the spirit makes an opposed roll against the target's Reflex – if they are aware of the attack – otherwise the base difficulty is 5. If the user rolls higher, then the user rolls again using the value for this power as damage. The target can resist this damage using PHY, as if it were a normal physical attack. This ability may take the form of a simple punch, though more adept spirits can attack in more creative ways – such as by reaching into a person and squeezing the heart at a +5 difficulty.

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LIFT/MOVE

Difficulty: Special

Range: 5 meters

Area of Effect: target

Duration: 1 round

This ability allows the spirit to lift objects, other than themselves, with their mind. The difficulty is based on the weight of the object being lifted. This ability only allows the spirit to lift objects and move them around inside the power's range, within line-of-sight, at a rate of 10 meters per round. For every additional 10 meters the spirit wants to move the object that round add +5 to the difficulty. Moving the objects in other than basic, straight-line movement also adds to the difficulty. See the maneuver chart in the Movement section for modifiers. The spirit may lift more than one object with this power, but each separate object requires a separate action, and separate difficulty rolls, that round.

If the spirit throws an object as an attack, roll again against the objects difficulty, modified by the target's Dodge if applicable, to determine if the attack hits. Damage is based on the spirit's Lift/Move ability – instead of PHY – modified by the weight of the object, with a +1D to damage for each additional 10 meters of speed on that object.

MANIFESTATION

Difficulty: Special

Range: -

Area of Effect: self

Duration: 1 round

This ability allows the spirit to make contact with the mortal realm by making themselves audible or visible, or by varying the temperature. The base difficulty is Easy to reduce the temperature in a 10m² area or to appear in a photograph (being otherwise invisible when the picture was taken but appearing on the developed photo), Moderate to speak, and Difficult to become visible. The spirit may also become a completely solid form, able to walk and talk as normal by making a Heroic difficulty roll. For the duration of each round that the spirit is solid their Ectoplasm attribute is treated exactly as their PHY for appropriate rolls. A spirit that suffers fatal damaged while solid is permanently dispersed.

POSSESSION

Difficulty: Special

Range: 5 meters

Area of Effect: 1 or more targets

Duration: 1 round

This ability allows the spirit to supersede the target's willpower and take control of their actions. The target is conscious and aware of what is happening during the period of time that the user is in control. The spirit must make a successful opposed roll against the target's Will, or Mental Defense. Add difficulty modifiers from the tables below to the target's roll before determining the result.

Circumstance:	Difficulty Modifier:
Target is different, but similar, race	+5
Target is from very different race	+10
Target is from completely alien race	+15

Anytime the target is forced to do something that they are intensely opposed to the user must roll again against the target's Will using the same modifiers. The target gets an additional +5 modifier every time this occurs. The target gets a chance to break free every 15 minutes, in addition to any other opportunities. Whenever the ability fails, the target will automatically sense the attempted intrusion.

If the spirit attempts to control only part of an intended target, such as one hand, then the spirit should receive a bonus to their roll of +5 or higher. The spirit may also attempt to possess more than one target at a time, but the actions for each target must be identical and their Will rolls are added together to determine success.

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SPIRIT FORGE

Difficulty: Special

Range: 5 meters

Area of Effect: target object

Duration: 1 hour for created objects

This ability allows the spirit to create objects with ectoplasm. Creating cosmetic objects, such as clothing or blood, is Very Easy to Easy difficulty. Representations of real objects, or more detailed objects are Moderate or higher difficulty.

Ectoplasmic weapons can be created too. These weapons are only able to harm other ectoplasmic entities. Base difficulty depends on the weapon damage. Hand-to-hand weapons have no range and spirits do damage based on their Ectoplasm (ECT) attribute plus a modifier. See the table below for modifiers based on weapon difficulty. Ranged weapons have an independent damage value, and have a modifier to the difficulty to create based on the desired range modifiers and ammunition. Once created, an object is separate from the entity that created it and can be picked up and used by another entity if dropped. These objects normally last for an hour.

HTH Damage:	Base Difficulty:
ECT+1	Very Easy
ECT+2	Easy
ECT+1D	Moderate
ECT+1D+1	Difficult
ECT+1D+2	Very Difficult
ECT+2D	Heroic

HTH Difficulty:	Creation Difficulty Modifier:
Very Easy	-5
Easy	0
Moderate	+5
Difficult	+10
Very Difficult	+15
Heroic	+20

Ranged Damage:	Base Difficulty:
1D – 1D+2	Very Easy
2D – 2D+2	Easy
3D – 3D+2	Moderate
4D – 4D+2	Difficult
5D – 5D+2	Very Difficult
6D – 6D+2	Heroic

Range:	Ammunition:	Creation Difficulty Modifier:
2 / 4 / 8	10	-5
4 / 8 / 15	20	0
10 / 20 / 40	30	+5
20 / 40 / 80	40	+10
40 / 80 / 160	50	+15
50 / 125 / 250	60	+20

12.82 DISCARNATE ENTITIES

GHOST, TYPICAL

Type: Spirit

Ectoplasm: 1D

Manifestation 2D+2

Reflex: 2D+1

Canny: 2D+2

Will: 2D

Special Abilities/Disadvantages:

Spirit – Being spirits, ghosts are effectively immortal unless exorcised, and do not require sleep or physical sustenance. They are also bound to one geographical location.

Story Hooks:

Unable To Move On – Most ghosts do not appear to realize they are dead, and are often viewed going through the motions of being alive. Others cannot move on because they are seeking justice for some wrong in their mortal life.

Life Points: 23

Survival Points: 0-3 normally

Move: 8 Flying

Size: 1-2 meters tall

Ghosts are simply defined as the supernatural appearance of the deceased to the living. They may have stayed attached to the mortal realms through an inability to accept their own death, or out of a need for justice or attention.

