

SOUL STALKER (INFERNAL)



PHYSIQUE	PHY	12
SPEED	SPD	7
STRENGTH	STR	11
AGILITY	AGL	4
PROWESS	PRW	4
POISE	POI	1
INTELLECT	INT	2
ARCANE	ARC	—
PERCEPTION	PER	4

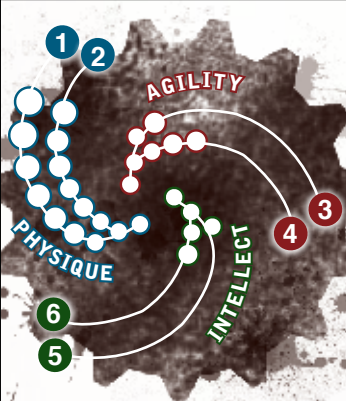
	BITE		
	MAT	POW	P+S
	6	5	16

	CONSTRICT		
	MAT	POW	P+S
	6	3	14

Grappler – After resolving a hit with this weapon, this creature can immediately grapple its target (Core Rules, p. 210). While maintaining a grapple, this creature cannot make additional attacks with this weapon but can automatically hit the character it is grappling with bite attacks.

Soul Consumption – If a character with a soul marked by one of the soul stalker's infernal masters is incapacitated while being grappled by this creature, the character with the marked soul is immediately destroyed and this creature claims his soul. This creature then vanishes from Caen unless it can sense other marked souls within the same city or town or in the immediate vicinity.

INITIATIVE	INIT	15
DEFENSE	DEF	15
ARMOR	ARM	16
	(NATURAL ARMOR +4)	
WILLPOWER	WIL	14



COMMAND RANGE: 5
BASE SIZE: LARGE
ENCOUNTER POINTS: 13

I have faced down rampaging gorax, been hunted by packs of spine rippers, and even confronted an angry dire troll. Of all the many things I have encountered in my long and storied life, none chill me to the core as much as the soul stalker. Its very existence represents an unholy economy existing beyond Caen and Urcaen that relies on the harvesting of our very souls. It is an abominable entity that makes a mockery of a world governed by natural laws. I have encountered it only once, and I pray I never live to see one again.

—PROFESSOR VIKTOR PENDRAKE, MONSTERNOMICON

DESCRIPTION

Infernals are beings from beyond Caen and Urcaen, and their intelligent rulers strike bargains with the living in the pursuit of a single goal: the acquisition of souls, the most valuable substance in the realms beyond Caen. They will offer power, prestige, and anything else a mortal could desire, demanding its soul in return. So vital is this resource that they will go to great lengths to acquire it, encouraging their mortal minions to commit great atrocities.

The souls bargained to infernals are indelibly marked. Unable to pass into Urcaen, they are cursed to linger on Caen until collected. Soul stalkers are unnatural beasts created by true infernals and sent to the mortal realm to claim the payment for these bargains. Little is known of these creatures or the inhuman entities they serve outside of the records of the Order of Illumination and the circles of infernalists and depraved Thamarites who seek contact with them.

Soul stalkers manifest on Caen as great serpentine horrors that single-mindedly hunt souls marked by their masters. These include stray souls offered in bargains that

may have lingered after being sacrificed in morbid rituals as well as still-living infernalists who have sought to circumvent the contracts they have signed. Over twenty feet from jaws to tail, the soul stalker's body is covered with scales and long, bony protrusions. Vicious fangs dominate the soul stalker's eyeless head, flanked by long tendrils it uses to bind and harvest souls. A soul stalker is surrounded by an aura of unholy dread that terrifies mortals who witness it.

The soul stalker is utterly without emotion and totally unfettered by any desire other than to collect marked souls for its masters. It moves with purpose, circumventing or destroying any obstacle in its path, but it is not a mindless killer and will generally leave uninvolved bystanders unharmed provided it is left to pursue its prey unhindered. Tragically, those with courage may make the mistake of trying to slay it or drive it away, thus drawing its deadly attention.

When it manifests on Caen in pursuit of a specific target, the soul stalker goes directly toward what it believes is its prey. It is never satisfied until it has collected this soul, along with any other marked souls it discovers. When a soul stalker confronts a living deal breaker, it encircles him with its impressive bulk, crushing his body as it cuts into the flesh with long drags of its beak. After slow constriction and painful laceration, the victim expires, allowing the soul stalker to extract his immortal essence. As a secondary priority, the stalker will collect any other marked souls nearby. If it does not sense any such souls in its immediate vicinity, it vanishes back to whence it came.

Soul stalkers are impermanent beings on Caen, capable of existing in the physical world only for a brief time. They manifest only where sent or summoned. Unless it is actively pursuing a marked soul, a soul stalker will vanish within hours. On the other hand, so long as it is in pursuit of its prey, a soul stalker can remain on Caen for days or even weeks.

