



# EAST TEXAS UNIVERSITY



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In memory of Jade Tinnerman, a Pinebox fan and friend.

**Ed's Dedication:** To all the fans of Pinebox who have so graciously supported us in our endeavors. May y'all always come up Aces!

**Preston's Dedication:** To my family, who stuck with me despite many a "writing night," and to our dedicated Pinebox fans who kept the faith and continued encouraging us throughout this journey.

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Office of the Dean  
1 Raven's Loop  
Pinebox, TX

Dear Student,

Welcome, and congratulations on your acceptance as an incoming Freshman student at East Texas University. I would like to take this opportunity to direct you to information that will make your transition to ETU as smooth as possible.

First, I would like to remind you that all Freshmen and Sophomores are required to live in on-campus housing. This both ensures your safety and helps you build friendships that will undoubtedly last a lifetime. Go to [FightingRavens.com](http://FightingRavens.com) to fill out your dorm application and submit your deposit.

Next, I would like to remind you that Freshman orientation, which we call Sweat Lodge, coincides with dorm check-in on the third weekend in August. Please plan to attend one of the sessions on Thursday, Friday, or Saturday evening. At Sweat Lodge you'll learn about the importance of campus safety, our university traditions and fight song, the Raven's Honor Code, and advice from Seniors. The Saturday night Sweat Lodge ends with free pizza and a show by local rockers A Jury of Robots. Again, let me congratulate you on your first step into a larger world. College is what you make of it, and an acceptance to ETU is a great start!

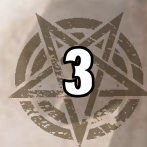
Go Ravens!

*James Nelson*

President James Nelson

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To most appearances, Pinebox is just like any other town. Well, any other town in Texas, that is, because as most of us know Texas is a very special place to start with. Texans are fiercely independent and as proud of their heritage as they are the size of the mosquitoes and other critters that always seem to be just a little bigger there.

Nestled near Pinebox is East Texas University, usually just “ETU” to the locals. Students from all over the world attend the small but respected college.

Some of them even survive it.

You see, Pinebox *isn't* just like any other town. It's plumb weird.

Nobody wants to admit it, but “unexplained” events happen too often to count. Officially, ETU's crime rate is in line with a campus its size, but left unspoken are the students who disappear without a trace. Without evidence of foul play, these disappearances are officially counted as “withdrawals.”

The weirdness doesn't stop at the edge of campus, either. Some of the twitchier types claim Pinebox is some sort of nexus of strangeness. They claim ghosts, demons, cultists, and monstrous creatures are drawn there.

Pinebox citizens say that's crazy talk. They're just another rural Texas town like any other. Or perhaps they just follow the old wisdom that to acknowledge darkness invites it to take notice in return.

## THE PROTAGONISTS

In *East Texas University*, characters are everyday, naive college Freshmen. Those who make it through their four or so years of academia generally become professionals—doctors, lawyers, engineers, scholars, and the like. Some, those who encounter Pinebox's particular brand of weirdness and survive it, might become heroes as well.

Success at ETU means keeping up with studies and occasionally solving strange mysteries. An adventure might center around finding a missing student or simply passing mid-term exams!

The world of Pinebox is the modern world we live in, but slightly askew. ETU students are generally normal people with normal skills, abilities, and knowledge. Part of the fun and excitement of the setting is how such ordinary people react when they realize global conspiracies, hidden societies, and myths and legends are *real*.

Under adversity, the ordinary sometimes rise to become extraordinary. Since this setting is about the journey from one to the other, heroes might start as inexperienced or even selfish teenagers, and graduate as selfless young men and women.

Heroes at ETU are those who refuse to turn a blind eye to those in need; those who have strong hearts, inquisitive minds, and a desire to fight back against the dark forces arrayed against them.

## EAST TEXAS UNIVERSITY

ETU serves 13,000 undergraduate and graduate students in almost sixty fields of study. The anthropology and folklore departments are ranked in the top ten in the country and ETU is rated in the Top 20 Best Education Values for a public university. Students from more than 35 countries attend ETU. The college has a nationally ranked ROTC program and was recently awarded a grant to become a Homeland Defense Training School. ETU has a very active Journalism department and its own award-winning, student-run television (KTRU) and radio stations (KETU).

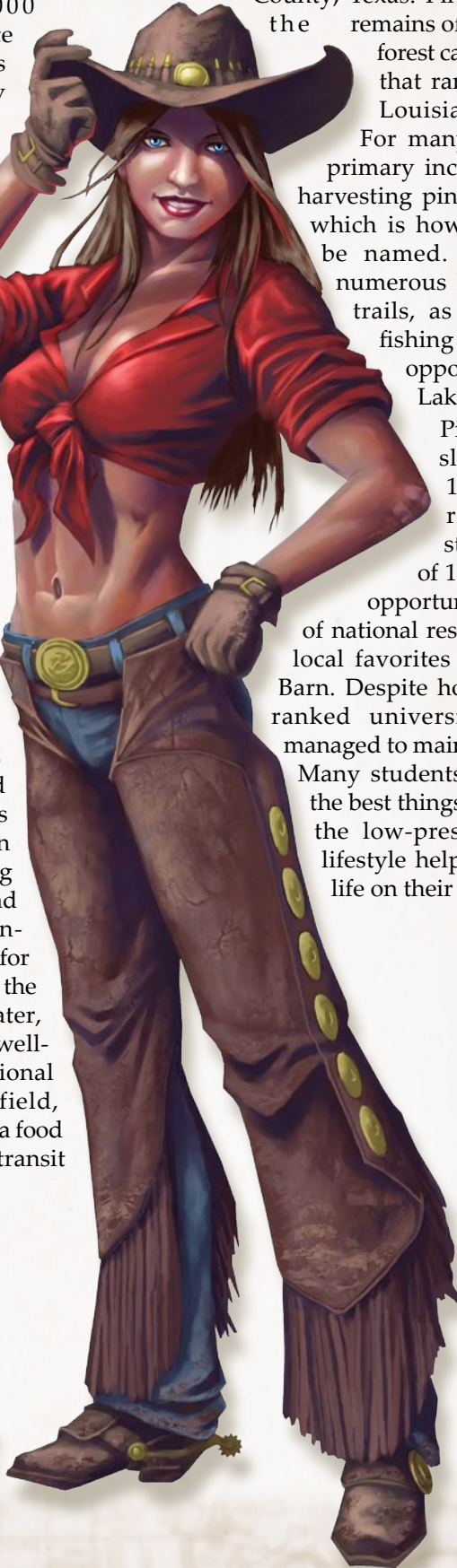
While the town provides options for shopping and entertainment, ETU offers many amenities right on campus, and almost anything a student needs can be found there. In addition to on-campus housing (mandatory for Freshmen and Sophomores), the campus offers a movie theater, bowling alley, art gallery, well-equipped gym and recreational sports center, paintball field, bookstore, convenience store, a food court, emergency care, bus transit system, and more.

## PINEBOX, TEXAS

The city of Pinebox is located in Golan County, Texas. Pinebox is nestled in the remains of a once-vast, dense forest called the Big Thicket that ranged across Texas, Louisiana, and beyond. For many years the area's primary income derived from harvesting pine trees for timber, which is how the city came to be named. The area boasts numerous hiking and biking trails, as well as excellent fishing and water sports opportunities at nearby Lake Greystone.

Pinebox is home to slightly more than 19,000 permanent residents, plus a student population of 13,000 more. Dining opportunities include a mix of national restaurant chains and local favorites such as the Pizza Barn. Despite hosting a nationally ranked university, Pinebox has managed to maintain its rural roots. Many students have said one of the best things about ETU is how the low-pressure, small town lifestyle helped them adjust to life on their own.

BRYAN  
SYME



## TEXAS TALK

Some say Texas is like a whole other country. Maybe that's true. All of France and Britain could fit inside it, after all. Texas has a little bit of everything, from the Piney Woods and Big Thicket of East Texas, across the plains of Central Texas, to the Hill Country, to the deserts and mountains of West Texas. Texans are an eclectic mix of western dreams and northern entrepreneurship. The truth is a West Texan and an East Texan have very different accents, but the following list might help those not used to Texan or Southern lingo.

## TEXAS WISDOM

**Always drink upstream of the herd:** Be different and do your own thing. (The herd fouls the water headed downstream.)

**Better than two peas in a pod:** Very close friends or allies.

**Big hat, no cattle:** All talk, no action

**Don't dig up more snakes than you can kill:** Don't go looking for extra trouble.

**Don't make me open a can of Whoopass!:** I'm about to kick your butt if you don't stop.

**Don't slap a man who's chewing tobacco:** Could get messy.

**Don't squat with spurs on:** Think about the consequences of your actions. If you squat while wearing spurs, you will slice your butt open!

**Dumber than a box of (hammers/rocks):** The boy's extremely dumb.

**Happier than a rooster in a hen house:** A very happy state of mind.

**Having a fit:** Throwing a tantrum.

**He couldn't pour piss out of a boot with directions on the heel:** The boy's dumb!

**He's all swole up:** He's angry, looking to fight.

**He's as sharp as a mashed potato:** The boy's dumb!

**He's on a tear:** He's doing bad things. This is "tear" as in "to tear up paper."

**It's a turd floater:** A big rainstorm.

**Letting the cat out is easy, putting him back in the sack is hard:** It's easy to start something, harder to see it through.

**Looks like the cheese fell off the cracker:** Things didn't work out the way it was planned.

**More than you can shake a stick at:** A lot of them.

**Showing his ass:** Being bad, acting badly.

**Sit in the middle and you don't have to open the gate:** Pastures have gates leading in and out. Traditionally, the person sitting shotgun is obligated to open and close them for the driver. Being the middle passenger on a bench seat—usually the less desirable spot—excludes you from this obligation.

**That chaps my ass:** Makes me mad.

**That dog won't hunt:** That won't work or doesn't make any sense.

**We've howdied, but we ain't shook:** We know each other, but we haven't come to an agreement, or, we know each other, but we are not friends yet.



## TEXAS WORDOLOGY

**Aggravated:** Aggravated. Mild annoyance to crazed rage.

**Ain'noneed:** No reason to.

**Awwready!:** "All righty." Used as an affirmation or agreement.

**Ball:** To play American Football. There is no other sport. Ball is Football in Texas.

**Bloody Nickel:** Slang for Houston's 5th Ward, one of the toughest neighborhoods in the nation.

**Boondocks:** Way out in the middle of nowhere.

**Catching Cold:** Becoming sick or ill.

**Coke:** Any soft drink; not just Coca Cola, but Dr. Pepper, Sprite, Orange Crush, Mountain Dew, etc.

**Dadgummit, dadblammit:** Used instead of curse words.

**Dry County:** A county where it is illegal to sell alcohol.

**Eat Up With:** Excessively afflicted with some bad thing such as jealousy, cancer, or other disease.

**Fixin' to:** About to, or eventually will do something.

**Grocery Store:** Any place that sells food or gas.

**Holler:** To call out.

**Howdy Y'all:** Hello, everyone. Texans give bonus points for double y'alls. "Y'all want some queso, y'all?"

**I imagine:** To have intent or belief. "I imagine it's time to go."

**Icebox:** A refrigerator, not necessarily the frozen part, but the entire thing.

**Ice House:** A bar, usually a biker bar.

**Lit off:** To leave in a hurry.

**Nekkid:** A state of being nude.

**Nu-uh:** No way.

**Pissed off:** Angry

**Plumb:** To do something completely.

**Recken:** To think about.

**Skoo'et:** Let's go eat.

**Switch:** A branch or stick used to spank or punish.

**Take on:** To wail or cry.

**Tank:** A pond.

**Tenny Shoes:** Any pair of athletic shoes

**Tejano:** A native Hispanic Texan, pronounced Teh-hah-no or Tay-hah-no.

**Texas Stop Sign:** A Dairy Queen; a fast food restaurant known for hamburgers and ice cream.

**To carry:** To provide a ride.

**What a Do?:** A way to say hello and ask what's going on at the same time.

**Wouldn't Take:** To refuse to sell. "I wouldn't take less than a thousand for it."

**Yankee:** Anyone not born in Texas. Can be anyone north of where you live. "Dallas is Yankee-land to Houston."







Welcome, incoming students! You're about to take your first step into the macabre world of Pinebox, Texas. This particular book, *East Texas University*, concerns itself with the town's largest enterprise and a hotbed of strange activity—East Texas University. That's ETU, for short. Here in Texas we like to keep our words short 'cause we drawl 'em out anyhow.

### SOME TEXAS TWISTS

In the world of *East Texas University*, characters are called students and we call the Game Master the Dean.

Characters in ETU are full time students. They enroll as Freshmen and must advance through their Sophomore, Junior, and Senior years. Freshman *player characters* are Novice Rank, Sophomores are Seasoned, Juniors are Veterans, and Seniors are Heroic.

Students also have a new secondary Trait called Academics—see Step 3. This tracks how much attention she's giving her studies versus solving mysteries. Both are equally important at ETU.

### STEP 1: RACE

All characters are human. If you want to create a student who's part fish, you might try that other university up in Massachusetts.

As usual, heroes start with one free Edge.

### STEP 2: MAJOR

Students enter college within a primary course of study, or

“Major.” See the **Selected Majors** sidebar (page 9) for some ideas.

**Major Skill:** Students take exams (yes, you *will* be tested) with the skill most relevant to his Major. This is called his “Major Skill” and is usually something like Knowledge (Mechanical Engineering) or Knowledge (Agriculture). Check out that **Selected Majors** sidebar and don't forget to take a Major Skill as one of your starting skills. Students can have an “Undecided” Major until their Junior year, rolling Smarts -1 instead of a Major Skill.

**Minors:** Characters can also have “Minors” simply by taking the appropriate skills as they advance but there are no separate rules for them.

### STEP 3: TRAITS

**Attributes:** Pick your attributes as described in *Savage Worlds*. Every character begins with a d4 in every attribute and has 5 points to raise any or all of them to higher die types.

**Skills:** Entering Freshmen are teenagers right out of high school. They have 15 points for skills as usual, but skills shouldn't exceed a d8 without a good background reason.

While college students shouldn't have lots of combat skills, this *is* Texas and most young men and women have shot a few guns, been in a few fights, or taken a few self-defense classes.

• **Derived Attributes:** Calculate your secondary attributes—Charisma, Pace, Parry, and Toughness—as usual.



- **Academics:** Students have a new secondary attribute called Academics as well. Like Charisma, Academics is 0 unless modified by Edges, Hindrances, Extracurricular Activities, or circumstance.

## SELECTED MAJORS

Below is a list of common Majors found at ETU, but it is by no means exhaustive. Students are encouraged to discuss other disciplines with their Dean.

Some Majors require specialization, shown in parentheses after the Major, such as Biology or Chemistry for Science. A History Major, for example, has Knowledge (History), while an entering Mechanical Engineer has Knowledge (Mechanical Engineering).

Students can further specialize as desired by taking additional Knowledge skills on their own, but must still take the “core” Knowledge skill for their Major and use it for Exams. Refer to Exams on page 25.

- Agriculture
- Anthropology
- Archaeology
- Architecture
- Art (Music, Painting, Sculpting)
- Business
- Computer Science
- Criminal Justice
- Cultural Studies
- Education
- Engineering (Aerospace, Electrical, Civil, Mechanical, Petroleum)
- General Studies (See page 25)
- Kinesiology
- Military Science (These characters must also be enrolled in R.O.T.C.)
- Liberal Arts (Creative Writing, English Literature, Fashion, Folklore, History, Journalism, Languages, Pre-Law, Psychology)
- Science (Biology, Biotech, Chemistry, Entomology, Genetics, Geology, Pre-Med, Pre-Vet, Meteorology)
- Speech and Communications (Speech, Journalism, Radio/Television)

## STEP 4: EDGES & HINDRANCES

Choose Edges and Hindrances from *Savage Worlds* or this book as usual. Some have been modified to better suit *East Texas University*, so be sure to consult the relevant entries later in this chapter.

**Prohibited Hindrances:** Bloodthirsty, Illiterate, and Wanted (Minor/Major).

**Prohibited Edges:** All Arcane Backgrounds, Beast Bond, Beast Master, and Giant Killer, and any Edges that require them.



## CHARACTER TYPES

Every player character at ETU is a student, but there are as many different types of students as there are characters. Here are some ideas. Fully fleshed-out archetypes can be found on our website at [www.peginc.com](http://www.peginc.com).

### ACTIVIST

Conservation, the green movement, PETA, Green Peace, Anti-Nukes, Anti-War—these are your mantras. Someone has to protect the world for the next generation and it might as well be you. ETU is a small college, but one involved in agriculture, Homeland Defense, and other biological and nuclear studies types. You can make a difference. You will be heard.

### ACTOR/ PERFORMER

Whether it's singing, acting, making movies, or some other performance art, you live for the stage. ETU is small enough that you can get lots of time in front of an audience. Hopefully by furthering your studies and honing your craft, you'll catch your big break.