GHOST TRAIN

Type: Spirit, Mechanical

Ectoplasm: 1D

Manifestation 5D

Reflex: 1D

Canny: 1D

Will: 2D

Special Abilities/Disadvantages:

Spirit – Being spirits, these trains are effectively immortal unless exorcised, and do not require sleep or physical sustenance. They are also bound to one geographical location, usually a stretch of railway track. They appear only occasionally, often on a special date or anniversary.

Story Hooks:

Inexplicable – Since it is widely held by most religions that inanimate objects do not have souls, the reported occurrences of this type of ghost are hard to justify.

Life Points: 21

Survival Points: 0-3 normally

Move: 30

Scale: Tank

Size: 3-4 meters tall, and various lengths.

Ghost trains have been reported on the tracks on the middle and western United States for over a hundred years. Explanations for these haunted tracks vary, and are often unclear at best.

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PHANTOM HITCHHIKER

Type: Spirit

Ectoplasm: 1D

Manifestation 6D+2

Reflex: 2D

Canny: 2D

Will: 2D+2

Special Abilities/Disadvantages:

Spirit – Being spirits, these ghosts are effectively immortal unless exorcised, and do not require sleep or physical sustenance. They are also bound to one geographical location.

Story Hooks:

Unable To Move On – Phantom Hitchhikers never accept their own deaths, and are doomed to repeat a series of events, usually on the anniversary of their death.

Life Points: 22

Survival Points: 0-3 normally

Move: 10

Size: 1.2-2.1 meters tall

Phantom Hitchhikers are usually those who died during the course of a journey, and repeatedly attempt to finish this journey after their death. They will appear to passing motorists as a conventional hitchhiker, but after one is picked up they will often disappear before reaching their destination.

POLTERGEIST

Type: Spirit

Ectoplasm: 1D

Lift/Move 6D

Reflex: 2D

Canny: 2D+1

Will: 2D+1

Special Abilities/Disadvantages:

Spirit – Being spirits, poltergeists are effectively immortal unless exorcised, and do not require sleep or physical sustenance. They are also bound to one host or geographical location.

Story Hooks:

Mischievous – Most poltergeists are highly mischievous, though some can be downright malevolent.

Life Points: 23

Survival Points: 0-3 normally

Move: 8 Flying

Size: 1-2 meters tall

Poltergeist is roughly translated as ‘noisy ghost.’ Poltergeists are mischievous spirits who are known to haunt a house, or sometimes a particular family member – usually a teen, and make their presence felt by moving or throwing various items in front of witnesses, and various strange pranks. These pranks can include levitating family members, typing on typewriters and computers, flashing lights, locking doors, and writing on walls. Poltergeists occasionally become malicious, and actually hurt those around them. But this is rare.

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12.9 UNDEAD

The undead are classified as the reanimated forms of formerly living entities. Undead creatures have died, and been restored to some level of activity. The methods and means of resurrection vary. A single zombie may serve as the right hand of a Wall Street houngan, or an entire cemetery may be animated by a chemical spill or a freak lightning storm.

COMPANION

Type: Psuedo-Undead

Physique: 4D+1

Stamina: 5D

Reflex: 3D

Canny: 3D

Education: 2D+1

Supernatural: Vampires 4D+1

Technical: 2D+1

Trade Skills: 3D+2

Will: 3D

Special Abilities/Disadvantages:

Undead – Companions are borderline undead. Requiring only the blood of their master, or mistress, to survive, they can live without food, water, or sleep and are highly resistant to sickness and disease. They age about ¼ the speed of normal humans after becoming a Companion.

Story Hooks:

Servitude – Vampire companions are bound to their master by the blood they require, and will serve and protect them by day and night to get it.

Life Points: 38

Survival Points: 0-3 normally

Move: 10

Size: 1.5-2.1 meters tall

Most forms of vampires can create human companions to guard and protect them as they sleep through the day. Companions are created, often using slightly unbalanced individuals, by allowing them to drink small amounts of the vampire's blood regularly. The companion is not bitten, because they could become a vampire at that point. Companions gain increased abilities, an extended life-span, and suffer none of the weaknesses of a vampire. They do not even require sleep or food. However, they become dependent on regular feedings of the vampire's blood or they will perish. A companion can only drink the blood of the vampire that created them, so they will go wherever the vampire does, and always ensure they are protected. Companions look completely human, and traditionally pass themselves off as the vampire's servant or companion.

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LAMIA

Type: Revenant

Physique: 6D

Stamina 7D

Reflex: 3D+2

Unarmed Combat 4D+2

Canny: 3D

Find 4D+2, Hide/Sneak 4D, Surveillance 4D

Will: 3D

Special Abilities/Disadvantages:

Aversion to Sunlight - Though not actually damaged by sunlight, Lamia are nocturnal and avoid the sun obsessively.

Entrance - Lamia have the ability to mesmerize a target of the opposite sex by staring into their eyes, making them open to the character's suggestions. An opposed Will roll is made by the lamia and their victim. A roll of 10 higher is required by the lamia to enthrall the victim, forcing them to either stand paralyzed or follow. If another character spends an action attempting to restore the character's conscious control, then the target is allowed to re-roll their Will and compare it to the user's original roll to see if they can break free. A failed attempt to hypnotize will give the target a +5 bonus to resist further suggestions from that character.

Undead - Lamia are undead creatures. They require no sustenance, and no sleep. They do not even breathe.

Story Hooks:

Lustful - Lamia are animated by unrequited love, and in their ardent desire for mortal love they will entrance any mortal man who happens on them.