Some infernalists claim to be capable of summoning soul stalkers and are said to have developed their own means of binding them. Some soul stalkers have been observed acting in an unusual fashion, hunting down those who have never made contact with the infernals.

COMBAT

A soul stalker generally manifests on Caen for the express purpose of retrieving one or more souls marked by its masters. A soul stalker will pursue its quarry relentlessly, tracking it down and either harvesting the soul of the dead or extracting it after killing the target. If anyone or anything tries to interfere with

ABILITIES:

Ambush – During the first round of an encounter, this creature gains boosted attack and damage rolls against characters who have not yet activated that encounter.

Eyeless Sight – This creature ignores cloud effects and forests when determining LOS. This creature ignores concealment and stealth when making attacks.

Fearless – This creature never suffers the effects of fear.

Soul Hound – This creature gains +2 to attack and damage rolls against characters with souls marked by a true infernal. When this creature begins its turn within 10" of its prey, this creature gains +2" movement that turn. If a character with a marked soul is destroyed within this creature's command range, this creature claims the marked soul regardless of the proximity of other eligible characters. This creature then immediately vanishes from Caen with the soul and is removed from play.

Soul Tracker – This creature automatically succeeds when making Tracking skill rolls involving characters with souls marked by a true infernal. In addition, this creature can sense the general proximity of a marked soul within a five-mile radius.

Stealth – This creature has stealth (Core Rules, p 220).

Terror – This creature has Terror [16].

CREATURE TEMPLATES:

None.

SKILLS:

NAME	STAT	RANK	STAT + RANK
Detection	PER	3	7
Sneak	AGL	3	7
Tracking	PER	3	7

the soul stalker, it lashes out, biting and constricting the interloper in its massive coils. The soul stalker is interested only in harvesting souls, not in killing for its own sake. Once an obstacle can no longer threaten its work, the soul stalker ignores it and resumes its hunt.

LORE

A character can make an INT + Lore (infernal) skill roll to determine what he knows about this creature. He learns all the information up to the result of the roll. The higher the roll, the more he learns.

11: Soul stalkers are sent by true infernals to track down marked souls, generally those who have foolishly broken their unholy bargains.

12: Soul stalkers are among a class of infernals referred to as conscriptus. True infernals fabricate conscriptus from captured souls, permanently transforming these souls into a new, horrific form. They have no memory of or connection to their previous existence.

13: A soul stalker can be sent to collect the souls of the living or the dead. When a soul stalker hunts down the living, it collects the soul after snuffing out its target's life. Soul stalkers can sense souls from miles away and track their targets unerringly.

15: Soul stalkers ignore unmarked souls unless their work is interfered with. Any creature that attempts to impede a soul stalker in its task will be brutally attacked.



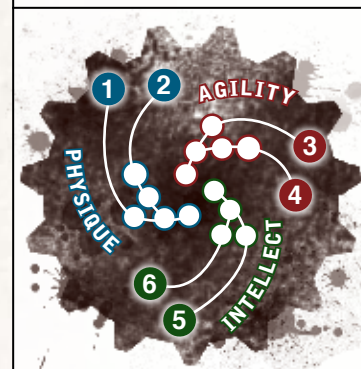
SPECTER



Specters are as diverse as they are dangerous, each the restless soul of a being powerful enough to continue its existence beyond death. Without the laws of corporeal flesh binding them, specters evince incredible abilities driven by deep-seated hate. Whatever intellect and will these beings had in life has been crystallized and twisted over countless years. They are, to wit, utterly insane and prone to outbursts of rage and extreme violence.

—PROFESSOR VIKTOR PENDRAKE, MONSTERNOMICON

PHYSIQUE	PHY	5
	(WILLPOWER ÷ 2)	
SPEED	SPD	5
	(WILLPOWER ÷ 2)	
STRENGTH	STR	5
	(WILLPOWER ÷ 2)	
AGILITY	AGL	5
	(WILLPOWER ÷ 2)	
PROWESS	PRW	5
	(WILLPOWER ÷ 2)	
POISE	POI	5
	(WILLPOWER ÷ 2)	
INTELLECT	INT	4
	(AS IN LIFE)	
ARCANE	ARC	*
	(AS IN LIFE)	
PERCEPTION	PER	4
	(AS IN LIFE)	
INITIATIVE	INIT	14
DEFENSE	DEF	14
ARMOR	ARM	10
	(WILLPOWER)	
WILLPOWER	WIL	10
	(AS IN LIFE)	



COMMAND RANGE: 4

BASE SIZE: SMALL

ENCOUNTER POINTS: SPECIAL

DESCRIPTION

Dangerous, free-willed ghosts, specters are the souls of powerful individuals that linger beyond the grave to haunt and torment the living. The exact circumstances that create one of these terrifying undead are poorly understood and a matter of much debate between theologians and the more scientifically minded. Furthermore, the causes that lead to their creation vary from one specter to the next, though they usually involve an element of pain and tragedy. These can be as simple as powerful emotions at the time of death, but even obligations left unfulfilled can be enough to keep a soul trapped in the world of the living.