### COUNTRY BOY / GIRL

Who wants to sit inside and study all day when you could be getting back to nature? You love the great outdoors and believe in conservation for future generations. With ETU in the Big Thicket and several lakes and rivers nearby, it's the perfect place to enjoy nature while earning a degree.

### CRUSADER

You can't stand to see unrighted wrongs. Whether it's a haughty professor, a bully, or an

oppressive rule, you're going to stand up for the common man.

### FRATERNITY BROTHER

You might be a rising star, deeply concerned with making a real impact on society, who believes that surrounding yourself with other like-minded movers and shakers is the best way to do it. Or you might just be a "brah" looking for a hot party and hotter chicks.

### GAMER

Tabletop roleplaying games, collectible card games, the latest Euro board games, or video games are your currency. You know them all and excel at most.

### JOCK

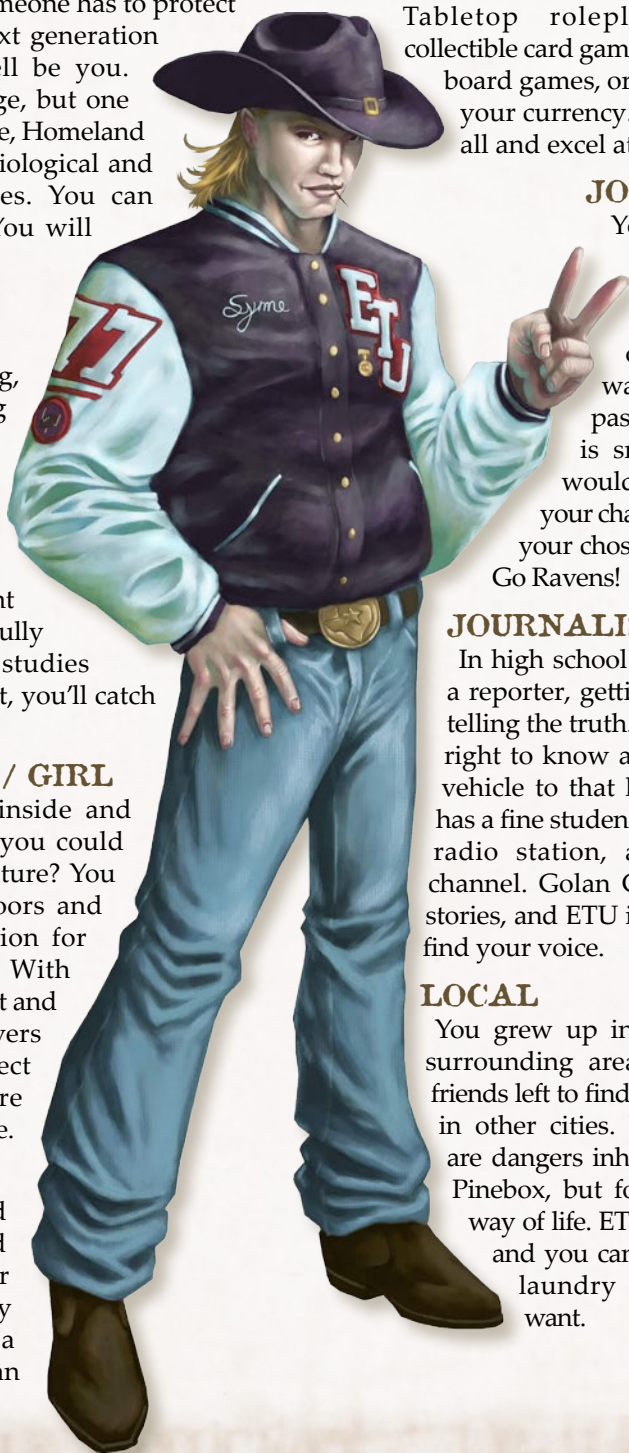
You excelled in sports in high school and the scholarship offered by ETU was too good to pass up. The school is smaller than you would have liked, but your chances of starting in your chosen sport is better. Go Ravens!

### JOURNALIST

In high school you loved being a reporter, getting the big story, telling the truth. The public has a right to know and you are their vehicle to that knowledge. ETU has a fine student-run newspaper, radio station, and even cable channel. Golan County is full of stories, and ETU is a great place to find your voice.

### LOCAL

You grew up in Pinebox or the surrounding area. Most of your friends left to find jobs or education in other cities. You know there are dangers inherent to living in Pinebox, but for you it's just a way of life. ETU is a fine school, and you can go home to run laundry whenever you want.



## MARTIAL ARTIST

You've been taking some form of martial arts since you were little. You've won a few tournaments and it's part of your life.

Your training taught you the importance of discipline in body and mind to reach your personal best. You are constantly working out at the local dojo and it helps keep you focused on what you want to achieve.

## OCCULTIST

You have always been fascinated by the idea of arcane secrets and the possibility of a supernatural world beyond what you can see. You're convinced that you can learn to wield these powers yourself... if only you can find the right teacher. Where will you find the education you seek? ETU seems a likely choice.

## ROTC

The plan is to graduate with honors in the Reserve Officer Training Corps program, then serve a stint in the active military. This helps with the bills and you get to serve your country in the process. Sure, you get a little less freedom and parties than your friends, but the price of liberty is eternal vigilance, after all.

## SCHOLAR

The new ETU library is well regarded and many professors seem top-notch. How such a relatively small college can recruit so many renowned professors is a mystery, but this school suits your needs and you eagerly look forward to getting started.

## SORORITY SISTER

Sororities look great on resumes, and you've always liked working with other go-getters like yourself. Your sorority has great parties, but the sisters also do a lot of good for Pinebox with constant fundraisers and community service projects.

And of course, it's a great way to meet cute guys as well.

## STRANGER IN A STRANGE LAND

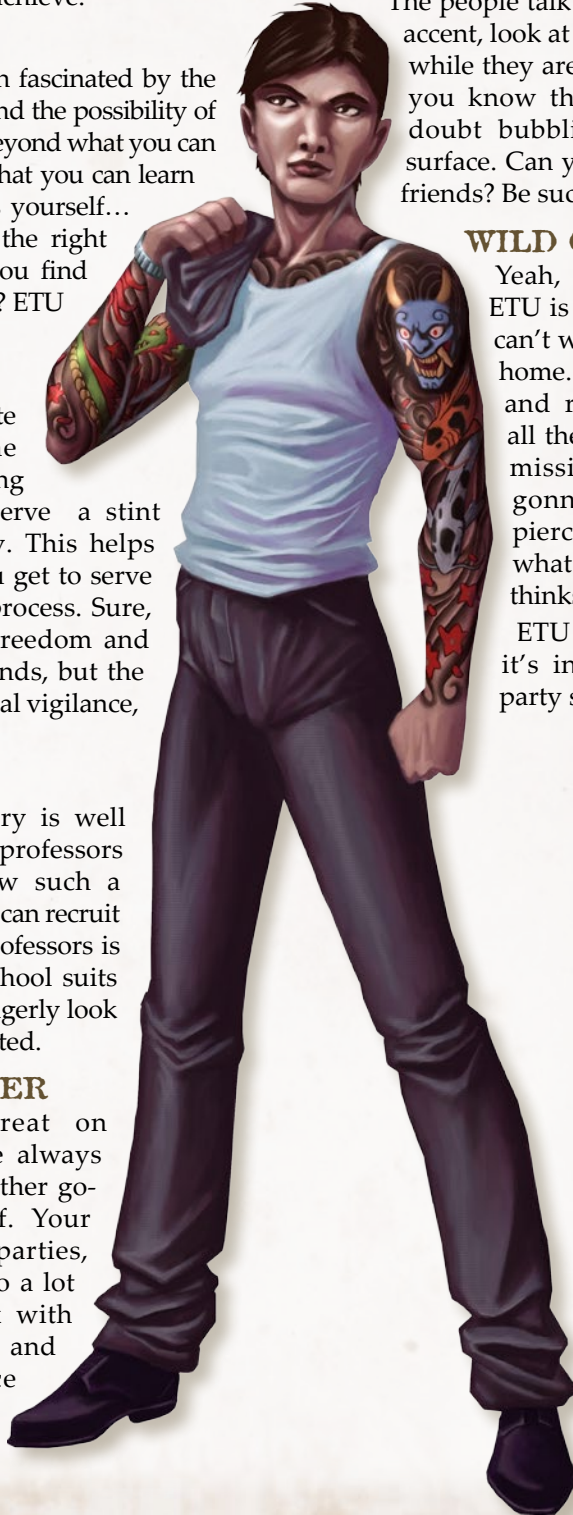
You were born in another country and have come to ETU for an American education. Now you are learning the meaning of the saying "Texas is like a whole other country."

The people talk with a strange, slow accent, look at strangers oddly, and while they are outwardly friendly, you know there is mistrust and doubt bubbling just below the surface. Can you fit in here? Make friends? Be successful?

## WILD CHILD

Yeah, getting accepted to ETU is fine, but mostly you can't wait to get away from home. You're all grown up and ready to experience all the things you've been missing out on. You're gonna get tattoos and piercings and don't care what anybody back home thinks.

ETU doesn't know what it's in for. Let's get this party started!



## THE AMERICAN COLLEGIATE SYSTEM

Although some colleges and universities operate on different schedules, ETU operates on a semester system. The Fall semester runs from late August to mid-December, and the Spring semester runs from mid-January through early May.

While ETU does offer summer classes, most students use the break to earn money, spend time with family, or travel. Player character students might devote the summer months to the many mysteries they're likely involved with or earning a little extra money via Extracurricular Activities (see page 27).

## DEGREES

"Undergraduate" students are working toward a Bachelor's Degree. Liberal Arts degrees such as literature, history, law, etc, are called "Bachelor of Arts". These are often well-rounded programs with lots of choices for studies outside the core focus.

Bachelor of Science degrees are much more focused on specific studies, such as Biology, Chemistry, or Engineering. Students in these programs typically have far fewer electives.

## WHAT'S A FRESHMAN?

Four-year college students are grouped according to their year (assuming they progress at the usual rate):

Freshman—First Year

Sophomore—Second Year

Junior—Third Year

Senior—Fourth (and final) Year

## EAST TEXAS UNIVERSITY RAVENS

The school mascot has been nicknamed the Raven since the name was recommended in 1907 as an honorific to Texas legend and hero, Sam Houston, who was known as the "Raven" by Native Americans.

## ALMA MATER

*Hail to the Rising Raven,  
Flying on the wind so high,  
True in Flight,  
Strong in Fight,  
A bird of valor, honor, and deeds.  
Here's to the school we love,  
We raise a toast to thee.*

## SCHOOL FIGHT SONG

*Ravens Fight  
Ravens Fight  
Put on the black and white  
Ravens Fight  
Ravens Fight  
Our team will own the night!  
Fear the Fightin' Ravens,  
Our mighty team does soar!  
Fear the Fightin' Ravens,  
When we make another score!*



# FRATERNITIES AND SORORITIES

To avoid impinging upon the reputations of any true organizations, this book offers a Greek organization generator. Choose a two or three-word name and pull a card for each. If the suit is red, use the first column. If it's black, use the second.

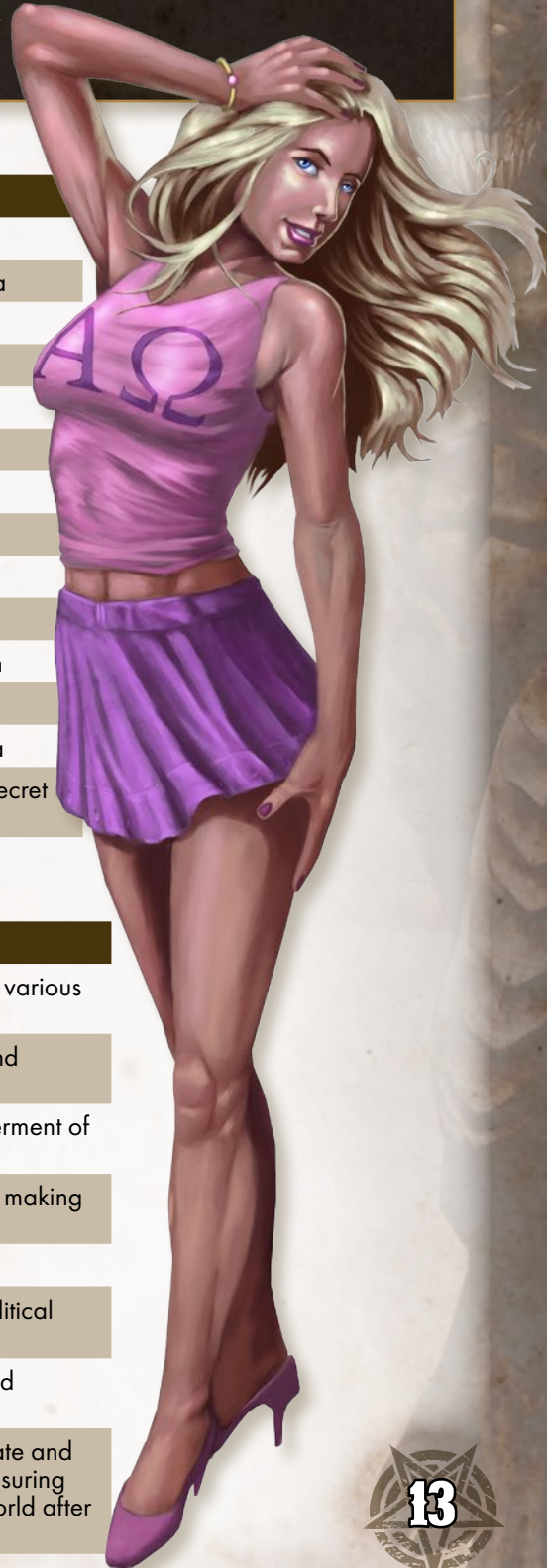
Draw an additional card to see what kind of fraternity or sorority it is, but remember that even Social Clubs do service events, and even political groups throw a great kegger now and then.

## GREEK NAME

Card	Red	Black
2	Alpha	Beta
3	Gamma	Gamma
4	Delta	Delta
5	Epsilon	Zeta
6	Eta	Theta
7	Iota	Kappa
8	Lambda	Mu
9	Nu	Xi
10	Omicron	Pi
Jack	Rho	Sigma
Queen	Tau	Upsilon
King	Phi	Chi
Ace	Psi	Omega
Joker	Draw again. The organization is a Secret Society.	

## TYPE OF ORGANIZATION

Card	Primary Function
2-5	<b>Community Service:</b> Dedicated to helping various charities.
6-9	<b>Social Club:</b> Dedicated to making friends and connections.
10	<b>Athletic:</b> Dedicated to athletics and the betterment of physical skill.
Jack	<b>Professional Development:</b> Dedicated to making contacts.
Queen	<b>Elite Social Club:</b> Family connections.
King	<b>Political:</b> Dedicated to making legal and political connections.
Ace	<b>Cultural:</b> Dedicated to furthering the love and understanding of distinct cultures.
Joker	<b>Secret Society:</b> The group is extremely private and created to serve some secret goal, such as ensuring the individual members' success in the real world after graduation.



## NEW HINDRANCES

Below are new Hindrances and some alterations to existing ones to better model the campus setting of ETU.

### A.D.H.D. (MINOR)

Your character has a hard time applying good study habits—Squirrel!—due to Attention Deficit Hyperactivity Disorder (ADHD). He suffers a -2 to Academics (page 9) and Notice rolls, but his lack of focus results in a +2 bonus to resist Tests of Wills.

### ANNOYING ROOMMATE (MINOR)

Your student's roommate (an Extra) is an annoying tag-along. He or she appears at the most inconvenient times, is constantly tattling, or wants to be in on every adventure. Roll once on the table below to determine the roommate's Minor Hindrance.

Should an unfortunate accident befall the roomie, create a new one or buy off the Hindrance with an advance.

### ANNOYING ROOMMATE TABLE

d10	Hindrance
1	ADHD
2	Big Mouth
3	Delusional
4	Habit
5	Mean
6	Overprotective Parents
7	Trouble Magnet
8	Phobia
9	Stubborn
10	Vengeful

### ANTI-TECHNOLOGY AURA (MAJOR)

Electronics just never work right around your hero. Unlike All Thumbs, he can repair them and might even like them, but when he uses them, hard drives crash, the internet lags, and cell phones lock up. This problem limits the student's ability to do schoolwork, inflicting a -1 penalty to Academics. When he uses such a device in a stressful situation (Dean's call), roll a d6 and consult the following table:

## ANTI-TECH TABLE

d6	Effect
1	<b>Overload:</b> The device breaks, requiring a Repair roll at -2 and 1d6 hours to fix.
2-3	<b>Boogered:</b> The device locks up, requiring a reboot. This usually takes 1d6 minutes for most devices.
4	<b>Slow as Christmas:</b> The device works, but at half the usual speed or effectiveness.
5-6	<b>Normal:</b> The device works as it's supposed to. Mostly.