Life Points: 44

Karma Points: 0-1 normally

Survival Points: 0-5 normally

Move: 10

Size: 1.5-1.9 meters tall

Lamia are the reanimate forms of witches who died frustrated, with unslaked desires, or unrequited love. They are vile, carnivorous succubae who devour alive former or would-be lovers who approach their tombs.

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LICH

Type: Lich

Physique: 3D

Stamina 5D

Reflex: 2D+1

Canny: 2D+2

Cryptography 4D, Evidence Disposal 3D+2, Research 4D+2

Education: 3D

Archeology 3D+2, History 5D, Language: Latin 3D, Language: Arabic 3D, Magic 4D, Mythos/Pantheon Lore 4D+1, Supernatural 3D+2

Technical: 1D

Will: 4D

Magic Resistance 4D+2, Mental Defense 4D+2, Sanity 5D

Magic: 3D

Barrier 4D, Conceal 5D, Detect 4D+2, Mark 3D, Morph 5D, Permeate 3D, Transportal 3D

Magic Points: 40

Special Abilities/Disadvantages:

Undead – Liches are undead creatures. They require no sustenance, and no sleep. They do not even breathe, and cannot die by conventional means – they may only be destroyed.

Story Hooks:

Unique – Each lich has its own motivations for undergoing the diabolical process. Some are greedy, other vengeful, many are megalomaniacs.

Life Points: 33

Karma Points: 0-3 Normally

Survival Points: 0-10 normally

Move: 10

Size: 1-2 meters tall

Liches are spellcasters who have arranged for their own resurrection after death. They infuse their bodies with spells designed to preserve and animate their bodies long after death. Many of these spells have been lost to conventional spellcasters, and it is said that the subject must make pacts with certain dark gods in order to make the final step.

The exact attributes for liches vary considerably. Each lich has its own motives and abilities, as well as its own repertoire of spells.

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MUMMY

Type: Zombie, Egyptian

Physique: 5D+1

Stamina 8D

Reflex: 2D

Unarmed Combat 4D

Canny: 2D

Will: 3D+2

Special Abilities/Disadvantages:

Undead – Mummies are undead creatures. They require no sustenance, and no sleep. They do not even breathe. Though well preserved, they are unable to heal any damage, so Life Points are lost permanently unless magically restored.

Story Hooks:

Guardian – Animate mummies are usually created from the bodies of grave-robbers and religious heretics for the purpose of protecting a buried tomb or temple. If removed from the tomb they will most likely attempt to take revenge on those responsible for the tomb's opening, and for the removal of the mummified occupants and other artifacts.

Life Points: 36

Survival Points: 0-5 normally

Move: 8

Size: 1.4-2.1 meters tall

Though the term 'mummy' is often used to refer anything in a mummified state, it is used here to refer to the animate, and well preserved, creations of ancient Egyptian sorcerers. Mummies are placed in tombs either near the entrance, or near the object(s) they are destined to guard. They are usually placed in sarcophagi, upright, for protection and easy exit.

Most such embalmed corpses have had their vital intestines removed, stored in jars, and buried with the mummy. It is possible that animate mummies embalmed using that technique may be vulnerable to the destruction of these jars and their contents. It should be noted though that many such guardians were buried alive, preserved through natural desiccation, so their internal organs would be intact.

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REANIMATE

Type: Zombie, Chemically Restored

Physique: 5D+1

Stamina 7D

Reflex: 2D+2

Unarmed Combat 3D

Canny: 3D

Find 3D+2, Hide/Sneak 4D

Will: 2D

Special Abilities/Disadvantages:

Undead – Reanimates are undead creatures. They require little sustenance and sleep, and will not die unless destroyed. Reanimates heal at half the normal rate, but never look more ‘alive’ than they did at the time of their reanimation.

Story Hooks:

Insanity – Reanimates are generally brain damaged due to the deterioration of brain tissue after death. Many have become viciously cannibalistic.

Life Points: 40

Survival Points: 0-5 normally

Move: 10

Size: 1-2.1 meters tall

Reanimates are corpses of the dead restored to a form of life through the use of chemical reagents. The first recorded successes in this area come from an Austrian scientist around 1790, and required the use of an amalgam of suitable corpses, as well as an elaborate collection of scientific apparatus. Only one such reanimate was created, one which retained a great deal of intellectual faculty. The creature saw its existence as a curse and the two ended up killing each other.

In the years before World War 1, another scientist attempted to perfect a chemical formula for reanimating dead tissue. He had many partial successes, including the successful reanimation of several subjects, but almost always with some negative results from the deterioration of brain tissues in the subjects. He ended up disappearing, with the inference of his former associate that several of their experimental subjects were responsible for his fate.

REVENANT

Type: Zombie

Physique: 6D

Stamina 8D

Reflex: 2D+2

Unarmed Combat 4D

Canny: 2D+2

Find 4D+2, Hide/Sneak 4D, Surveillance 4D

Will: 4D

Intimidation 5D

Special Abilities/Disadvantages:

Undead – Revenants are undead creatures. They require no sustenance, and no sleep. They do not even breathe. Though largely preserved by hatred, they are unable to heal any damage, so Life Points are lost permanently unless magically restored.

Story Hooks:

Vengeful – Revenants are animated by the desire for revenge, and will remain animate until they are destroyed or their task is complete. Often they are simply attempting to kill those they believe are responsible for their death, or the death of loved ones.

Life Points: 44

Karma Points: 0-1 normally

Survival Points: 0-5 normally

Move: 10

Size: 1-2.1 meters tall

Revenants are a type of zombie, animated by sheer hatred and willpower instead of a cast spell. They may have additional skills and attributes dependent on their past life and the agency of their resurrection. It is said that there are even some supernatural agencies, such as the Native American spirit ‘Crow,’ that bring back the vengeful dead to create a sense of balance, or simply for amusement.