Although not specifically bound to a given location, specters often linger near sites of great significance to their mortal lives. Some specters roam freely, carrying out agendas often not fully understood by the spirits themselves, pieced together from whatever remains of their broken psychology and memories. The pathos that

drives a specter often twists its goals and motivations toward the sinister, and many revel in inflicting pain and torment on the living to assuage their own misery.

The mind of a specter is usually fragmentary at best, possessing aspects of the ghost's mortal personality that have been distorted by the horrors of death. These spirits often possess flawed memories with great gaps that are often filled with false

assumptions driven by dark emotions as the specter struggles to cope with its ongoing existence. Of course, some specters cross over with their consciousness completely intact. Far from being the most dangerous, these spirits are often driven by unfulfilled duties or desires to protect the things that were closest to them in life. Despite the dark pathologies that seem to drive most specters, many are truly benevolent and can be of great service to those who share their purpose. For example, many of the great Morrowan churches house gentle spirits who watch over their formerly cherished places of worship.

A specter appears much the same as the individual appeared in life although many can alter their features in horrifying ways to frighten the living. Some specters can even create potent illusions to hide their ghostly nature—or to intensify it.

No two specters are alike, and the powers they command can differ wildly. Specters also grow more powerful and gain yet more potent abilities the longer they remain in the world of the living. However, all specters are burdened with a specific weakness that is the price they pay for the deathly powers they control. Those who wish to battle a specter would do well to discover its weakness, for that is likely the only way to destroy it.

SPECTER ENCOUNTER POINTS

The nature of specters forces them beyond the traditional assignation of encounter points. Though a Heroic-level specter with Black Gifts, Speed of the Dead, and Bound (Corvis) could be assigned an encounter point value easily enough, an Epic-level specter with Dark Resurrection, Fear Mastery, Fear Monger, and Temporal Existence (winter) defies a traditional encounter point value. Such a specter has no way to directly damage its enemies and no way to be truly destroyed, yet it can have a substantial impact on a combat encounter.

Game Masters should use the specter entry as a tool kit rather than an instruction manual. A specter can take on the role of plot device or recurring villain as easily as it can take on the role of traditional monster. Game Masters looking for a rough equivalent against which to gauge the power level of an individual specter can find a good starting point in the rules for creating comprehensive NPCs (Core Rules, pp. 329 and 334).

COMBAT

Specters can be incredibly dangerous and unpredictable combatants. Not only do they possess an array of terrifying powers, but they are also highly unstable entities driven by unearthly pathos. Even the most twisted and fragmentary spectral entities possess an intelligence that has been shaped by decades or even centuries of existence. The exact range of a spirit's capability in combat varies from specter to specter.

LORE

A character can make an INT + Lore (undead) skill roll to determine what he knows about this creature. He learns all the information up to the result of the roll. The higher the roll, the more he learns.

8: Specters are malevolent, free-willed spirits—the ghosts of sentient humanoids who commanded much power in life.

10: Specters are not always bound to a location, although they often haunt places of death such as battlefields and graveyards.

12: No two specters are alike, and the powers they command can vary wildly from specter to specter.

14: Specters differ from mindless shades. A specter still possesses a semblance of free will and has a much greater ability to interact with the living world.

15: All specters are burdened with a specific weakness. This weakness is often the best way to combat and destroy a specter.



ABILITIES:

Deathly Burdens – At the beginning of the game, choose up to three deathly burdens (see p. 79) for this character.

Deathly Endowments – Choose up to three deathly endowments (see p. 78) for this character. Note: The list includes only a partial range of powers available to characters with the Deathly Endowments ability. With a little work, a Game Master could turn virtually any spell or suitably spooky idea into a deathly endowment.

Feat Points – This character starts each encounter with 1 feat point. He is allocated 1 feat point at the start of each of his turns. This character can have up to 1 feat point at a time.

Incorporeal – This character can move through rough terrain and obstacles without penalty and can move through other characters if he has enough movement to move completely past them. Other characters, including slammed, pushed, or thrown characters, can move through this character without effect if they have enough movement to move completely past him. This character does not count as intervening. Blessed weapons affect this character normally. Spells, animi, and magical weapons can damage this character but roll one fewer die on damage rolls. No other weapons can damage this character. This character is immune to continuous effects and cannot be moved by a slam.

Psychic Manifestation – This character's physical stats are based on his Willpower in life. This character retains the INT, ARC, and PER he had in life. This character also retains the Willpower he had in life. Do not recalculate this character's Willpower by adding his spectral PHY.

Skills – This character retains the skills he had in life.

Terror – This character has Terror [Willpower + 2].

Undead – This character is not a living character and never flees.

CREATURE TEMPLATES:

Epic Specter, Veteran Specter

SKILLS:

NAME	STAT	RANK	STAT + RANK
As in Life	.	.	.