### CURSED (MAJOR)

Things just never seem to go right for this student. Perhaps it's due to a family curse going back generations, or maybe it's simply karmic retribution for being a jerk in high school. The player draws a card and consults the **Cursed Effects Table** (see page 15) at the beginning of each game session to see how the curse affects him.

### 'FRAIDY CAT (MINOR)

You're more nervous than a long-tailed cat in a room full of rocking chairs. On a failed Fear roll, add +2 to the roll on the Fright Table.

### OVERPROTECTIVE PARENTS (MINOR)

The student's parents suffer from a bad case of empty nest syndrome...or maybe they just don't trust him. They call to check up on their precious little troublemaker at least four days a week—usually at the most inopportune moments. They also have a habit of showing up for unannounced visits at least once a semester (at the Dean's whim).

### PARTY ANIMAL (MINOR)

*Animal House* is this student's idea of college. Whenever he attends a party or there's downtime (Dean's call), he overindulges and is wiped out, mentally drained, or just plain hungover afterwards. He must make a Vigor roll at -2 and suffers a level of Fatigue on a failure for his overindulgence. On a success he suffers no ill effects. Fatigue recovers after 12 hours as long as the student has plenty of (nonalcoholic) fluids and a good meal. Levels gained in this manner can Incapacitate but not cause death.

# CURSED EFFECTS TABLE

Card	Hindrance
2	Memory loss results in -1 on all Smarts and Smarts-linked skill rolls.
3	-2 on all Vigor rolls to resist Hazards.
4	-1 Benny.
5	The player receives no Adventure Cards this session. If not using Adventure Cards, Spirit rolls to recover from Shaken are at -2.
6	The hero has bad breath or body odor resulting in -1 Charisma for session.
7	All Soak rolls are made at -2.
8	All Fear rolls are made at -2.
9	Nonplayer character reactions are one step lower than normal for the session. (Neutral becomes Uncooperative, etc.) Hostile becomes an immediate fighting situation.
10	Technology completely fails this session. See the Anti-Technology Hindrance. If the character already has that Hindrance, an Boogered or BSoD results mean the device is damaged. Fixing the device requires Repair -2 and 50% of the device's value in replacement parts.
Jack	The character has the shakes. All Agility and Agility-linked skill rolls are made at -1.
Queen	Unlucky in love. If in a romantic relationship with an NPC, the character suffers a break-up (or other negative effect). If not in a romantic relationship, the character gains a stalker for the session.
King	Illness results in a level of Fatigue for the session. \$20 of medicine can alleviate the Fatigue for 1d6 hours per use (max 4 uses).
Ace	An unexpected expense—a parking ticket, penalty, broken computer, etc.—costs the character \$10 × 2d6.
Joker	The character draws the ire of a random antagonist and makes the character's life Hell for a session or two. This might be a creature, an organization such as a rival fraternity/sorority, a faculty member, or even the authorities!

## POVERTY (MAJOR)

This young academic comes from a poor family, if he has a family at all. He was accepted to ETU on a scholarship or saved enough money to attend, but must subsist on \$250 a semester (see **Semester Allowances** on page 19).

## SECOND FIDDLE (MINOR)

This character feels like a sidekick among her friends. Rightly or not, she thinks her close companions ignore or give credit to others for her accomplishments. This can be demoralizing, so at the beginning of each session the character must succeed at a Spirit roll -2 or start the session with one less Benny. The character may earn others by roleplaying this Hindrance as usual.

## TOWNIE (MINOR)

The character is a local resident instead of a student, but he's friends with the gang. He can skip Exams, Burnout, and Extracurricular Activities (he might be involved as a volunteer, a romance, etc. but not to the same level of

commitment as a student). The Townie has an entry level job providing the same disposable income that a student gets as a Semester Allowance.

## TROUBLE MAGNET (MINOR/MAJOR)

Trouble always finds this hero. Things never go as planned and the center never holds. Once a session, trouble wanders across your character's path. This could come in the form of an unhappy ex, a hot but crazy person of the opposite sex, a policeman with a dislike for the hero and who likes to write tickets, an unexpected flat tire, a faulty hard drive, or maybe just being the character targeted by some foe's random attack.

With the minor version of this Hindrance, the trouble is inconvenient but generally short-lived. The major version places the character in the middle of more serious or long-lasting trouble.





## NEW EDGES

Below are new Edges and some alterations to existing ones to better model the campus setting.

Characters in *East Texas University* are full time students. They enroll as Freshmen and must advance through their Sophomore, Junior, and Senior years. Each year is equivalent to their Rank so Freshmen are Novice Rank, Sophomores are Seasoned, Juniors are Veterans, and Seniors are Heroic. Edges in *East Texas University* are listed by the school year for their Rank requirement.

## BACKGROUND EDGES

### DEVOUT

**Requirements:** Freshman, Spirit d6+

Devout students believe in a greater power, deity, or spirit, or perhaps just their own sense of self and willpower. They are typically religious, but don't have to be.

Devout heroes add +2 to all *opposed* Spirit rolls where their faith might come into play such as resisting evil powers (Dean's call).

### LOCAL FAVORITE

**Requirements:** Freshman

Some students were born and raised in Golan County, but this student is not only from the area but popular with the locals. He gets the best seats at hangouts in town and the locals are more willing to spill the dirt to him on at least some of the local scandals. Any randomly determined initial Reaction for an NPC local is always one level higher for this hero, and if the Dean thinks the Edge applies then predetermined Reactions may be one level higher as well. This Edge can only be taken during character creation.

### NOBLE

**Requirements:** Freshman

Noble is the equivalent of coming from a wealthy or notable family concerned about their public appearance.

The kid gets the usual benefits listed in *Savage Worlds* (+2 Charisma and the Rich Edge), but is pressured to stay out of trouble and "keep his nose clean." How this affects the student is up to the Dean, but visits from "Daddy" and local media attention should be expected.

## RICH/FILTHY RICH

**Requirements:** Freshman

Although wealthy by student standards, your money comes from your parents, a trust fund, or some other source more restricted than the original Edges in *Savage Worlds*. Rich doubles the regular semester allowance (page 19) to \$1,000. Filthy Rich triples it to \$1,500.

## TEST TAKER

**Requirements:** Freshman, Smarts d8+

Some individuals do well on tests even when they study far less than most. Those with this Edge add a permanent +2 to their Academics secondary attribute.

## COMBAT EDGES

### BE A ZEBRA

**Requirements:** Freshman

There's protection in the herd! You gain a +2 to Parry if you are adjacent to at least one ally or fellow target (Dean's call).

### GUNSLINGER

**Requirements:** Senior, Shooting d10+

The senior's sidearm is like an extension of his body. He can disarm a cultist or shoot the smile off a chupacabra at 20 paces.

When using pistols gunslingers ignore -2 in total Shooting penalties regardless of the source (wounds, range, called shots etc.).

## PROFESSIONAL EDGES

### DEMON SLAYER

**Requirements:** Senior

Demon slayers may come from an awakened lineage, a special blessing, or occasionally just coming in contact with the blood of a demon. Regardless of the source, demon slayers add +2 to Fear tests from demonic sources (demons themselves, their minions, or powers), and ignore the demon's invulnerability to normal weapons.

### FAITHFUL

**Requirements:** Senior, Devout, Spirit d8+

This hero's faith in something—whether it's science, God, or whatever—is so strong supernatural creatures fear her.

Supernaturally evil creatures subtract 2 from any Trait roll directly affecting the character.

## FEARLESS

**Requirements:** Senior, Brave, Guts, Spirit d8+

You're not actually fearless, but you're as close as it gets. If you fail a Fear roll, the GM rolls a d12 for the Fright Table result instead of a d20.

## GUTS

**Requirements:** Sophomore, Spirit d6+

This cowgirl has stared the things that lurk in the dark right in the mug and learned to handle her fear. She ignores two points of Fear penalties for both her Spirit roll and any Fright Table result.

## MULTITASKER

**Requirements:** Freshman, Smarts d6+, Spirit d6+

This character excels at scheduling her time and interests. Each semester, she may choose two Extracurricular Activities instead of one, gaining the benefits and any drawbacks of both.

## SAGE

**Requirements:** Senior, Smarts d10+

Not only did this senior pay attention in class, he actually retained it—and most everything else he's ever seen, read, or heard about.

The sage adds +2 to Investigation rolls and can make an Investigation roll without any source material (other than his memory) at a -2 penalty.

## WITCH/WARLOCK

**Requirements:** Junior, Ritualism d8

There are plenty of good witches and warlocks out there. Hopefully, this hero remains one of them.

When casting a ritual (by the time you're a Junior you'll know what they are), she ignores up to 2 points of Casting Modifiers. This does not apply to other participants, who still roll with the usual penalties.

## WEIRD EDGES

### AURA READER

**Requirements:** Sophomore, Psychically Sensitive, Spirit d8+

This Edge allows the student to read another person's energy—or "aura."

To do so, the character must be within ten feet (in person—video doesn't work) and make a Spirit roll at -2. If the roll is successful, the character knows the target's general emotional state (happy, sad, angry, nervous, etc.) and her overall health (sick, weak, strong, etc.). With a raise, she can identify specific health conditions, such as a concussion, spirit possession, Fatigue, cancer, diabetes, etc.

Failure results in a level of Fatigue and loss of the ability for 24 hours.

## CHOSEN

**Requirements:** Senior, Spirit d8+

The powers of good appreciate someone who stands up for what's right, even when it's hard. Sometimes they even pitch in and reward you for it.

When the character spends a Benny to re-roll a Trait test, he can re-roll twice and take the best of all the results.

## DANGER SENSE

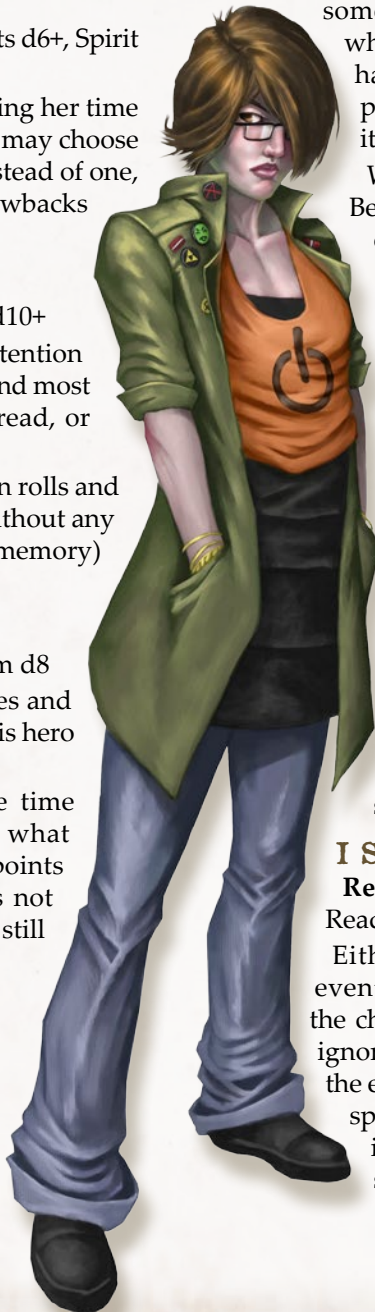
**Requirements:** Freshman, Psychically Sensitive

This Edge from *Savage Worlds* gains Psychically Sensitive as a requirement. The +2 bonus from Psychically Sensitive applies to the Notice roll for Danger Sense (negating the normal -2 penalty) if the danger is from a supernatural creature or source.

## I SEE DEAD PEOPLE

**Requirements:** Junior, Aura Reader

Either due to a traumatic event or spectral encounter, the character can see spirits. He ignores the invisibility effect of the ethereal Special Ability. The spirit can leave an area, but if it's present, the hero can see it.



## MEDIUM

**Requirements:** Junior, Spirit Guardian

You can now hear your spirit guardian. In addition to making communication easier, the spirit guardian can act as a “translator” to speak with other spirits. Unlike *grave speak*, no spirit is summoned nor required to answer truthfully, though spirits are more favorably disposed to the character. The hero has +2 Charisma when dealing with spirits.

## MEMORIZED RITUAL

**Requirements:** Freshman, Ritualism d6+

This character has memorized one ritual and no longer needs to have the written text to perform it. This Edge can be taken multiple times but only once per ritual.

## PRECOGNITIVE FLASHES

**Requirements:** Freshman, Psychically Sensitive, Danger Sense, Spirit d8+

You occasionally see visions of the future. They happen quickly, are almost always vague and hard to decipher, but they usually warn of some dangerous event that might save your life—and your friends as well.

Once per session, when it seems most appropriate, the Dean will describe a likely upcoming event or scene. The future is mutable, so it may not come to pass, but it should be a likely course, or perhaps the vision depicts a path *not* to take and won't unless your student ignores the warning.

Make a Spirit roll immediately after seeing the vision—the Dean may modify this depending on the severity of the vision. If the roll is failed, your character is Fatigued for the next eight hours. This might manifest as violent nosebleeds, migraines, or simple weariness.

## PSYCHICALLY SENSITIVE

**Requirements:** Freshman, Spirit d6+

Something about this student gives her an affinity for paranormal energies and beings.

She adds +2 to all rolls made to sense or communicate with supernatural beings. Of course the downside is that if such a creature knows the person is receptive they're more likely to actually attempt contact. That may not actually be something you'll want to happen at ETU.

## PSYCHOMETRY

**Requirements:** Junior, Aura Reader, Spirit d10, Notice d8+

When touching an object (non-living thing), your character may attempt to gain impressions or visions linked to its past.

To do so, make a Spirit roll at -2. Success grants a basic impression of an important or traumatic event centered around the object, and a raise provides more details.

For example, a success might flash the image of a knife being plunged into a body. A raise reveals the knife's wielder wore a ring with a cat's eye stone.

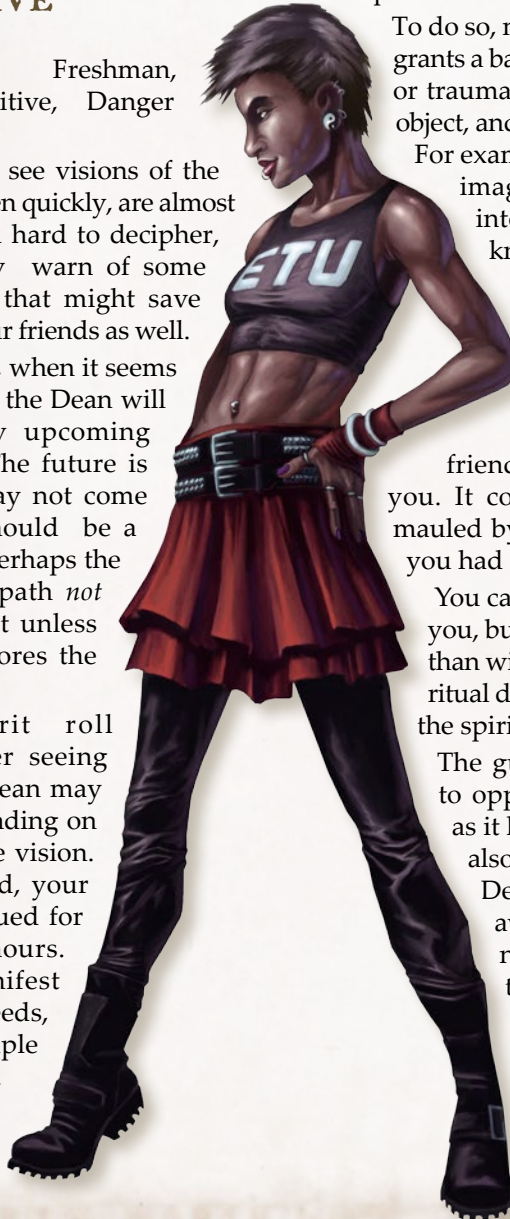
## SPIRIT GUARDIAN

**Requirements:** Freshman, Spirit d8+

The spirit of a departed friend or loved one looks out for you. It could be your last roommate mauled by a werewolf or even the dog you had in the Sixth Grade.

You can see the spirit and it can hear you, but it cannot communicate other than with basic gestures. A *grave speak* ritual does allow communication with the spirit.

The guardian provides a +2 bonus to opposed rolls with other spirits as it helps fend them off, but it can also serve more subjectively at the Dean's whim, guiding the hero away from trouble, to friends in need, etc. The spirit is bound to the character and cannot travel farther away than its Spirit die type in inches unless prevented by a ward (use the standard ghost stats on page 91, adapted by the Dean for the specific spirit).





Students at ETU are assumed to have already paid for tuition, books, supplies, a laptop computer, living accommodations, and a campus dining hall meal plan. They also have a cell phone, plenty of clothes, books and games, and other normal trappings of modern students. They might have a vehicle as well (see page 23).

Everything else—and anything bought after play begins—must come from the semester allowance. This includes everything from parking tickets and dating expenses to wooden stakes, mallets, ammunition, or ghost hunting gear.

Allowance is renewed at the beginning of a new semester. Money comes from parents, student loans, or part-time work such as a graveyard shift at the Pinebox Gas-n-Gulp (see **Extracurricular Activities** on page 27).