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VAMPIRE, CLASSIC

Type: Vampire

Physique: 3D+2

Lifting 7D, Stamina 7D

Reflex: 3D+2

Unarmed Combat 4D+2

Canny: 4D+1

Disguise 5D, Evidence Disposal 4D+2, Hide/Sneak 5D, Surveillance 5D

Education: 3D

Technical: 2D

Will: 4D+2

Special Abilities/Disadvantages:

Claws/Fangs – PHY+1D damage, claws provide +2D to Climbing skill.

Control Wild Creatures – Vampires can control up to 5 wolves, or 50 bats or rats at one time.

Destruction – Vampires may be destroyed by staking through the heart, beheading, cremating, immersing in moving water, extracting the heart, injecting or immersing with holy water, or by magical damage weapons and spells. If the form of destruction can be reversed, such as removing the stake through the heart or withdrawing the corpse from water, then the vampire will be restored in d6 rounds.

Drain Attack - With a successful fang attack at +10 difficulty, the vampire may latch on to a victim and drain 1D of the victim's PHY score and 4 Life Points every round until the victim dies or the vampire is removed. The victim may attempt to break free by making an opposed PHY roll at -2D.

Eternal Life – Vampires remain immortal as long as they drink the blood of a living human every three days.

Vampires may extend this period by one day for every ten years of their existence. Victims left alive after the drain suffer a permanent -1D to their PHY unless the damage caused by the vampire is healed by magic. They are also immune to most weapons, but suffer normal damage from magically enhanced weapons. See Destruction methods above.

Hypnotic Stare – Vampires have the ability to mesmerize a target of the opposite sex by staring into their eyes, making them open to the character's suggestions. An opposed Will roll is made by the vampire and their victim. A roll of 10 higher is required by the vampire to enthrall the victim, forcing them to either stand paralyzed or follow the vampire. If another character spends an action attempting to restore the character's conscious control, then the target is allowed to re-roll their Will and compare it to the user's original roll to see if they can break free. A failed attempt to hypnotize will give the target a +5 bonus to resist further suggestions from that character.

Mistform – Vampires can become mist at will, requiring one round to transform, to pass through obstructions. They may retain this form for no more than a minute, and though they can neither cause harm, nor be physically harmed in this form, they retain all of their sensitivities.

Nocturnal - Classic vampires enter a coma-like state during the day, and must rest in darkness with soil from their native area in order to heal. The vampire must make a Heroic difficulty roll to act during daylight hours.

Sensitivities – Vampires suffer 7D/round of exposure to daylight or immersion in holy water, 5D/round from direct exposure to garlic, holy water, or holy symbols. Holy symbols must be made of wood or metal to be effective. Vampires are repelled by holy symbols and mirrors, they suffer 3D/round stun damage from holy symbols within 1 meter and do not reflect in mirrors or other reflective surfaces.

Transformation – Classic vampires can assume the form of a wolf, rat, or a bat at will, requiring only one round to transform. They retain all of their special abilities and disadvantages in these forms.

Vision - Vampires can see perfectly in total darkness, as well as through smoke or mist.

Story Hooks:

Propagation – The victim of a vampire who has been drained on three occasions without being killed will die and be reborn in three nights as a vampire themselves. Those killed by draining will be reborn in three nights as well. The only way to stop this is to decapitate or cremate the corpse, or to drive a wooden stake through the corpse's chest. The time between death and resurrection will sometimes vary in certain geographical areas, such as in the proximity of Ley Lines and nexus points. In the temples of various death gods - such as Hades, Hel, Maat, or Mictantecuhli - the process may occur in a few minutes, and victims who survive a vampire's bite will still suffer transformation in about a half an hour.

Hemophage – Vampires maintain their undead existence through consuming the blood of the living. While drinking stored or animal blood will get a vampire by in times of need, the blood of a living human host is necessary for their continued survival. New vampires must feed nightly, but for every 10 years they exist as undead a vampire can roughly double the time between feedings – up to a year.

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Solitary - Classic vampires tend to remain solitary, or live in groups of 2-4 with one dominant member.

Life Points: 32

Karma Points: 0-2 normally

Survival Points: 0-10 normally

Move: 12

Size: 1-2.2 meters tall

Vampires come in a variety of shapes and forms, with all manner of powers and weaknesses. One of the most well known is a variety believed to originate in Transylvania, a region of Romania, and is now found all over the world. It lies as a corpse in its coffin by day, arising at sundown to feast on the blood of its unsuspecting victims. Most classic vampires are several hundred years old, and propagate rarely.

VAMPIRE, LESSER

Type: Vampire

Physique: 2D

Lifting 6D, Stamina 6D

Reflex: 3D+2

Unarmed Combat 4D+2

Canny: 3D+1

Evidence Disposal 4D, Hide/Sneak 4D, Surveillance 4D

Education: 2D

Technical: 2D

Will: 4D

Special Abilities/Disadvantages:

Claws/Fangs – PHY+1D damage, claws provide +2D to Climbing skill.

Destruction – Vampires may be destroyed by staking through the heart, beheading, cremating, immersing in moving water, extracting the heart, injecting or immersing with holy water, or by magical damage weapons and spells. If the form of destruction can be reversed, such as removing the stake through the heart or withdrawing the corpse from water, then the vampire will be restored in d6 rounds.

Drain Attack - With a successful fang attack at +10 difficulty, the vampire may latch on to a victim and drain 1D of the victim's PHY score and 4 Life Points every round until the victim dies or the vampire is removed. The victim may attempt to break free by making an opposed PHY roll at -2D.