**Off-Campus Housing:** ETU requires that Freshmen and Sophomores live in on-campus dorms. Once the heroes become Juniors, they may choose to stay on campus or move off campus and into an apartment or shared house. The costs for living off campus and basic living expenses are considered paid for, just as if the student still lived in a dorm.

## SEMESTER ALLOWANCE

A character's semester allowance is her disposable income after all other expenses are paid for. It's not a lot, so players must manage it carefully.

**Note:** Since money is so limited in this setting, it can be easily tracked with play money from a board game such as *Monopoly* or something similar.

### SEMESTER ALLOWANCE

Semester Allowance	Income Level
\$250	Poor (the Poverty Hindrance)
\$500	Middle Class (No special Edges or Hindrances)
\$1,000	Rich (the Rich Edge)
\$1,500	Filthy Rich (the Filthy Rich Edge)

### WEAPONS PERMITS

"Long guns" such as shotguns and rifles are generally legal in public, but sawed-off shotguns, street sweeper shotguns, and fully-automatic weapons are not.

"Open carry" of a handgun is illegal except on one's own property, legally hunting with a permit, or at a public firearms event such as a gun show.

"Concealed carry" permits can be purchased by those who are 21 years or older, after a police background check. Anyone with a warrant or significant crime, or showing signs of drug addiction, is denied. These permits allow a person to discretely carry a non-prohibited firearm in public places, though there are

many exceptions where they are forbidden such as: government buildings, schools (including ETU), businesses that serve alcohol, sporting events, and election polling areas. Concealed handgun carry permits cost \$140 and require a four hour training class, fingerprinting, and takes about 45 days for approval.

## SHOPPING

Below are some personal items with rules on their use. All of the mundane items in *Savage Worlds* are available in Pinebox. The Dean should also allow most other devices one might purchase in the modern world. See the **Pinebox Gazetteer** (page 29) for a list of popular shopping destinations. Being a “real world” campaign, players are encouraged to use items and prices found in actual stores or advertisements for equipment.

Cash-strapped students may also find Pinebox’s pawn shops helpful for making quick cash from equipment that has outlived its usefulness. If a hero wants to pawn (borrow money using an item as collateral) or sell an item, use the following rules. First, a successful Persuasion roll (modified by the Dean based on the value of the item to the shop) indicates the pawn shop will take the item. If pawning the item, the student gets 10% of its full value in cash. If selling, she gets 20%. On a raise the pawn shop adds 10% to either result. To get back a pawned item within 30 days, the student (or anyone with the receipt) pays the full loan amount plus 20%. Thereafter the fee increases to 50% until at the end of 60 days ownership reverts to the pawn shop.

## COMMON GEAR

Item	Wt.	Cost
<b>Binoculars:</b> Typical 10×25 binoculars.	1	\$40
<b>Binoculars, Night Vision:</b> This powered equipment allows the user to observe events at night or in very dark places. An “illuminator” (essentially a small flashlight) casts a beam of light in frequencies mostly invisible to the naked eye. Night vision binoculars allow the user to ignore darkness penalties and see at 10× the normal distance allowed.	1	\$100
<b>Camcorder, Digital:</b> A hand-held video camera that holds up to 20 hours of high definition video. It includes basic low light amplification good to about 10 yards.	12	\$200
<b>Camera, Digital:</b> This model offers high resolutions, a timer, and even a wireless remote. Just set the camera default at the highest possible resolution and it’s always ready for action.	1.5	\$150
<b>Compass, Professional:</b> A professional compass works when held at any angle or while moving quickly. It adds +2 to Survival rolls made to navigate. This can be crucial in places where line of sight is limited, such as the Big Thicket.	–	\$30
<b>First Aid Kit:</b> Contains bandages, tape, Band-Aids, antibacterial spray, and aspirin. This adds +1 to Healing rolls for four uses.	1	\$25
<b>Headsets:</b> Voice-activated, hands-free communication. The headset leaves one ear free, allowing users to remain aware of their surroundings. The range of this model is 2.5 miles in optimal conditions, or a little less than one mile under normal conditions.	–	\$80 for 2
<b>Motion Detector:</b> These detectors project infrared beams to detect movement up to 40 feet away. The detector can be set to sound an alarm or trigger another device, such as a digital camera.	1	\$90
<b>Voice Recorder:</b> High-definition versions record up to six hours of clear audio. They’re often used to log EVPs (Electronic Voice Phenomenon).	1	\$100
<b>Walkie Talkie (2):</b> A set of two hand-held receivers with 22 different channels and a 20 mile range in perfect conditions (which very rarely occurs, of course).	1	\$60

# HAND WEAPONS

Students might have occasion to use the weapons below in addition to those found in the *Savage Worlds* rulebook.

Type	Damage	Weight	Cost
Axe, Fireman's	Str+d6	5	\$75
Axe, Hatchet	Str+d4	1	\$20
Chainsaw, Small: Up to 14" blades	2d6+2	10	\$100
Notes: A natural 1 on the Fighting die (regardless of the Wild Die) hits the user instead.			
Club, Light (Stick, table leg)	Str+d4	1	—
Club, Heavy (metal baseball bat, hockey stick)	Str+d6	3	\$20
Hammer, Claw	Str+d4	1	\$10
Hammer, Sledge	Str+d6	10	\$30
Katana (non-authentic, found in souvenir stores)	Str+d6	6	\$80
Knife, Butcher	Str+d4+1	1	\$20
Knife, Small (switchblade, pocket, or steak knife)	Str+d4	1	\$10
Nail Gun, Cordless	2d4-2	5	\$200
Weed Whacker / Trimmer (Nonlethal damage)	1d6	3	\$30
Wooden Stake	Str+d4	.25	—

# PERSONAL DEFENSE DEVICES

Type	Range	Damage	RoF	Weight	Cost
Pepper Spray	1/2/—	Special	1	.5	\$10

Notes: These micro-aerosol spray cans deliver a disabling dose of eye irritant commonly used for self-defense or by police to subdue a subject. On a successful Shooting roll, targets must make a Vigor roll at -2 (-4 with a raise). Failure means a victim is Shaken for 1d4 rounds before he can recover, and gains a level of Fatigue. Fatigue from pepper spray can Incapacitate but not cause Death. Each level of Fatigue is recovered every 10 minutes, or every minute if the target has lots of water to wash off the spray and flush their eyes.

Stun Gun / Taser	1/2/4	Special	1	1	\$150
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Notes: These self-defense devices administer an electrical shock, temporarily immobilizing a target. They come in two types: a Touch Attack weapon and ranged (Range 1/2/4). With a successful attack, a target is automatically Fatigued and must make a Vigor roll at -2, or -4 if the attack hit with a raise. Failure means the target falls prone and is Shaken for 1d4 rounds before he can try to recover. Fatigue from stun guns can Incapacitate but not cause Death (at least in 99% of cases). Each level of Fatigue fades after 10 minutes.

# AMMUNITION

Ammo	Weight	Cost
Shotgun ammo, lead	6/25	\$30/50

Notes: Weight is expressed in pounds per number of shots.



## RANGED WEAPONS

Here's what a person can usually find for new weapons at Texas hunting and sporting goods stores. For used weapons deduct 20% or use "real world" prices. See *Savage Worlds* for ammunition costs.

Weapon	Range	Damage	RoF	Shots	Min Str	Weight	Cost
<b>Bows &amp; Pistols</b>							
<b>Compound Bow</b>	12/24/48	2d6	1	1	d6	4	\$350
Notes: Min Str d6. Modern broadhead arrows are \$50 for a half-dozen and add +1 damage. "Target" fiberglass arrows cause -2 damage and cost \$20 for 6.							
<b>Colt 1911 (.45)</b>	12/24/48	2d6+1	1	7	—	4	\$900
Notes: AP 1, Semi-Auto							
<b>S&amp;W (.44)</b>	12/24/48	2d6+1	1	6	—	5	\$800
Notes: AP 1, Revolver							
<b>Desert Eagle (.50)</b>	15/30/60	2d8	1	7	d6	8	\$1,250
Notes: AP 2, Semi-Auto							
<b>Glock (9mm)</b>	12/24/48	2d6	1	17	—	3	\$500
Notes: AP 1, Semi-Auto							
<b>Peacemaker (.45)</b>	12/24/48	2d6+1	1	6	—	3	\$1,400
Notes: AP 1, Revolver							
<b>Ruger (.22)</b>	10/20/40	2d6-1	1	9	—	2	\$300
Notes: Semi-Auto							
<b>S&amp;W (.357)</b>	12/24/48	2d6+1	1	6	—	4	\$700
Notes: AP 1, Revolver							
<b>Shotguns</b>							
<b>Double-Barrel (12g)</b>	12/24/48	1-3d6	1-2	2	—	11	\$450
Notes: +2 Shooting at Medium Range or higher.							
<b>Pump Action (12g)</b>	12/24/48	1-3d6	1	6	—	8	\$325
Notes: +2 Shooting at Medium Range or higher.							
<b>Sawed-Off DB (12g)</b>	5/10/20	1-3d6	1-2	2	—	6	\$275
Notes: +2 Shooting at Medium Range or higher.							
<b>Rifles</b>							
<b>.30-06</b>	24/48/96	2d8	1	5	d6	8	\$550
Notes: AP 2, Bolt Action, Min Str d6. (Commonly pronounced "thirty ought-six.")							
<b>.22 Rifle</b>	18/36/72	2d4+1	1	10	—	6	\$225
Notes: Used for hunting squirrels, or training children.							
<b>Marlin 1895</b>	24/48/96	2d8	1	15	d6	10	\$500
Notes: AP 2, .45-70 caliber.							
<b>Assault Rifles (Illegal but might be encountered in the ROTC or around military operations.)</b>							
<b>AK47 (7.62)</b>	24/48/96	2d8+1	3	30	d6	10	\$600
Notes: AP 2, Auto, Min Str d6.							
<b>M-16 (5.56)</b>	24/48/96	2d8	3	30	—	8	\$1,000
Notes: AP 2, Auto, 3RB							

## GETTING AROUND

Texas is a big place. Even the relatively small town of Pinebox is spread out over dozens of square miles. Having access to a vehicle—even if it’s a friend’s—is a necessity, not a “nice to have.” Those big distances and a little Texas attitude means people tend to drive fast and fairly aggressively.

Whether or not a student has a vehicle of his own, and what kind, depends on his wealth level, as shown below:

- **Poor:** The student can have a used motorcycle or compact car, but it’s a clunker. Draw twice on the **Used Car Glitches Table** (page 24), applying both results and stacking any penalties or increasing the effect if the same result is drawn both times. Alternatively, the character can have a nice safe bicycle and a public transportation pass, allowing free travel within Pinebox and ETU. Going further out, such as to Lake Greystone, means bumming a ride from a friend.
- **Middle Class:** The student has a used vehicle up to a pickup truck (no SUV or sports car). Draw once on the **Used Car Glitches Table** (page 24) to see what kind

of problem the vehicle has. And yes, used cars always have glitches.

- **Rich:** This hero can ride around in style. She has a new vehicle up to a pickup truck or has a used SUV or sports car, drawing once on the **Used Car Glitches Table**.
- **Filthy Rich:** The keys to a nice car of any type rest firmly in the hero’s purse or backpack. It has an alarm and most standard luxury features.

## DAMAGE

Students are assumed to have collision and liability insurance for their vehicle, but must pay the first \$250 in damages themselves (their “deductible”). A good excuse (a Persuasion roll) might get mom and dad to cover it.

On the plus side, gas prices in Texas are usually 25% below the national average, so gas costs are included as part of covered student expenses within the county limits. Longer trips may require additional money at the Dean’s discretion.





## VEHICLES

The following list represents the range of vehicle types owned by students on campus. Used vehicles always come with a glitch (see below).

Vehicle	Acc/TS	Toughness	Crew
Motorcycle, Street Bike	20/36	8 (2)	1+1
Motorcycle, Dirt Bike	15/32	8 (2)	1
Notes: +4 Toughness vs. jumps; Off Road (4WD)			
Motorcycle, Harley	18/30	10 (2)	1+1
Compact Car	10/36	10 (3)	1+3
Mid-Sized Car	20/40	11 (3)	1+4
Notes: Air bags, luxury features			
Pickup Truck	20/40	12 (3)	1+2(7)
Notes: Air bags, pickup can carry 5 unprotected passengers in the bed (against state law).			
SUV	20/40	14 (3)	1+7
Notes: Luxury features; 4WD			
Sports Car	30/56	10 (3)	1+3
Notes: Air bags, luxury features			

## USED CAR GLITCHES

Card	Glitch
2	<b>Hard to Crank:</b> When it's important, the hero must make a Driving roll at -2 to get the car started—just like in every horror flick ever made.
3	<b>Slick Tires:</b> The tires are balder than Captain Picard, inflicting a -1 Driving modifier.
4	<b>Engine Misses:</b> Reduce ACC by 2.
5	<b>Gas Guzzler:</b> The vehicle requires 1d6×\$10 in extra fuel each advance (when Exams occur).
6	<b>Engine Leaks:</b> The car dribbles oil, costing an extra \$20 each semester to keep running.
7	<b>Engine Overheats:</b> The car leaks coolant and heats up fast. Any time the driver fails a Driving roll the car starts to sputter and steam. The engine shuts down 1d6 minutes later and requires more coolant (about \$10 per use).
8	<b>Loud Muffler:</b> The vehicle can be heard coming a mile away.
9	<b>Pulls to the Left:</b> The tires just never align right. Drivers suffer a -1 Driving penalty.
10	<b>A Few Horses Shy:</b> Reduce Top Speed by 10.
Jack	<b>Doppelganger:</b> Somebody has a similar vehicle and they're always up to no good.
Queen	<b>Temperamental:</b> The vehicle seems to have an affinity with its owner. Other drivers suffer a -4 penalty when driving it.
King	<b>Lead Foot:</b> Now and then the engine revs all on its own. At the Dean's discretion, the car increases its current speed by 25% for 1d4 rounds or until the driver slams on the brakes (a Driving roll).
Ace	<b>Gremlins:</b> The vehicle's electrical system goes on and off at random—but only when it seems to matter most. Headlights go out, the radio comes on at full volume at the worst possible moment, etc.
Joker	<b>Possessed:</b> The vehicle acts like it's inhabited by a full-on entity of some sort. Those who believe in such things say it's a demon or the spirit of the former owner who died within. It's the Dean's call how real this is.



College life at *East Texas University* has a few particular quirks not common to other settings.

## ACADEMICS

Part of the challenge of *East Texas University* is that characters must balance studying for that hard exam with investigating all the strange happenings. That means taking—and passing—exams might be as challenging as investigating some mystery!

At ETU, fall semesters run from late August to mid-December. The spring semester runs from mid-January through early May. The passage of time at ETU is marked by Experience Points, so occasionally Deans will need to allow some dead time between adventures to match up the timeline.

## EXAMS

Twice during a semester, students demonstrate their knowledge mastery through a series of Exams. These intense tests and papers take place midway through the semester (mid-terms) and again at the end (final exams).

Players make an Exam roll every time they earn 5 XP, prior to resolving their Advance. Exams should occur at a time that makes sense in the narrative, which could be before, during, or after an adventure.

Mechanically speaking, Exams involve a single roll using the Major Skill (page 9)

modified by the student's Academics and the Exam Difficulty.

## EXAM DIFFICULTY

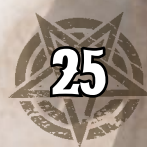
Rank	Exam Difficulty
Freshman	0
Sophomore	-1
Junior	-2
Senior	-4

If a player fails the roll, she “falls behind” with a -2 Academics until after her next Exam. On a 1 or less she is on Academic Probation, suffering -2 Charisma with faculty and staff until she passes an exam. On a success, she rolls 2d6 and consults the **Passed Exams Chart** (page 26). If the player gets a raise, she rolls twice and chooses the result she wants.

**General Studies:** Underclassmen with undecided Majors are in the General Studies program. They use Smarts -1 to take Exams until they declare a Major by taking a Major Skill. General Studies students **MUST** declare a Major before becoming Juniors.

## CHANGING MAJORS

Students can change Majors as they wish. There is no “cost” except they should take a new Major Skill to successfully pass exams.



## PASSED EXAMS CHART

2d6	Result
2	<b>Breakthrough:</b> You actually learned something this semester, go figure. Gain one die type in any skill (max d12).
3–4	<b>Teacher’s Pet:</b> You’ve caught the eye of a professor (Dean’s choice). The teacher’s attitude toward you increases one level on the Reaction Table in <i>Savage Worlds</i> .
5–6	<b>Administrative Privilege:</b> Someone in administration likes you... for now. You get the Connections Edge with a non-teacher at ETU (Dean’s choice) until your next advance.
7	<b>Lucky 7!:</b> Something you did this semester paid off in karma. You get one extra Benny each session until your next Advance.
8–9	<b>Windfall:</b> You intrigued someone on campus who offers you a one time only job. The Dean creates the details, but the job pays 2d6 × \$25.
10–11	<b>“Wanna grab a drink?!”:</b> Another student (Dean’s choice) takes an interest in you. You get +2 Charisma when dealing with him or her.
12	<b>“What’s this?!”:</b> You discover something extraordinary while studying. Draw a card and the Dean checks the Research Adventure chart (page 74) for the result.