Eternal Life – Vampires remain immortal as long as they drink the blood of a living human every three days. Vampires may extend this period by one day for every ten years of their existence. Victims left alive after the drain suffer a permanent -1D to their PHY unless the damage caused by the vampire is healed by magic. They are also immune to most weapons, but suffer normal damage from magically enhanced weapons. See Destruction methods above.

(Feral) - Feral, or wild, vampires tend to look more animalistic or corpse-like. They also tend to be more viscous, ripping victims apart in their bloodlust. Feral vampires receive a +1D to Hide/Sneak, Tracking, and Intimidation rolls.

Nocturnal - Lesser vampires enter a coma-like state during the day, and must rest in darkness with soil from their native area in order to heal. The vampire must make a Heroic difficulty roll to act during daylight hours.

Sensitivities – Vampires suffer 7D/round of exposure to daylight or immersion in holy water, 5D/round from direct exposure to garlic, holy water, or holy symbols. Holy symbols must be made of wood or metal to be effective. Vampires are repelled by holy symbols and mirrors, they suffer 3D/round stun damage from holy symbols within 1 meter and do not reflect in mirrors or other reflective surfaces.

(Urban) - Urban, or city, vampires tend to look more human than their feral cousins, and can pass as normal in poorly lit areas like discos, singles bars, and street corners. They usually attempt to seduce their prey, if time permits. Urban vampires receive a +1D to their Streetwise, Persuasion, and Acting rolls.

Vision - Vampires can see perfectly in total darkness, as well as through smoke or mist.

Story Hooks:

Propagation – The victim of a vampire who has been drained on three occasions without being killed will die and be reborn in three nights as a vampire themselves. Those killed by draining will be reborn in three nights as well. The only way to stop this is to decapitate or cremate the corpse, or to drive a wooden stake through the corpse's chest. The time between death and resurrection will sometimes vary in certain geographical areas, such as in the proximity of Ley Lines and nexus points. In the temples of various death gods - such as Hades, Hel, Maat, or Mictantecuhli - the process may occur in a few minutes, and victims who survive a vampire's bite will still suffer transformation in about a half an hour.

Hemophage – Vampires maintain their undead existence through consuming the blood of the living. While

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drinking stored or animal blood will get a vampire by in times of need, the blood of a living human host is necessary for their continued survival. New vampires must feed nightly, but for every 10 years they exist as undead a vampire can roughly double the time between feedings – up to a year.

Social - Lesser vampires tend to form packs (feral) or gangs (urban) of 4-8+ for protection and companionship. Hunting may be done separately, but will generally be a group effort.

Life Points: 25

Survival Points: 0-3 normally

Move: 10

Size: 1-2.2 meters tall

Lesser vampires are the most common encountered today. They are an offshoot of the various vampire races native to different geographical regions, possibly a result of cross-feeding. Lesser vampires lack many of the abilities of classic vampires, but make up for these in a variety of ways. Instead of assuming mist or bat form, they will climb into otherwise inaccessible places. Instead of hypnotizing prey, they will seduce or intimidate them to similar effect. Most lesser vampires do not survive, even in packs, for more than fifty years as a result of carelessness.

ZOMBIE, VOODOO

Type: Zombie

Physique: 4D

Stamina 7D

Reflex: 2D

Canny: 2D

Will: 1D

Special Abilities/Disadvantages:

Nictalopia - Zombies can see as well by night as by day.

Sensitivities – Zombies are strongly affected by salt. A circle of salt will confine them, or keep them at bay. Salt-encrusted weapons do double damage.

Undead – Zombies are undead creatures. They require no sustenance, and no sleep. They do not even breathe. Unlike most undead though, they will decay normally unless preserved - until they attain a state where it is no longer possible for them to remain animate. They are also unable to heal any damage, so Life Points are lost permanently unless magically restored.

Story Hooks:

Servitude – Most classic zombies are controlled by the necromancers or houngans who created them, until they are destroyed, set free, or the spellcaster dies.

Life Points: 32

Survival Points: 0 normally

Move: 5

Size: 1-2.1 meters tall

Zombies are the product of voodoo rituals that bring the subject back to life. The zombies may simply be convenient corpses for the houngan, or voodoo priest, to use - or they may be the remains of their enemies. Zombies can be used for manual labor, there are rumors of at least one Haitian plantation worked exclusively by these constructs, or for protection - body guards for their creator.

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13.0 ADVENTURES

“It was a dark and stormy night and the rain fell in torrents - except at occasional intervals, when it was checked by a violent gust of wind which swept up the streets (for it is in London that our scene lies), rattling along the housetops, and fiercely agitating the scanty flame of the lamps that struggled against the darkness.”

-From the novel *Paul Clifford* by Edward Bulwer-Lytton-

13.1 ADVENTURE TEMPLATE

Each adventure is documented in a standard format, explained here for ease of use. This is a good form to use in planning out new adventures, as it may force you to confront the areas where your preparation is weakest.

(TITLE)

Description: A brief summary or classification of the adventure premise.

Adventure Hooks: Detailed examples of how the GM may bring in different types of characters to the adventure.

Player Details: Details that the characters will discover, hand-outs, descriptions, and equipment they may be issued specifically for this adventure. This should include both details that the characters receive at the start of the adventure, as well as canned details they will be provided with as the adventure progresses.

GM Details: An explanation for the GM of what's really going on, and what the characters may or may not encounter. New equipment not automatically included in the Player Detail section should be included here.

Timeline: A detailed breakdown of events that occurred before the adventure, as well as events as they are expected to occur during the course of the adventure. Not always applicable.

Locations: Detailed information, possibly including maps, on any locations important to the adventure.

NPCs: Statistics for any important NPCs the characters are likely to encounter.

Shadows: Statistics for any Shadows involved that are not included in the basic rulebook.

Solutions: One or more possible ways that the characters may be able to bring the adventure to a successful conclusion.