## DOUBLE MAJORS

Ambitious students may take two Majors. The extra work is hard, however, so they suffer a –2 penalty to Academics.

Exam rolls are normally taken with the highest Major Skill even if the student has others (Minors). Double Majors make an Exam roll using each Major skill—applying all Academics and difficulty modifiers to both—and take the highest result.

Students who find the academic burden too strenuous may drop a Major (declaring it a Minor) at the beginning of a new semester.

## BURNOUT

All work and no play eventually leads to cranky, worn out students. Characters who need to find their focus can blow off steam once a semester to earn +1 to Academics. Resolve this as an Interlude (players gain the usual benefit as well), but with the categories listed below.

**Clubs—Personal:** The character does something just for her. This might be a gaming binge, painting, programming an original computer game, time home with the family, watching an entire, multi-season TV show, a big date night, hunting, camping, or reading a book or set of graphic novels.

**Hearts—Party:** It’s time to cut loose and get wild, whether it’s a small but intimate group or a

massive block party. College and parties go together like ham and cheese. They’re a way to blow off steam, meet new people, and maybe even explore burgeoning romantic relationships.

**Diamonds—Spending Spree:** One sure cure for the blues is to blow some money.

## TESTS AIN’T FAIR!

You say it’s not fair one roll could set back the next exam? Embrace all the tropes of college life—partying, dating, needing money, unfair Deans, and yes, even studying. Sometimes you’ll have to choose between academics and fighting off intelligent, mind-controlling insects.

It’s not all bad, though. You can improve your Academics modifier through the Test Taker Edge, Extracurricular Activities, and dealing with Burnout. You could even increase your major’s Knowledge skill instead of taking that fancy combat Edge.

Still, no matter how much you prepare it’s possible you’ll fail an exam. They aren’t the hero’s total grade though, so even a student who fails moves ahead. He might flunk out on a critical failure or perhaps be required to take Auditing Classes next semester. The final call is up to the Dean. Whatever the result, embrace it. Roleplay it to the hilt!

Whether it's for some stylin' new clothes, a hot new video game, an expensive meal, or a rare tome of arcane rituals off eBay, you blow at least 25% of your semester allowance in cash or credit (next semester's allowance).

**Spades—Road Trip:** A group of friends might take a trip to one of the big cities, like Houston or Dallas, for the weekend. Maybe they go there to hit the clubs, get some local history, hike, camp, or maybe even hit up a big game store. This costs at least \$50 of your remaining cash.

## EXTRACURRICULAR ACTIVITIES

A lot of what one learns in college comes from outside the classroom. At the beginning of each semester, your student can choose one Extracurricular Activity from the list below. Some of the activities may indicate continuing involvement, such as joining a sorority. Choosing a different activity for a semester doesn't mean the student leaves the organization, but her active involvement is lessened so the effects don't apply.

### ATHLETE

This activity requires Agility, Strength, or Vigor at d8+. The student is on an ETU sports team such as football, baseball, soccer, basketball, cheerleading, swimming, etc. This keeps your character in great shape, adding +1 to Agility or Strength rolls (player's choice) including damage. The bonus isn't cumulative between semesters and fades should he choose another activity. Being a member of a team requires attending practices, inflicting a -1 to Academics for the semester. If the student is willing to attend extra practices and training, the bonus increases to +2 but he suffers a -2 to Academics.

### AUDITING CLASSES

This extracurricular activity means the student sits in on extra classes in hopes of better grades. She gains a +2 to Academics for the semester, but suffers a -1 to Charisma with other students for missing social activities and generally making them self-conscious of their own study habits.

### COMPUTER/LIBRARY TECH

The student signs up to help out in the computer labs or school library (pick one). The hero gets off-hours access to their particular location, providing a +2 bonus to Investigation rolls when using computers in the lab or books in

the library (some information may only be found in one or the other).

### FITNESS

A concentrated effort to exercise and eat right makes the student leaner and more active. He adds +2 to avoid Fatigue from any source, physical or mental.

### FRATERNITY/SORORITY

The character belongs to a fraternity or sorority (see the sidebar on page 13 to create its name). The student gains the Connections Edge with her brothers or sisters with a +2 bonus to the Persuasion roll. Once a character pledges, she stays a member unless she drops out or is kicked out, but being active requires a time commitment to fraternity/sorority projects, applying a -1 to Academics.

### GAMING

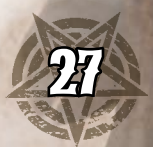
The student is a hard-core gamer. She knows her Tolkien, is up on the latest superhero comics and movies, and can quote hundreds of movie lines. She spends a lot of time playing World of Warcraft by herself, or best-selling, award-winning roleplaying games like *Savage Worlds* with other discriminating and intelligent friends. Due to her continual exposure to gaming details and minutiae, she adds +2 to any Knowledge roll (including Common Knowledge) concerning lore, myth, and the supernatural.

### PART TIME JOB

The character has a paying, part time job such as dorm Resident Assistant, convenience store clerk, teacher's aide, tutor, data entry clerk, or waiter at the Pizza Barn. This puts extra money in his pocket for the semester, but comes with the responsibility to actually show up for work during appropriate hours. How strenuous of a time commitment determines the amount paid. An easy job provides an extra \$50, a hard job provides \$100 but inflicts a -1 to Academics, and a tough job provides \$250 but inflicts a -2 to Academics.

### PARTY HARDY

It's not 1999, but you're gonna party like it is! Your socially active hero becomes very popular with the party crowd. His Charisma increases by +2 and he gets one use of the Connections Edge with the general student body this semester, but his schoolwork doesn't tolerate the late nights and hard living, suffering a -1 to Academics.



## PERFORMER

This rock and roller or actor is in a garage band, community theater, campus improv comedy troupe, or the like. The local celeb has +2 Charisma with most young people in and around town. Fame fades quickly, however, so even if she's known in future semesters, she doesn't get this bonus unless she chooses to focus on her craft by taking this activity. Success requires a continual dedication to rehearsals and performances, applying a -2 to Academics.

## ROMANCE

Love is in the air. Your student focuses on his romantic entanglements. This strengthens the bond between him and his girlfriend or boyfriend and gives him something extra to strive for. When the player spends a Benny, he may add an extra d6 to the Trait roll if the Dean agrees it reflects the hero's will to press on for his loved one. Snuggling takes time away from studying and dates cost money. The student suffers a -1 to Academics and reduces his allowance this semester by 10%.

## ROTC

The individual belongs to the Reserve Officer Training Corps and will join the US Army as a commissioned officer on graduation. The character knows something about military operations and gains the Connections Edge with his fellow cadets for the semester.

## STUDENT ORGANIZATION

This activity requires a Major Skill at d6+. The hero belongs to a student organization such as the debate club, robotics team, drama guild, band, or student paper/radio/webcast. She gains a +1 bonus with one skill this semester. The only excluded skill is Ritualism. Combat skills—students can join the gun club or take martial arts, for example—and Major Skills (all Majors have an associated club or organization of some type) are all possible.



## TEACHER'S AIDE/TUTOR

This activity requires a Major Skill of d8+. The student works as a teacher's aide or tutor for the semester. Unlike other jobs, the hero works within her normal studies and does not suffer a penalty to Academics. As a tutor, the student makes  $\$25 \times$  her Major Skill die type (\$200 for a d8, \$250 for a d10, or \$300 for a d12). As a teacher's aide, the student makes half the money but has the Connections Edge with her professor, plus access (the keys) to the school building/office/classroom where she works.

## TUTORING

The student hires someone to help him pass his courses. A tutor provides a +1 bonus to Academics for \$100 or a +2 bonus for \$250.

## VOLUNTEER

The hero volunteers at an animal shelter, hospital, Hospice Care, or similar charity. She starts with one extra Benny per game session for her good works. She also gets one time use of the Connections Edge this semester with a +2 bonus to the Streetwise and Persuasion rolls.

The connection should be somewhat related to the cause she served. Serving food to the poor at the Risen Church of Pinebox soup kitchen, for example, might net some additional assistance from Reverend Michaels.



East Texas isn't the tumbleweed-strewn desert depicted in Westerns. To the contrary, it has many rivers, streams, and lakes, and is known for its water skiing, bass fishing, and camping at several state parks, not to mention hundreds of miles of hiking and biking trails through heavy forest.

### CLIMATE

The region is well known for hot, humid summers with average temperatures in the 90s. The high humidity interferes with the body's ability to cool itself through the evaporation of sweat. A measly 95° Fahrenheit with 80% humidity yields a heat index of about 113°. This makes the threat of heat stroke and dehydration a serious factor. Large-scale forays into the wild better involve lugging along copious amounts of water, which in turn greatly increases your odds of becoming fatigued or passing out.

Winters are relatively mild, with high temperatures in the 60s common through November. Cold fronts usually strike during December, January, and February, with at least a few that produce below-freezing temperatures. The area occasionally experiences an ice storm that causes downed trees and power lines. Snow is very rare.

East Texas suffers from huge thunderstorms and tornadoes. Summer months have the possibility of a hurricane or tropical storm hitting the Texas coast and moving inland. These spawn great rainstorms and lead

to localized flooding, dangerous winds, lightning, and tornadoes. Typically, folks have plenty of time to prepare for hurricanes but tornadoes strike with very little warning.

### FLORA & FAUNA

All kinds of critters make East Texas their home. In reality, most wild animals do not pose a great deal of danger. Not many bears live in the area (mostly Louisiana black bears that have been re-introduced into the wild), nor panthers or wolves. The largest carnivore is the alligator, some of which grow quite large at 13 feet long and 600 pounds.

Rabies outbreaks sometimes cause wild animals to attack, and hikers always face the possibility of encountering a razorback, pack of wild dogs, or being chased by an angry 2,000 lb. bull that strayed off a local ranch.

However, most people overlook the little things. The greatest animal nuisance are fire ants, which are pervasive. If anyone stands still for very long he will very likely get bitten. Some fields are so dense with fire ants that the mounds are within two or three feet of one another. Their foragers and scouts are everywhere looking for food (or threats) and are not shy about biting or stinging. In a gunfight, staying prone could be very inconvenient in the middle of such a field!

Heaven forbid someone should faint outdoors in East Texas. Fire ants quickly swarm bodies, and locals can recite tales of an elderly

person passing out in a garden and later dying of complications caused by ant bites.

East Texas is the home of all kinds of snakes, venomous and non-venomous. The most common venomous snakes are water moccasins (also called cotton mouths) and copperheads. Rattlesnakes and the deadly coral snake occasionally make an appearance, but are less common in East Texas.

Venomous spiders and scorpions strike often from their hiding spots, such as in boots stored in closets. People still die from attacks by the dreaded Africanized or “killer” bees. Even the billions and billions of mosquitoes and ticks can carry potentially deadly diseases, such as the West Nile virus and Lyme disease.

As far as plants go, poison ivy, poison sumac, and poison oak are common. While usually not life threatening, they can become a serious health nuisance.

East Texas is known for its great pine forests, although other hardwood trees are also very common. Pinebox is in the extreme north end of the last remaining North American jungle known as the Big Thicket. This woodland is so dense that locals claim if anyone loses sight of the road he will never find it again.

## HISTORY

The area around Golan County in East Texas was first settled by various tribes of Native Americans, most numerous being the Caddoans. The Caddoans lived for several centuries in what is today known as Indian Mounds State Park, a popular tourist stop and the site of ongoing archaeological studies by ETU researchers.

In 1825 Carter Greystone recruited over 150 families to settle around Lake Greystone. Due to a series of floods, the original settlement eventually moved east and became the town of Pinebox in 1855. Carter Greystone's brother William served as its first mayor until his death in 1875 at the age of 72.

East Texas Woman's College was founded in 1888 and became the South East Texas Institute in the early 1900s. Early president Howard O'Brien recommended the Ravens nickname in honor of Texas legend and hero,

Sam Houston, who was known as the Raven by the Native Americans. The name was changed to East Texas University in the 1980s.

## THIS AIN'T THE OLD WEST

There's no question that Pinebox is a unique place. Some say it's downright dangerous. Be that as it may, it's the real world and not movie make-believe. Anyone caught flashing a gun on campus or shooting up the town is going to get arrested and face the full force of the law. People in these parts understand and even approve of self-defense, but they're also downright twitchy about students who look like they're ready to go on a killing spree. If you feel the need to arm yourself, do it inconspicuously. If you get into a fight, don't stick around when the law dogs show up. Sheriff Butch Anderson is known for keeping the peace by making examples of troublemakers.

Golan County prospered as a farming community, but farming was soon overshadowed by the timber industry. Dozens of small mills once dotted the hills and the industry remains strong to this day.

In the late 1930s, Lake Greystone underwent a transformation as the Works Progress Administration built a dam, moved the course of Whiskey Creek, and tripled the size of the natural lake.

In the 1940s the War Department bought up a large swath of the northern part of the county as a wilderness navigation training camp. Budget cuts have been unkind to “Base X” over the decades but it is still staffed today, if barely.

In 1953 an area of forest east of Pinebox suffered a forest fire, the cause of which was never determined. More than 60 years later, the two square mile section of the forest—known locally as the Burn—remains as blackened and lifeless as the day after the fire.

## PINEBOX, TEXAS

Pinebox is a town of 19th century East Texas charm and 21st century progress. Boasting a city population of over 19,000 and serving a student population of 13,000 more, Pinebox is one of the most important economic centers in East Texas. Located in the heart of what

was once the Big Thicket of Golan County, Pinebox serves as a hub of commerce on Highway 96.

East Texas University provides many jobs and recreational facilities for Pinebox, and it owns buildings in the downtown area for ancillary office space. The Ravens have also partnered with the local school district to offer state-of-the-art recreational baseball, softball, and football fields just north of Church Street.

### CITY GOVERNMENT

Pinebox is the Golan County seat, meaning that it is home to the county courthouse as well as city hall. The Pinebox Police Department's jurisdiction ends at the city limits, where it is picked up by the Golan County Sheriff's Department. Through a longstanding zoning agreement, the East Texas University campus is not within the city boundaries. Consequently, anything that can't be handled by Campus Security falls under Sheriff Butch Anderson's jurisdiction.

### LOCAL BUSINESSES

**Bonner's Bail Bonds:** Because sometimes a night of innocent fun doesn't end up that way.

**Golan County Regional Hospital:** Serves as an emergency center for the town and has many medical and dental offices.

**Horners Used Books or Mary Lynn's Used Books and Emporium:** Both offer a variety of popular fiction and nonfiction, as well as hard-to-find special editions upon request.

**Mom's Diner:** Great stick-to-your ribs home cooking in an old-fashioned diner.

**Pinebox Pawn or 4-Kit-Up Pawn:** Students sometimes need cash quick, making these pawn shops good sources for second-hand equipment.

**Pinebox Fishing and Hunting:** This shop offers a variety of camping, fishing, and hunting supplies, including legal weapons.

**Pizza Barn:** This converted red barn is a student favorite. The pizza is fresh, the beer cold, and the mechanical bull never tires. It even offers a small dance floor and live bands every weekend.

**Sanctuary Comics and Collectibles:** A small comic and game store. Owners Ron and Veronica serve snacks and drinks on Friday and Saturday evenings for the two game rooms in the back.

**Wal-Mart:** Every Southern town has one. A reliable source of clothing, camping supplies, ammo, household goods, and jobs.

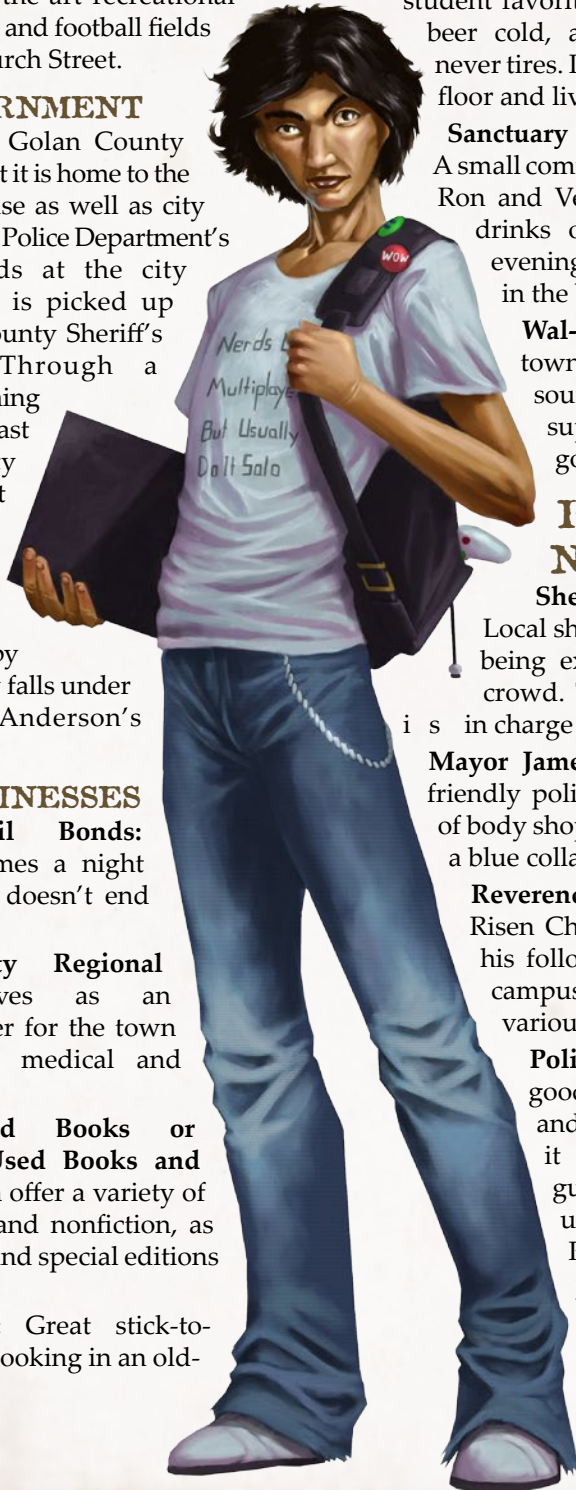
### PEOPLE OF NOTE

**Sheriff Butch Anderson:** Local sheriff with a reputation for being extra hard on the college crowd. The Sheriff's Department is in charge of county matters.

**Mayor James Flowers:** Flowers is a friendly politician who owns a series of body shops and presents himself as a blue collar fellow who made good.

**Reverend Michaels:** Father of the Risen Church of Pinebox. He and his followers are often found on campus and volunteering in various organizations.

**Police Chief Jacob Miner:** A good chief who loves Pinebox and does all he can to make it safe. He's a pretty nice guy until he thinks you're upsetting the peace. The Police Department's jurisdiction is the town limits of Pinebox.







## Key

- |   |  |
|---|--|
| 1. Aquatics Center                                      | 17. Ravens Athletic Complex                            |
| 2. Abrimov Sciences Building                            | 18. The Raven's Nest                                   |
| 3. Andrew Tate Criminal Justice Center                  | 19. R.E. Lee Engineering and Applied Sciences Building |
| 4. Bob Reynolds Agricultural Studies Center             | 20. Rockefeller Psychology Center                      |
| 5. Casey Studdard Business Arts Building                | 21. The Roost (Multi Use Indoor Arena)                 |
| 6. Edgar Garland Student Center                         | 22. Sam Houston Gymnasium                              |
| 7. Edmund Dale Memorial Building                        | 23. Sam Rayburn Library                                |
| 8. Hardy Travis Building                                | 24. Shickman Concert Hall                              |
| 9. Hearst Art and Journalism Center                     | 25. William Greystone Building                         |
| 10. Lansdale Language Center                            | 26. Zelmanek Mathematics Center                        |
| 11. Martha Patterson Annex                              | 27. George Danford Dormitory                           |
| 12. Martha Patterson Language Arts Center               | 28. Holloway Suites                                    |
| 13. Morris Education Center                             | 29. Lester Hughes Dormitory                            |
| 14. Melinda O'Brien Physical and Life Sciences Building | 30. Linda Kirchman Tower                               |
| 15. Dr. Patrick O'Brien Administration Building         | 31. Manuel Travis Athletics Dormitory                  |
| 16. President's Hall, the O'Brien Estate                | 32. Stanbury Hall                                      |
|   | 33. Whitehall Dormitory                                |



# Key

## Public/Government:

- A. Golan County Court House
- B. Pinebox City Call
- C. Pinebox Police Department
- D. Golan County Sheriff's Department
- E. Golan County Memorial Hospital

## Town Features:

- 1. Crenshaw's Woods
- 2. Lost Pond
- 3. Whisky Creek

## Enjoy these Fine Establishments:

- 4. Pizza Barn
- 5. Pinebox Pawn
- 6. ITS-A-LOCK Self Storage
- 7. Mary Lynn's Used Books & Emporium
- 8. Indian Summer Trailer Park
- 9. Timber Ridge Motel
- 10. Whisky Creek Apartments
- 11. Bonner Bail Bonds



**Pinebox  
TEXAS**

**CHAMBER OF  
COMMERCE**

## EAST TEXAS UNIVERSITY

The original institution was founded in 1888 as East Texas Woman's College. However, by 1905, enrollment had dropped from a peak of eighteen students to only five. Fortunately, it was saved from closure by rags-to-riches oil wildcatter Howard O'Brien, whose wife was an ETWC alumnus. Mrs. O'Brien convinced her husband to donate a million dollars to her alma mater, insuring its financial security for years to come.

Of course, nobody gives away that kind of money without strings attached. Mr. O'Brien insisted that enrollment be opened to men as well as women. That, in turn, meant a name change. The name South East Texas Institute lasted until 1987, following the embarrassing notoriety of being in a magazine list of top party schools. A new president, Paul Patterson, was hired to clean house. As part of his initiative for a clean start, he lobbied the state legislature to change the college's name to East Texas University. Since the late 1990s the university has been run by President James Nelson, a somewhat absentminded, grandfatherly figure loved by the student body.

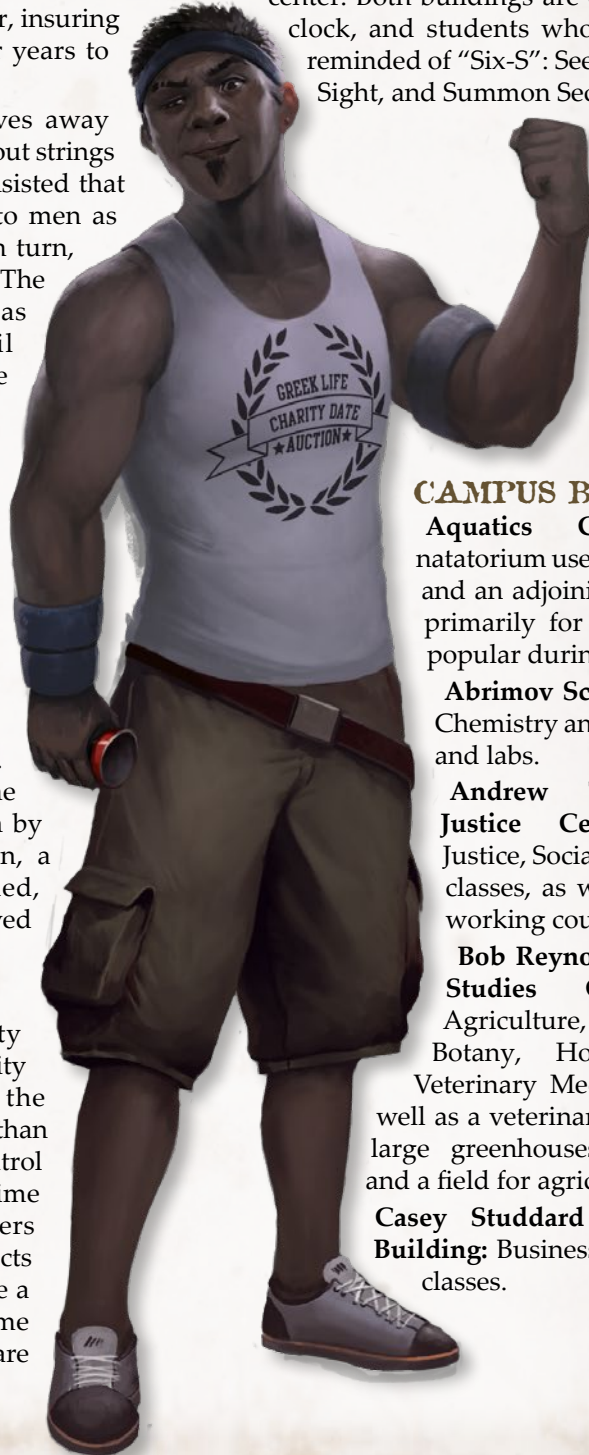
### SECURITY

East Texas University employs a team of security officers who patrol the campus 24/7. No fewer than three security officers patrol campus at any given time and a dispatcher answers emergency calls and directs officers as needed. While a few officers are full time employees, most shifts are

filled by off duty law enforcement or trained students.

Security officers are not allowed to carry firearms, but they do carry a stun gun and handcuffs. Security officers can detain suspects until a sheriff's deputy can perform an arrest and book the suspect in the county jail.

Two campus buildings have been designated as "safe zones"—the library and the student center. Both buildings are open around the clock, and students who feel unsafe are reminded of "Six-S": Seek Shelter, Stay in Sight, and Summon Security.



### CAMPUS BUILDINGS

**Aquatics Center:** Indoor natatorium used for swim meets and an adjoining outdoor pool primarily for recreation. Very popular during the summer.

**Abrimov Sciences Building:** Chemistry and Biology classes and labs.

**Andrew Tate Criminal Justice Center:** Criminal Justice, Social Work, and Law classes, as well as an actual, working courtroom.

**Bob Reynolds Agricultural Studies Center:** Hosts Agriculture, Animal Science, Botany, Horticulture, and Veterinary Medicine classes as well as a veterinary center, several large greenhouses, an insectary, and a field for agricultural research.

**Casey Studdard Business Arts Building:** Business and Economics classes.



**Edgar Garland Student Center:** This rectangular building boasts an open, interior courtyard which is home to Ravens pep rallies. The basement contains a bowling alley and pool tables. The ground floor contains meeting rooms and a food court. The building also holds a movie theatre, convenience store, and college bookstore.

**Edmund Dale Memorial Building:** Military Sciences and ROTC program, as well as an indoor gun range, drill field, and small outdoor paintball arena known as the War Zone.

**Hardy Travis Building:** Kinesiology and Physical Education classes.

**Hearst Art and Journalism Center:** Art, Journalism, Television, and Radio classes and technology labs.

**Lansdale Language Center:** Named after a famous local writer, this building houses English, Computer Science, and Foreign Language classes.

**Martha Patterson Annex:** Houses various special classes and exhibitions.

**Martha Patterson Language Arts Center:** Liberal Arts, Speech, and Communications classrooms.

**Morris Education Center:** Education, Special Education, and Theology classes, including a large lecture hall and a small chapel.

**Melinda O'Brien Physical and Life Sciences Building:** Various science-related classes.

**Dr. Patrick O'Brien Administration Building:** Students go here for various student services such as paying tuition, applying for a student loan, getting transcripts, and so on.

**President's Hall, the O'Brien Estate:** This plantation style building is the home of ETU's presidents.

**Ravens Athletic Complex:** The Ravens' baseball and softball teams play here.

**The Raven's Nest:** ETU's football stadium, built in the mid 1980s. The area under the stands is enclosed and holds offices, concessions, lockers, equipment storage, physical therapy, and classrooms.

**R.E. Lee Engineering and Applied Sciences Building:** Engineering classes.

**Rockefeller Psychology Center:** Culture studies classes and various labs. This building is four stories tall and home of the ETU bell tower.

**The Roost (Multi Use Indoor Arena):** Home of the Ravens basketball and volleyball teams.

**Sam Houston Gymnasium:** This recently renovated gym offers several weight rooms, workout rooms, and more.

**Sam Rayburn Library:** The ETU library contains three floors of books, classrooms, study rooms, several private collections, computer labs, and a lecture hall.

**Shickman Concert Hall:** Home of the Symphony Orchestra, dance troupe, and various speaking engagements.

**William Greystone Building:** Cultural and Social Studies classrooms.

**Zelmanek Mathematics Center:** Mathematics classes.

## DORMITORIES

**George Danford Dormitory:** This five story dormitory is the tallest male dorm and most modern on campus. Each floor offers a commons area with televisions and small workout equipment such as stationary bikes, punching bags, and weights.

**Halloway Suites:** This small women's dorm resembles a vintage bed and breakfast. It was the original dorm built in the 1890s and is now a proud memorial to the earliest of the student body. It has been remodeled several times and currently contains 24 rooms, but is the most pricey dorm on campus.

**Lester Hughes Dormitory:** This male dormitory was built in the 1940s and the windows of each room are very small. It is a two story building accessed via a common entrance door on each floor which leads to an interior hallway.

**Linda Kirchman Tower:** This female dormitory is the tallest dorm on campus. It also houses the campus security department on the first floor.

**Manuel Travis Athletics Dormitory:** This co-ed dormitory is the nicest of all of the dorms on campus. The Travis building is four floors, the first being for female athletes, and the top three for male athletes. Each floor has a study room, a workout room with full equipment, and entertainment rooms with large screen televisions and stereo equipment.

**Stanbury Hall:** This two story tall dormitory for females offers large rooms and bathrooms, making it highly desired.

**Whitehall Dormitory:** This is a co-ed dormitory built in the 1930s, but has been renovated several times—unfortunately the last time was in the early 1970s. It is a three level structure with an outside set of stairs going from floor to floor, with concrete balconies and small wrought iron hand rails. The rooms are a little larger than the other dorms and the first floor dorms include a small kitchen. Many stories of haunting and weirdness originate from Whitehall.

## NOTEWORTHY PEOPLE

- President James Nelson
- Dr. K.N. Wiegel, Chemistry Professor
- Dr. Lisa Cormis, Psychology Dept. Head
- Dr. Homer Bell, Dean of Animal Sciences
- Terry Easton, ETU Public Relations Officer
- Dr. Bethany Moore, Dean of Sciences
- Coach Preston Blakemore, Head Football Coach of the Ravens
- Dr. Thomas Shelby, Dean of Fine Arts
- Dr. James Siri, Archeology Professor
- Dr. Sindu Sureet, Biology Professor
- Coach Donald Peterson, Track and Field
- Bill Simms, ETU Athletics Director
- Sonya Alvarez, Special Reserves librarian
- Matthew Cutter, English Professor
- Dr. Steven Anderson, Director of Student Affairs
- Carol Keller, Campus Life Director
- Dr. Nancy Mortvelt, Visiting Professor from University of Vienna, Physics
- Dr. Timothy Dolby, Astronomy Professor
- Dr. Hewlitt Cooper, Geology Professor
- Conner Mayes, Theater Professor
- Dr. Mark Reynolds, Geography Professor
- Dr. Rick Barton, Botany and Agricultural Science Professor
- Dr. Jose Ramirez, Organic Chemistry Professor
- Dr. Chad Dougherty, Archaeology and Ancient Cultures Professor
- Dr. Alicia Rhyvies, Library Science Professor
- Dr. Frank Mendoza, Human Biology/Pre Med Professor
- General Ed McPherson US Army Ret., ROTC Program Director



# TEXAS

# THE DEAN'S LIST

The rest of this book is entirely for the Game Master, or “Dean,” as we like to say here at ETU.

In this chapter we’ll explore Pinebox in a little more detail and talk about how students can conduct Rituals, along with a few new powers to go along with these dangerous rites and ceremonies.

## PINEBOX, TEXAS

To get a feel for the Pinebox setting, you should be familiar with its history, the county, the city, and the university. While much of the campaign takes place on the grounds of the university, many mysteries take the heroes into town or the strange areas around Golan County.

## SURROUNDING TOWNS

**Blackburn:** A small, poor community on the southern banks of Lake Greystone. It was built on the ruins of a Caddoan settlement and saw its zenith in the 1920s. Today, the community population has dwindled to about 100 people and is a run-down, poor community. Homes are generally either wood-frame houses built from the 1890s to the 1930s or mobile homes, more than a few of which are abandoned. While most locals avoid Blackburn due to a well-deserved reputation as the place to purchase illegal drugs, guns, or sexual favors, some still come to fish in

the lake, go waterskiing, or search for the legendary lake monster, Bessie. The sheriff’s department only ventures to this community during the day or on an organized drug bust.

**Shinbone Springs:** This rural community consists of many farming families who sell their crops at the Shinbone Springs’ Farmers Market every weekend in the spring and fall. It’s a beautiful area alternating between small farms and forests. The roads are mostly gravel, with only a few paved single-lane blacktopped ones.

**Cavalas:** It was found abandoned in 2004, though what happened to its population remains a mystery. The town is slowly repopulating thanks to low housing prices.

**McCormick’s Ferry:** This historic site was named for an early Texas settler named Niles McCormick whose family ran a ferry across the Bobcat Bayou. In 1832 the entire McCormick family died in a flood, though their bodies were never recovered. Locals claim that passersby can hear the family call out for help late some nights. Today this spot is a popular fishing and swimming area and there are scattered homes along the bayou.

**Morganville:** There are a large number of liquor stores and roadhouses in this small town as the county to the north is “dry” and doesn’t allow the selling of alcohol. Every weekend, live bands play at one or more of the roadhouses, creating a general party atmosphere. Morganville has a reputation



for being a rough place and fights break out here regularly.