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13.2 RANDOM ADVENTURE GENERATION:

For a quick method of brainstorming adventure ideas use the random adventure tables below. Just roll once for the adventure category, then again below that category for more detailed suggestions.

Adventure Category:

1. Conspiracy
2. Disaster
3. Investigation
4. Sighting
5. Roll Twice (Ignore this result again)
6. Roll Again Once For Category, Then Twice Under The Category For Details

Conspiracy:

1. Alien (Mind Control, Cloning, Implants, etc.)
2. Business (Cabals)
3. Chthonic (Mystical Forces, Deities, etc.)
4. Government (Juntas)
5. Religious (Cults)
6. Secret Society (Celebrity Deaths, etc.)

Disaster:

1. Bermuda Triangle
2. Invasion (Alien, Chthonic, etc.)
3. Mob (Mass Hallucination, Mass Hysteria, etc.)
4. Natural (Lightning, Tornado, Earthquake, Volcano, Comet, Plague, etc.)
5. Terrorism (Sabotage, Bombing, Chemical, Biological, etc.)
6. Unnatural (Dimensional Rip, Massive Time Slip, etc.)

Investigation

1. Abduction (Alien, Faerie, Amnesia, etc.)
2. Mysterious Ability (Magic, Psionics, Stigmata, Xenoglossia, Paramnesia, etc.)
3. Mysterious Artifact (Booya Stones, Crystal Skulls, Weeping Statues, Sacred Food, etc.)
4. Mysterious Death (Spontaneous Human Combustion, Ritual Killing, etc.)
5. Mysterious Event (Fafrotskies, Washed Ashore, Time Slip, Grave Robbing, Ignis Fatuus, etc.)
6. Mysterious Locale (Geoglyphs, Mounds, Stone Circles, Crop Circles, Ruins, etc.)

Sighting

1. Angels/Demons (Possession, etc.)
2. Cryptozoological (Lake Monster, Giant Snake, Phantom Kangaroo, Alien Big Cat, etc.)
3. Faerie
4. Feral Human
5. Ghosts (Poltergeist, Haunt, etc.)
6. UFO

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14.0 SAMPLE CAMPAIGN

“And when he had opened the fourth seal, I heard the voice of the fourth beast say, Come and see. And I looked, and behold a pale horse: and his name that sat on him was Death, and Hell followed with him. And power was given unto them over the fourth part of the earth, to kill with sword, and with hunger, and with death, and with the beasts of the earth.”

-Revelation 6:7-8, King James Bible-

Included here is information on a possible campaign involving a private group of paranormal investigators. The group is composed of both skeptics and zealots who share the view that there are some things man is not meant to know, and in an effort to spare the common populace from the danger and knowledge of such things they have taken it upon themselves to intervene. The characters may begin as members of the group, possibly recruited based on individual talents or experience, or by familial associations – or they may be recruited during the course of the campaign.

14.1 CAMPAIGN DESCRIPTION

The characters are all members, or will shortly become members, of a public paranormal society that engages in clandestine investigations and other deeds. The society is in constant conflict with dark forces in an effort to spare mankind the awful knowledge of ancient evil. The characters will have moderate to limited resources available, and will likely come from among the following backgrounds:

1. **Accidental Hero** – The character came into contact with the paranormal at some point in their life and showed great courage and proficiency in their dealings with it. The society later recruited them as a full time investigator.
2. **Family Institution** – The character comes from a family with a history of fighting the dark forces that plague mankind. Other family members may be current or past members of the society as well.
3. **Hero Reborn** – The character is the reincarnation of a famous champion, like Beowulf, Hercules, Saint George, Dr. Van Helsing, or Sir Galahad. The society may be aware of their lineage and recruited and trained them to live up to their potential.
4. **Maven of the Paranormal** – The character was an expert in some paranormal field who became entangled with dark forces and was recruited, or was consulted by field investigators specifically for their expertise in one case and later was asked to join full time.
5. **Wealthy Patron** – The character comes from the family of a wealthy contributor to the society who wishes them to pursue this line. The character may, in fact, be the wealthy contributor, who seeks out the thrill of adventure by direct involvement in the society’s investigations. This is not recommended as the character’s wealth could give them too great of a crutch for effective game play.

Once the characters have established a connection to the society the GM is free to use this organization as a useful device to get them involved in a regular series of adventures, and occasionally to help extricate them from a situation that proves too difficult.

Society contacts in local colleges, churches, and monasteries help to provide for investigators in the field who are often provided little more than travel money and ready access to information from the society’s research staff.

14.2 SEDGEWICK SOCIETY

SEDEWICK SOCIETY

Type: Private Fellowship

Motivation: Paranormal Investigation

Funding: Private Contributions

Resources: Moderate – The society has developed an extensive library, much of which is unable to be computerized due to its intrinsic nature, and limited laboratory facilities. Otherwise field agents rarely have access to more field resources than their own personal belongings and travel funds.

Locations/Headquarters: The society's main offices are located in Providence, Rhode Island. It is a large, brick, centennial building that served as a gentlemen's club prior to being donated by a wealthy philanthropist for use by the society. The society also has access to college campuses, monasteries, and private estates worldwide.

Membership Types:

- **Contributor:** The society has a diverse company of, mostly anonymous, patrons. Most have benefited in some way from society investigations, or are aware of the society's hidden agenda and are supportive. A great deal of the society's research archive is composed of bequeathed books and relics.
- **Field Investigator:** Field work is performed by skilled or experienced investigators supported by the society's vast library and labs. Many such investigators are independently wealthy or live off limited endowments from the society. They may be assigned investigations in their particular field of expertise, or be allowed to pursue independent investigations.
- **Support:** In addition to wealthy contributors and intrepid field investigators, the society is kept functioning through the efforts of a support staff that handles accounts, operates and maintains the research library and laboratory, and initiates and maintains contact with contributors and field investigators. Most of these personnel are supported by a modest stipend from the society. Like the field investigators, most support personnel are selected based on skills or experience pertinent to the society.