**New Nineveh:** The second largest town in Golan County is roughly half the size of Pinebox. New Nineveh is known for its clean streets and the antique shops that line the downtown square. An old jail is now a museum. The last man hanged by the county died here in 1903, and the rope and noose used for the deed now hang in one of the old cells.

**Timberland Village:** A gated community on a peninsula of Lake Greystone. The homes here are all large and beautiful on full acre lots. Many of the ETU professors live here and the town has its own small security patrol.

## NATURAL FEATURES

**Devil Pig Swamp:** This low, fetid area consists of stands of woods and brush and many small areas of standing water. A general stink does nothing to encourage visitors to brave the swarms of mosquitoes, spiders, and snakes—including the famed water moccasins of East Texas. Local legends include one about a gigantic hog and another about a group of Union soldiers hiding out in 1864 who were burned alive by Captain Edmund Dale and his Confederate troops.

**Kestrell Lake:** This small lake is surprisingly deep, up to 70 feet. It's known for its giant

catfish and is a favorite swimming hole in the hot summer for students looking to party without authorities around—though occasionally a sheriff's deputy does check in.

**Lake Greystone:** The county's largest lake is one of only a few natural lakes in Texas (most are man-made), though it was greatly expanded by the Civilian Conservation Corps (C.C.C.) and the Works Progress Administration (W.P.A.) in the 1930s. Many Native Americans made their homes near the lake and Dale Island near the southern shores is considered one of the holiest places of the ancient Hainais Caddoans.

The southern side of the lake is very poor, but the northern end of the lake is claimed by the wealthy with large homes and boats. The lake averages 20 feet deep and is a great bass and catfish lake, though it is also home to various species of gar and contains many alligators—including the legendary lake monster Bessie.

**Old Mill Creek:** The creek flows from Kestrell Lake south into the Burn. The remains of several old saw mills still litter the creek banks. Occasionally, amateur historians hike in to see the lingering scraps of Camp Ploughshare, an old WWII Prisoner of War camp rotting in the woods nearby.



## SITES OF INTEREST

**Base 10 (aka Base X) Military Base:** In the 1940s the U.S. government bought a swath of the northern part of the county for a bare-bones wilderness navigation training camp. Filled with tall trees and thick brush that blocked the horizon, many a recruit flunked his map-and-compass trials in the Big Thicket. The 10th such bare-bones "temporary" training camp created by the War Department quickly earned the moniker "Base X" in reference to "X marks the spot" on a map. Today, Base 10 covers more than 100 acres of Big Thicket forest, from which is carved 30 acres of facilities.

Unknown to the vast majority of Golan County, in the early 1960s the base was completely reconstructed as a secret Titan I missile base with three silos and a network of tunnels. However, the Titan I was decommissioned in favor of the Titan II before the silos could ever be armed. Since the new missile required a larger silo, the underground base was abandoned and the original survival training program restored. Most of the above-ground buildings date from the 1960s. The base was officially decommissioned in the 1990s but is still owned by the US government and leased to subcontractors. Entry is prohibited to the public.

**The Burn:** This area consists of roughly two square miles of woods in which almost nothing has grown since a dimensional gate was slammed shut in 1953. This is a very rural area and requires a two mile hike through the Thicket to visit.

**Indian Mounds State Park:** The site of a large mound-building civilization, the park consists of several Indian burial mounds. Surrounding areas are the subject of ongoing excavations by an ETU archaeology team. The park features a camping area and hiking trails.

**Wilson Quarry:** West of Pinebox, the old quarry operated from 1921 to 1929. The quarry was closed after a series of accidents and is said to be cursed. The current out-of-town owners have shown no interest in selling or operating the quarry. Within the lowest part of the quarry is an icy cold, spring-filled pit. Local teens and college students regularly

trespass onto the property to use the natural springs for skinny-dipping and partying since it is difficult for the sheriff's department to keep it under surveillance. The pool's sides are steep, making it easy to enter but hard to exit. This, combined with pockets of extremely cold water, have led careless kids to become trapped and drown.

## PINEBOX PLACES OF INTEREST

**4-Kit-Up Pawn:** Kyle Sibley's pawn shop buys and sells everything under the sun. They have an impressive collection of stereo equipment, computers, and guns. Kyle promises a fair deal...but doesn't always deliver. Sibley is a member of the white supremacist group, the Texas National Militia, and uses his business to fence stolen and illegal goods to fund the group's activities. 4-Kit Up does offer weaponry the heroes are unlikely to be able to buy anywhere else, but minorities and foreign students can expect rude treatment.

**Angry Stick:** This pool hall and bar has been in continuous operation since 1892 thanks to its loyal blue-collar customers and inexpensive beer. Rumor has it that gamblers drive in from hours away to play in the occasional private high-stakes poker game tucked in a back room. The two story building is reputed to be haunted.

**Bonner's Bail Bonds:** Bonner's is owned and operated by Clyde Bonner and family. Clyde is a mean but fair old cuss who occasionally hires tough people to help bring in bail jumpers. He is a member of the Chamber of Commerce and is considered by many to be a difficult man to work with. He often blocks votes on creating new business or zoning for Pinebox and is against new taxes of any kind.

**Brazen Hussy Brewery:** This small brewery was purchased out of bankruptcy and renamed Brazen Hussy as a gimmick. The bottles of "blonde" (light), "brunette" (dark), and "redhead" (amber) beer featuring bikini-clad models on the labels are popular with the young college crowd.

The brewery has a history of high employee turnover, dating back before even the bankruptcy and change in ownership. Some former employees tell stories of hearing cries



for help coming from the giant beer tanks and the feeling of being watched.

**Cecil Greystone Memorial Library:** Built in 1966, the Greystone serves as the area's major library outside of the college campus. It offers two meeting rooms, a genealogical repository, and ten computers with access to the Internet.

**City Hall:** This building contains all the basic offices of a city, including the office of Mayor James Flowers. It also includes two court rooms, one of which permanently serves local Justice of the Peace Raymond Walker. City Hall, along with the Police Station and the Post Office, faces the immaculate grounds of the town square.

**Clark, Richardson, & Auger Law Firm:** This law firm specializes in defense cases and have a reputation for getting its clients out of trouble, for the right price.

**County Courthouse:** This impressive building holds county and district courts, birth and death certificates, tax rolls, wedding licenses, and the offices of county Judge Marie Anne Dourousseau and District Attorney Dennis Holloway.

**Crenshaw's Woods:** One of the most beautiful wooded areas of town. It contains several hiking trails and the famous Lost

Pond of Eli Crenshaw. Eli was an early settler of Pinebox. During the drought of 1877, he was desperate to find water for his cattle and family. Legend states that Eli made a pact with the Devil and the next day found a pool of clear, cool, natural water in his woods. The entire area celebrated the find, but Eli was found dead exactly a year later. He drowned and was found floating in the "lost" pond. The Lost Pond is a natural flowing spring with cool, clean water. The park attracts many visitors and swimmers.

**Golan County Sheriff's Department:** This two story building consists of a first floor with small offices and a second floor jail area. Sheriff Butch Anderson is often found within.

**Hidalgo Hardware and Tractor Supply:** Hidalgo's smells of grease and oil and serves many of the local farmers and ranchers. Tony Hidalgo, the owner, once served as the President of the Pinebox Historical Society and knows many local legends and lore.

**Indian Summer Trailer Park:** The very definition of a run-down trailer park.

**ITS-A-LOCK:** The largest storage facility in Pinebox offers hundreds of storage rooms and boat/RV pads to let.

**Mary Lynn's Used Books and Emporium:** Although the

name has changed from time to time, this bookstore and coffee house has long been a favorite for locals and students. Mary Lynn's unusual collection runs from floor to ceiling in five separate rooms and includes rare and 'unique' books.

**Mom's Diner:** This restaurant has serviced the community since the 1960s, but has been sold several times and has undergone many renovations. It is known for its good, stick-to-your-ribs food and homemade buttermilk biscuits, as well as for being a friendly study spot that provides an endless supply of coffee.

**Pinebox City Cemetery:** The fence is broken and cut in numerous places, the tombstones fallen, and the area overgrown with weeds and trash. The dilapidated cemetery is the cause of city-wide concern for vandalism and "shenanigans" while the City Council endlessly debates how best to clean it up.

**Pinebox Fishing and Hunting:** A large store full of everything from guns and ammo to knives, hatchets, bows, fishing rods, lures, and even camouflaged fatigues. They also sell "novelty" silver ammunition.

**Pinebox High School:** The Pinebox Panthers have achieved unnatural success both in academics and athletics. Much of the school's success is attributed to Principal Dr. Ed Watson.

**Pinebox Pawn:** Pinebox Pawn has been in business for over forty years and has a sign in the window that reads, "We buy and sell everything your heart desires." True to claim, it contains many rare and often bizarre items. The shop is owned and operated by Forester Harris (page 78), who lives on the building's second floor.

**Police Station and City Jail:** The city police station and jail have existed in the same spot since 1891. The current three story building was rebuilt after a sinkhole swallowed up the previous police station. Once the sinkhole was filled with police station rubble and deemed safe by engineers, the new station and jail were constructed in the exact same location. Minor offenders and juveniles are kept in a pair of ground-floor holding cells, while a secure basement level jail is reserved for the more serious offenders or those awaiting transfer to state or federal courts or prisons. Despite rougher treatment by county

deputies, most repeat criminals prefer to be jailed at the county lockup rather than the city's basement jail—which is rumored to be haunted.

**Risen Church:** Father Gene Michaels is a calm and quiet man, but get his confidence and he'll tell you the strange events around Pinebox are signs of the End of Days.

**Silvered Dreams:** A small shop with a large window on the street has hand-crafted jewelry in the windows and silver-plated knives beneath the counter. Felipe Inigo is a quiet man who loves working with silver, believes in the supernatural, and is more than willing to add silver to any weapon for cash up front. (See page 49 for information on silver weapons.)

**Vanderhorn's Workshop:** This mobile home and workshop is 100 yards off the highway. Although the home is well maintained, the grass is strewn with small and large engines, parts, and motors. Sheltered from view behind the workshop is a small target range where Vanderhorn tests crossbows, throwing axes, and other weapons. See the **Characters & Critters** chapter for more information on Paul Vanderhorn (page 80).

**Volunteer Fire Department:** This is the main building for the city of Pinebox Fire Department. The department is no longer "volunteer" but many in the community still refer to it that way.

**Water Plant and Elevated Tower:** The local water authority of Pinebox, Texas. The water tower is massive and is painted with a Raven facing north and a Panther facing south. It was once a common target for vandalism and "shenanigans," up until the city cut off the bottom 18 feet of the service ladder. Now only die-hard adventurers still scale its heights, although they say one can find all sorts of weird graffiti at the top.

**Whiskey Creek Apartments:** An apartment complex that serves many college students. Whiskey Creek is known for its low rates, but small, dingy apartments.

**Wise Shepherd Cemetery:** This cemetery lies just east of the Wise Shepherd Church. The interred include some famous gunfighters, a state senator, and the famous General Sibley of Civil War fame. The cemetery ground is kept in perfect condition and is surrounded by a brick and wrought iron fence.

## CRIMINAL PROCEDURE

Crimes occurring within the city limits are the jurisdiction of the Pinebox Police Department, otherwise they fall within the county Sheriff Department's jurisdiction. Due to longstanding agreement, the ETU campus is not within Pinebox city limits.

There's a saying in criminal justice that goes, "You may beat the rap, but not the ride." If a murder takes place—even in self defense—the perpetrator will still be arrested and take a "ride" in the back of the squad car. It's then up to the justice system to clear her of wrongdoing.

At the station, she is booked, fingerprinted, and placed into a jail cell until she can be brought before Judge Marie Anne Dourousseau for bail to be set. Usually this occurs within 24 hours unless arrested over the weekend, in which case she is seen Monday morning.

If District Attorney Dennis Holloway believes there is enough evidence to convict, he formally charges the perpetrator with a crime and arranges to present his evidence before the Grand Jury. This frequently occurs months after the crime.

## LAW ENFORCEMENT

As the students become swept up in the hidden undercurrent of monsters and magic, they may need to be reminded that the world of Pinebox and ETU is still essentially our world. In this day and age, if a person flashes a gun on campus or shoots up the town, the repercussions are quite serious.

Sooner or later, the heroes are likely to face criminal charges based on what they do in public. For instance, it would be bad to blast away with shotguns at demons in human guise. Even if the bodies or wounded are never found, the heroes could face Aggravated Assault charges if anyone witnesses their actions. In this game, heroes must play smart or they may end up doing hard time!

Judge Marie Anne Dourousseau is a graduate of ETU and only in her mid-30s, having taken over the position after the prior office-holder's disappearance. District Attorney Dennis Holloway is a tough, no-nonsense person who prefers to make deals rather than go to trial. If a case does go to trial, he does everything in his power to see justice served. Although the county doesn't have a full time public defender, when the need arises the job usually goes to local attorney Steven Fuller, a down-on-his-luck alcoholic. Fuller is competent, but those who can afford their own lawyer usually hire James Richardson. Richardson is known for his ability to bargain for deals that keep his defendants out of jail.

## ETU PLACES OF NOTE

**Abrimov Sciences Building (Chemistry, Biology, Labs):** This five story building was built in 1949 and was named after a USSR scientist who defected to the US and made the college his home. Two levels of basement beneath the building house special projects and advanced laboratories.

**Andrew Tate Criminal Justice Center (Criminal Justice Studies):** Originally the English building, it now serves as the Criminal Justice Center. The two story building needs maintenance, even in the first floor working courtroom where Judge Dourousseau occasionally holds county court.

**Bob Reynolds Agricultural Studies Center (Agriculture, Veterinary Medicine, Botany, Animal Science):** This three story building contains many classrooms, a veterinary center, and an insectarium in the back. Nearby are several large greenhouses and an agriculture research field.

**Casey Studdard Business Arts Building (Business, Economics):** This square, two story building built in the 1970s is named after a famous ETU economist and Cold Warrior of the 1950s. Studdard's statue, a good likeness of the short, fat man, greets everyone entering the lobby.

**DuBose Aquatics Center:** This huge, one story building has granite carvings of sailing vessels and divers decorating the front. Inside is a training pool for diving,

swimming, and exercise, as well as an Olympic pool with two sets of bleachers. An outdoor recreational pool is attached.

**Edgar Garland Student Center:** This rectangular shaped building surrounds an open courtyard and is open 24 hours a day. The student center offers a food court, convenience store, bookstore, and entertainment. It also offers various sized meeting rooms, which are frequently used by clubs, study groups, and the occasional couple looking for privacy. The acoustics in the courtyard are such that if you stand directly in the center at night when it is nearly empty, you can hear conversations funneled from unseen corners of the building.

**Edmund Dale Memorial Building (Military Sciences, ROTC):** This 1950s building was constructed during the Dixiecrat movement and named after one of the area's most well-known military figures, a Texas Ranger who fought in the Mexican and Civil Wars. The large, single story building sports an indoor gun range, armory, classrooms, and a small gym with changing rooms and showers. The nearby drill field is the site of morning and afternoon physical training and slightly further is an obstacle course known as the "meat grinder." North of the building is the "War Zone," a small outdoor paintball field.

**George Danford Male Dormitory:** Built in the 1990s, at five stories this building is the largest male dormitory on campus. Each floor has a common area with televisions and even some small workout equipment. It was named after George Danford,

Class of 1932, who served as a psychology professor from 1949–1966.

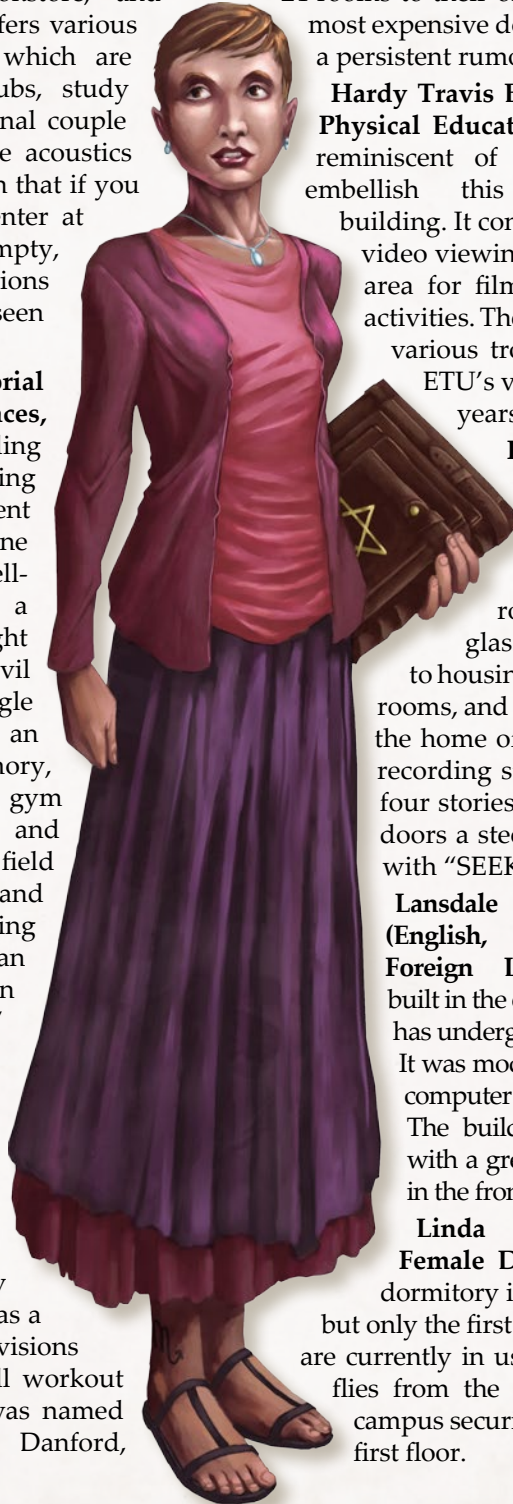
**Halloway Suites Female Dormitory:** This small women's dorm resembles a vintage bed and breakfast. The original 1890s women's college dormitory has been remodeled several times, most recently restoring the 24 rooms to their original beauty. It is the most expensive dorm on campus despite a persistent rumor of being haunted.