Leadership: a Director elected by popular vote of the membership every three years guides the society. There is no limit on how many terms a director may serve as long as they continue to win the elections. The current Director is Professor Edward Brimley, who has served in this position for over thirty years. Professor Brimley organized the defense of Covenant College in Maryland after a nameless cult attacked the campus in search of ancient scrolls purported to be in the Aklo language. He arranged for the scrolls to be turned over to society scholars and joined the society first as a field investigator, and later as head librarian of the society's research library. He is an even tempered man who believes that a swift, educated response is the answer nine times out of ten, and would rather an investigator ask forgiveness than permission.

Description: Ernest Sedgewick was a professor of English Literature at a small Rhode Island college in the early 1920's who spent his summers hiking around the backwoods all along the Eastern coast of the United States. It was during a rainy stretch of days that he spent holed up in a remote cabin that Sedgewick first brushed with the paranormal. A creature invisible to the human eye stalked the woods near Sedgewick's haven and, according to a diary found at the cabin, it had been doing so for some time.

Sedgewick managed to trap and kill the creature and brought proof of its existence back with him to Rhode Island. Most members of the scientific community scoffed at his account and accused him of faking what evidence he attempted to present. He was even threatened with termination from the college if he did not retract his exposition and promise to speak no more of it. It was only with proponents of the paranormal that he could make any headway, and it was with the help of an anonymous wealthy industrialist that he was eventually able to start a scientific investigation into such matters.

Over the next ten years, before his death under mysterious circumstances in a small Montana farm house, he managed to unite several intelligent investigators for the purposes of covertly investigating the paranormal, and using their research to aid mankind. It was not until after his death that the remaining members of the group decided to organize more formally, under the name of the Sedgewick Society in memory of the man whose experiences brought them together and who gave his life in noble pursuit.

Several wealthy New England families, who have received discreet aid from the society in the past, form the foundation of the society's funding. There are other individual patrons and families who have donated over the years, either out of simple interest in the paranormal or in return for a past favor of their own.

The society has evolved as a highly democratic organization. Each member regardless of function has a vote in elections for executive administrators. A simple majority may remove these administrators at any time with a vote of 'no confidence'. Administrative personnel initiate investigations into anomalous circumstances that the research department uncovers, and investigators are dispatched to investigate and intervene in any paranormal activity.

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14.3 CAMPAIGN UNIQUE NPCS

TYPICAL SEDGEWICK SOCIETY LIBRARIAN

Name: Jacob Fellenbaum

Physique: 1D+1

Stamina: Staying awake and alert 2D+1

Reflex: 1D+2

Canny: 2D+1

Cryptography 4D, Forgery 3D, Research 4D+2

Education: 2D+2

History: Judaic 3D+2, Language: Hebrew 4D+2, Mythos/Pantheon Lore 3D+2, Religious Doctrine: Jewish Cabala 3D+2

Technical: 2D

Computers 3D

Will: 2D

Sanity 4D+1

Special Abilities/Disadvantages: None

Story Hooks:

Bibliophile – Jacob has a natural affinity for the written word and guards his charges jealously.

Life Points: 26

Survival Points: 5

Move: 10

Equipment: Spectacles, wool suits and sweaters, modest car and apartment, skullcap, Star of David, Torah

Jacob Fellenbaum was likely to become a rabbi or lawyer if his parents had their way. But Jacob's constant studies came more from a love of books themselves than the knowledge contained therein. In fact they were quite disappointed by his choice to major in Library Sciences after graduating high school. This was until Jacob disappeared for several days during a time of mysterious murders throughout New York, and he returned with a job at a private library in Rhode Island and a healthy salary that would make him a wonderful husband should he ever develop an interest in girls.

14.4 CAMPAIGN UNIQUE SHADOWS

TOAD CULT

Type: Doomsday Cult

Beliefs: Toads and frogs are minions of the Outer Ones, who live in the spaces between ours, and their otherworldly nature is characterized, in part, by the presence and survival of toads entombed in stone, wood, concrete, and other solid matter – and documented cases of toads and frogs falling in rains from a cloudless sky. They commune with these Outer Ones through the use of the hallucinogenic effects of various Anura toxins. In addition, they believe the Outer Ones will come and remake the Earth for their own kind. Only their faithful minions will survive without being enslaved, instead ruling over the remnants of mankind for their masters.

Leadership: Individual sects in Japan, America, France, and Russia have their own leaders – high priests that communicate and act cooperatively. The current American High Priest is Otis Thorpe, who runs a small mail order computer company in Colorado Springs, Colorado.

History: The cult has ties to various New England religious sects and may date back as far as medieval France, but the modern organization began with a small Native American tribe that came to public attention in the 1950's for its practice of licking the skin of the Colorado River toad to induce hallucinations. The group picked up a small Anglo following which organized and spread worldwide in the 1960's and 1970's. The group has become more dangerous in the late 1990's and early 2000's as they attempt to reshape the world with large scale disasters, and perform rites intended to summon the Outer Ones to our spheres.

Size: The group has several thousand members worldwide; with over 200 in America, 300 in Japan, and well over 200 each in France and Russia.

The modern toad cult is composed of a mix of disillusioned intellectuals and weak-minded fools. They have never applied for religious status, but exist as a non-profit organization in the United States. The cult does not worship toads and frogs directly, but regards these as agents or avatars of the Outer Ones – nameless horrors that exist in a space between ours. They do not emulate toads either, though they use toad and frog toxins in ceremonial rites to induce death or hallucinations.

Actual ceremonial practices vary by sect, but they share common reference material – ancient Native American songs passed on orally, scrolls in the Aklo language found in deep caves along the French coast, and rare Egyptian and alchemical texts. In rites each sect calls to various toad idols from primitive religions in America, Asia, and Africa – such as the Egyptian goddess of fertility and rebirth, Heket, who is depicted as a frog, or as having the head of a frog. In everyday environs, cultists dress in conventional street clothes, but may carry some form of amulet or other fetish, or wear a toad or frog tattoo. Most wear a loose-fitting black muslin robe, by itself or over street clothes, at the temples or during rituals.

While most cultists possess only rudimentary knowledge of magic there are a number of spellcasters within the cult, possibly more than 50 worldwide of varying strength, and often 3-12 will be on hand to perform any major ritual.

The cult is most likely to come into contact with investigators from the society during the course of some attempt to summon the Outer Ones, alter the environment to suit their masters, or steal texts or artifacts that may be of use to the cult.

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TOAD CULTIST

Name: various

Physique: 2D

Stamina: Drugs/Poisons 4D

Reflex: 2D

Melee Weapons 2D+2

Canny: 1D+2

Find 2D+2, Surveillance 3D

Education: 2D

History: Toad Cult 3D, Mythos/Pantheon Lore: Chthonic Mythos 4D

Technical: 2D

Computers 2D+2

Will: 2D+1

Meditation 3D

Special Abilities/Disadvantages: None

Story Hooks:

Fanatical – Most Toad Cult members would willingly give their lives in service of the Outer Ones.

Life Points: 28

Survival Points: 0-3 Normally

Move: 10

Equipment: Street Clothes, black muslin robe, one dose poison liquid (toad toxin)*, Knife PHY+1D, toad amulet

Toad Cult members are generally of average to slightly above average intelligence individuals who have become disillusioned with the status quo and seek to improve their lives through devotion to the cult. Repeated ritualized drug use has made them fanatically loyal, they will likely kill themselves to avoid capture, like the Hashshashin cult of Hasan-e Sabbah.

**At minimum lethal dosage the character must make a Moderate STR roll. If they make the roll by 10 or more there is no noticeable effect. If they make the roll by 5-9 points they will be nauseous and pale, and suffer a -1D to their STR until they recover. If they make the roll by 1-4 they will be -2D STR and extremely ill, most likely bed ridden. If a character's STR is reduced to 0, they will be rendered comatose. A failed STR roll means death. If the poison is delivered by knife blade or similar weapon, determine damage for the weapon first – then figure the effects of the poison, if any.*

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INVISIBLE STALKER

Type: Predatory Ape

Physique: 3D+1

Reflex: 4D

Unarmed Combat 4D+1

Canny: 3D

Find 5D+2

Will: 4D

Special Abilities/Disadvantages:

Bloodlust – The stalker must consume fresh blood on a regular basis or waste away. This need not be human blood – though the stalker prefers it.

Claws/Fangs - PHY+1D damage

Infrared Vision – The stalker can see only in the infrared wavelengths, which it's eyes project like lamps. It does not see heat sources, but is effectively colorblind.

Invisible – The stalker is invisible in all but infrared wavelengths, so opponents suffer penalties to hit, detect, and parry accordingly. This also gives the creature a +2D to certain skills, such as Hide/Sneak, as the GM deems it appropriate. In certain half-light the creature may appear somewhat translucent, and in total darkness the creature's eyes glow somewhat red, so the GM should lessen penalties for characters accordingly.

Story Hooks:

Solitary – Invisible Stalkers tend to frequent places infrequently inhabited by man – such as near ruins or remote habitations – and only singly, or sometimes in pairs. They are found worldwide, in remote forests and mountains – though are absent from polar regions and due to the Sedgewick Society's efforts have been completely removed from the New England wilderness.

Life Points: 33

Survival Points: 0-3 normally

Move: 10

Size: 1.6-2.1 meters tall

Invisible Stalkers are some strange offshoot of the apes that developed as a carnivore with a devastating natural camouflage. They have been extremely successful over the millennia, but their solitary natures prevent their reproducing often or in great numbers. The creatures are cunning and intelligent hunters, but are not sentient and capable of only the most rudimentary tool use. They prefer man over other prey, but will often be cautious about attacking even a solitary human, and will sometimes appear to play with it's prey for several days before finally killing and devouring it.

The creature's semi-translucent state in certain light makes it more likely to attack by day, and take cover by twilight and night. In the dark it may be more readily recognized as a pair of disembodied glowing red eyes.

The Book of Shadows

- Sourcebook for the *Into The Shadows* RPG -

Version 2.000

PLAYER:
TYPE OF CHARACTER:
CHARACTER NAME:
AGE: GENDER: HEIGHT: WEIGHT:
PHYSICAL DESCRIPTION:
PERSONALITY:
QUIRKS:
BACKGROUND:

PHYSIQUE:	EDUCATION:	
REFLEX:	TECHNICAL:	
CANNY:	WILL:	

MOVE:	PSI SENSITIVE: <input type="checkbox"/> Yes <input type="checkbox"/> No	MAGIC SENSITIVE: <input type="checkbox"/> Yes <input type="checkbox"/> No
KARMA POINTS:	SURVIVAL POINTS:	
LIFE POINTS: ()		
SPECIAL ABILITIES/DISADVANTAGES:		
GENERAL EQUIPMENT:		

Weapon:	Scale:	Difficulty:	Blast Radius:	Ranges:	Damage:	Ammo:
			/ / /	/ /		
			/ / /	/ /		
			/ / /	/ /		
			/ / /	/ /		