**Hardy Travis Building (Kinesiology, Physical Education):** Twelve columns, reminiscent of a southern mansion, embellish this older, three-story building. It contains large classrooms, video viewing rooms, and a storage area for films of various sporting activities. The entry hall is filled with various trophies and pictures of ETU's victories throughout the years.

**Hearst Art and Journalism Center (Art, Journalism, TV, Radio):** This tall, modern building has a rounded front with great glass windows. In addition to housing classrooms, projector rooms, and computer labs, it is also the home of the KTRU and KETU recording studios. The building is four stories tall and over the front doors a steel beam is emblazoned with "SEEK TRUTH".

**Lansdale Language Center (English, Computer Science, Foreign Languages):** Originally built in the early 1930s, this building has undergone several renovations. It was modernized in 1977 and the computer labs were added in 2005. The building is four stories tall with a great round, glass rotunda in the front.

**Linda Kirchman Tower Female Dormitory:** This female dormitory is the tallest on campus, but only the first four floors out of seven are currently in use. A giant Ravens flag flies from the top of the tower. The campus security department is on the first floor.





**Manuel Travis Athletics Dormitory:** The nicest of all dormitories, the four story Travis building reserves the first floor for female athletes and the top three for male athletes. Each floor has its own study room, TV room, and workout room with stationary bikes, punching bags, and weight sets.

**Martha Patterson Annex (General Classrooms Building, Exhibit Hall):** This building is used for special classes and exhibitions.

**Martha Patterson Language Arts Center (Liberal Arts, Speech, Communications):** This three story building contains twenty-six classrooms and the Patterson Theater. The front is colonnaded and has a large white granite staircase leading to two large double doors.

**Melinda O'Brien Physical and Life Sciences Building (Applied Sciences):** This is a very modern three story building with thirty classrooms, a presentation room, several small labs, and a basement with advanced laboratories.

**Morris Education Center (Education, Special Education, Theology):** This three story building was built in the 1950s and replaced a building that dated back to the

university's founding. It contains a small chapel and a huge lecture hall on the first floor, and classrooms on the top two floors.

**Dr. Patrick O'Brien Administration Building:** This oddly shaped two story building was constructed in the 1930s. It is known for its maze of hallways and small, dark offices. The Student Services office is found on the first floor, where a line of students may always be found awaiting assistance.

**President's Hall, the O'Brien Estate:** Tall pine trees flank the beautiful old plantation home of ETU's presidents. Wide, white concrete stairs lead up to the veranda, where six columns with intricately carved symbols and stylizations adorn the home's frontage. From the veranda, two regal doors lead below a white-stone balcony. A Ravens banner hangs in the easternmost window. The other windows are covered on the inside with wooden blinds. The old O'Brien estate now serves as the home of current ETU President James Nelson.

**R.E. Lee Engineering and Applied Sciences Building (Engineering):** This two story stone building was built in 1937 and contains only 12 large classrooms. Several military



science courses are also taught here. Every time the university administration suggests tearing it down and replacing it, alumni lobby for a reprieve.

**Ravens' Athletic Complex (Jane Longstreet Softball Field and Rupert Flowers Baseball Field):** The fields are kept in perfect condition year-round and the scoreboards are shaped like a giant bird in flight. Rumors claim that unexploded ordnance remains buried under the field that served as a US Army rail depot for Base 10 in the early 1940s, though no such ordnance has been found.

**The Raven's Nest:** The ETU football stadium was built in the mid-1980s on top of an unfinished, multi-million dollar supercollider project whose federal funding was eliminated prior to completion. The university was allowed to keep the unspent \$10 million and it was decided to bulldoze over the construction and use the funds to build a new football stadium to improve tourism. This information is not secret but after more than 25 years the details have slipped from common knowledge.

The outdoor stadium offers high banked seating overlooking the football and track fields. A new locker room building sits at the open end of the

horseshoe-shaped stadium. The area under the stadium seating is enclosed and finished out as athletics offices. The press and coach's box is perched atop the west side of the seating, while an alumni box on the east side is reserved for large donors and potential recruits.

Secretly, the supercollider tunnels and rooms far beneath the stadium were completed by the Sweet Heart Foundation as a failsafe should they find no other way to stop the Convergence. For more information about the Super Human project (aka Sweet Heart Foundation), see the *Degrees of Horror Plot Point Campaign* (available separately at [peginc.com](http://peginc.com)).

An elevator serving the alumni box also provides secret tunnel access.

**Rockefeller Psychology Center (Cultural Studies, Labs):** This building constructed in 1942 was used to train American interrogators in World War II. It is four stories tall with a bell tower on top, though the bell is no longer in use and students are denied access to the tower.

**The Roost (Ravens Multi Use Indoor Arena):** The Roost is a building highly suggestive of Cold War era architecture—a squat, grey, windowless, brick building more reminiscent of a bomb shelter. The arena was

built upon the site of the former natatorium in the early 1960s. Inside on the ground floor, a concourse enters upon the top row of stadium seats. Visitors who walk down the aisles to the basketball floor can enter basement level rooms built under the arena seats. This underground complex loops the entire arena and includes locker rooms, a loading dock, coach offices, multi-use classrooms, conference rooms, and so on.

**Sam Houston Gymnasium:** This building has been renovated in the past few years and now includes several weight rooms, three different workout rooms with bicycles and aerobics, and a series of classrooms on the 2nd floor.

**Sam Rayburn Library:** This huge building was built in the 1960s, but has undergone several renovations. The library includes many classrooms, several private collections, four computer labs, and a lecture hall for visiting dignitaries.

**Shickman Concert Hall:** This tall, oddly shaped building is high in the front and low in the back and serves as a concert and speaking hall. Many guest speakers have noted the unusual acoustics on the stage, allowing them to almost distinguish whispering voices coming from somewhere in the stage's wings.

**Whitehall Co-Ed Dormitory:** This dormitory was built in the 1930s but has been renovated several times. Unfortunately, the last time was in the late 1970s. It is a three level structure with an outside set of stairs going from floor to floor, with concrete balconies and small wrought iron hand rails. The rooms are a little larger than in the other dorms and the first floor plans include a small kitchen. Whitehall is the setting of many student legends of haunting and weirdness.

**William Greystone Building (Cultural/Social Studies):** This two story building is one of the oldest on campus. The small classrooms and cramped, dark offices make it an unpopular building for faculty and students alike. Graduate students spend countless hours in the windowless lab where they catalog and study artifacts from archeology digs. It is also where Dr. Maclanahan's office is located.

**Zelmanek Mathematics Center:** This plain, two story building offers few windows but several large lecture halls. At the building's front are several small concrete tables and chairs with permanent chess boards and granite playing pieces. Few students use these, however, since they are often covered in bird droppings.





# MONSTER HUNTING

Once a person knows what's out there and begins to fight it, she'll find there are more than a few tools and devices that can help her in the hunt.

## DETECTING SPIRITS

Monster hunters often know the general location of a threat—somewhere along State Highway 43, the old sanitarium, the old Gladstone Ranch—but need more specific information to actually locate their target.

If a party doesn't have specific information to their target's location, they can search a wider area by making a group Notice roll with the following modifiers. The roll can generally only be made once per night. (If the spirit only appears at certain times, such as the anniversary of its death, the party had best make sure they make the roll!)

## DETECTION MODIFIERS

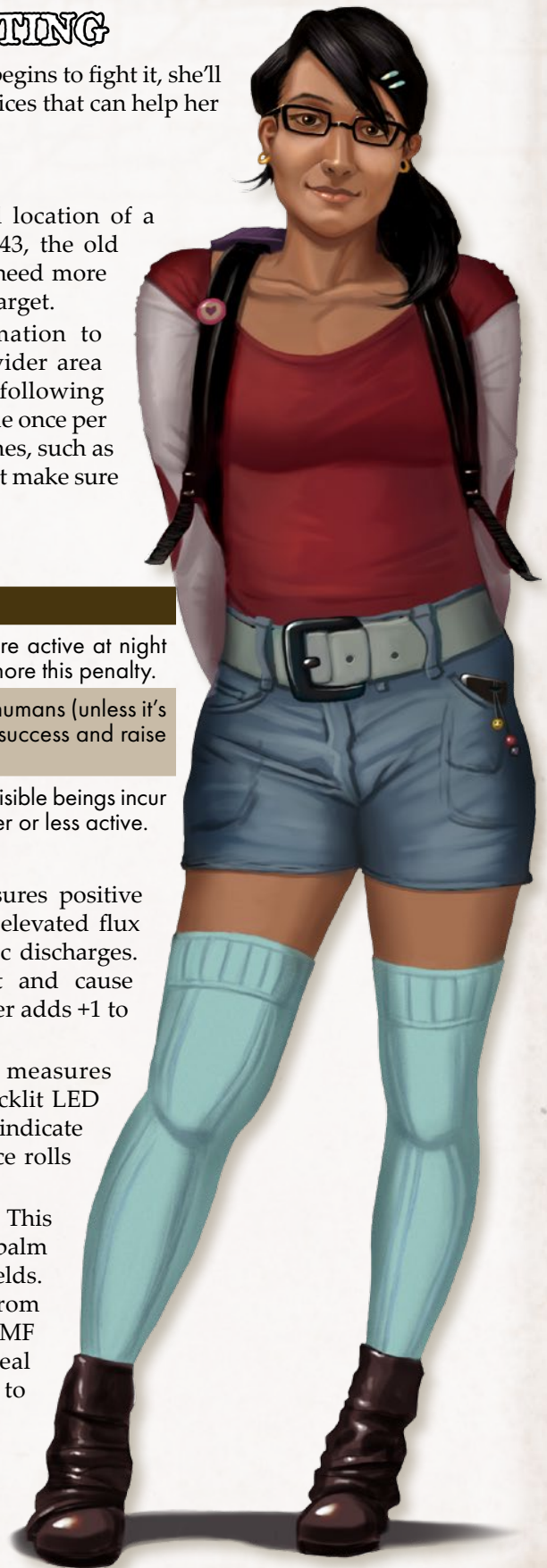
Mod	Condition
-4	<b>Daylight:</b> Most creatures are far more active at night than in the day. If this isn't the case, ignore this penalty.
-?	<b>Elusive:</b> If the prey generally avoids humans (unless it's hungry!), it makes a Stealth roll. Each success and raise inflicts a -2 penalty to the seekers.
-4/-8	<b>Invisible:</b> Incorporeal or otherwise invisible beings incur a -4 penalty, or -8 if the being is older or less active.

## DETECTION DEVICES

**Air Ionic Meter (\$500):** This gizmo measures positive and negative ion density. Spirits cause an elevated flux of positive ions due to their electromagnetic discharges. Demonic spirits have the opposite effect and cause negative ions to be more prevalent. The meter adds +1 to Notice rolls to find spirits or demons.

**Barometer, Digital (\$60):** This device measures atmospheric pressure and comes with a backlit LED display. Sudden pressure drops or rises can indicate the presence of a ghost, adding +1 to Notice rolls made to detect such spirits.

**EMF (ElectroMagnetic Field) Meter (\$40):** This compact and easy-to-use device fits in the palm of the hand and measures electromagnetic fields. The LED light bar scale gives readings from 1.5 to 35 milligauss in small increments. EMF fluctuations signal the presence of ethereal entities, and add +1 to Notice rolls made to detect such entities.



## ENVIRONMENTAL PHENOMENA

Certain supernatural creatures and energies are more powerful in specific situations, such as within the confines of a graveyard, on the anniversary of a spirit's death, on Halloween, or under a full moon. At the Dean's discretion, the phenomena listed below (and any others that make sense) add to a creature's power, adding +2 to Trait and damage rolls:

- **All Hallows' Eve:** All supernaturally evil creatures.
- **Anniversary of a Spirit's Death:** Applies to ghosts and other former beings on the date of their death.
- **Blood Moon:** Applies to ritualists. A blood moon may refer to the first full moon after a Harvest Moon (which is the full moon nearest the autumnal equinox), or it may refer to when the moon turns red from the particular position of the sun or even dust in the air.
- **Devil's Night:** The night before Halloween is called Devil's Night, and benefits demons, devils, and creatures of the Abyss.
- **Full Moon:** All lycanthropes.
- **Graveyard:** Undead.

## HOLY WATER

Holy water has been blessed by an ordained or otherwise recognized priest of some sort and is anathema to certain evil entities.

Obtaining holy water is fairly easy—a Persuasion roll and a donation of \$10 per gallon with Reverend Michaels will usually do the trick.

**Effects:** Demons or undead contacted by holy water make a Spirit roll or be Shaken. Wild Card demons are automatically Fatigued, though it cannot render them Incapacitated. (Note that this is a slight update from the *Horror Companion*.)

**Use:** Holy water is usually delivered in one of three ways:

- Splashed on an adjacent target with a Touch Attack (+2) Fighting roll.
- Grenades are made from water balloons, use a Small Burst Template, and have a Range of 2/4/8.
- Water guns are the latest technology in holy water delivery systems! A cheap pistol has a Range of 1/2/3. More expensive battery-operated models increase range to 3/6/9.

## SILVER WEAPONS

Due to silver's much higher melting point than lead, silver bullets are really, really hard to make. By contrast, prying open a shotgun shell and replacing lead shot with silver is trivial. Such shells are sold in Pinebox sporting goods stores as "novelty" items, but they move off the shelves pretty quickly—especially during a full moon. A common 12 gauge load is 1.125 ounces of shot.

Silver ammunition has less penetration than lead, so subtract 1 from the weapon's AP value to a minimum of 0.

Although precious metal market prices make pure silver weapons cost-prohibitive, silver-plated weapons and objects are more common in Pinebox than one might think. Silver-plating costs \$100 multiplied by the weapon's damage dice plus any bonus. Silver-plating a sword (Str+d8), for example, costs \$800 ( $8 \times \$100$ ), while plating the chain for a Black and Decker 18" chainsaw (2d6+4) runs a cool \$1,600 ( $6 + 6 + 4 = 16 \times \$100$ ). Silver plating used in this way is 50% likely to flake off after any extended use (a typical combat).

Silvered Dreams in Pinebox is the most likely place to get this work done (see page 42).

## SILVER WEAPONS AND AMMO

Type	Weight	Cost
Shotgun ammo, silver buckshot	5/25	\$40/1
Shotgun ammo, silver slug	6/25	\$80/1
Pistol ammo, silver	1/10	\$25/1
Rifle ammo, silver	1.5/10	\$50/1
Silver plated weapon	—	\$100 × damage
Arrow/Quarrels, silver heads	1/5	\$25/1

## ULTRAVIOLET LIGHT

Ultraviolet lights are an effective weapon against creatures with Weakness (Sunlight). Use the Cone Template to represent the UV beam. All targets within the template may make an Agility roll at -2 to avoid it.

Any vulnerable creature, such as a vampire, struck by the beam suffers 2d4 damage for something the size



of a flashlight, and 2d6 for a floodlight or greater. (Note that this is updated from the *Horror Companion*.)

Portable lights (flashlights) have 30 “shots” before the battery is drained. The weight and cost of the UV flashlight includes a battery.

Creatures completely covered by clothing, including sunglasses, are not affected by UV flashlights.

## RITUAL MAGIC

In *East Texas University*, as in our world, most magic is a thing of myth—something faked by performers in Las Vegas or at best performed by a small number of believers with questionable results. Yet some people are privy to real forces that work in the cracks of our reality, shaping probability and warping our environment in rarely predictable ways. It is a force mere mortals are scarcely capable of understanding and only intermittently controlling. More often than not, delving into these forces leads to madness and death.

This kind of magic takes the form of rituals, a form of ceremonial magic performed by one or more participants. It isn’t necessary for the participants to comprehend how the magic works any more than it is necessary to understand

the circuits in a telephone to make a call. Ritualism is cookbook magic—performing the same steps in the same way to reach the same results.

## RITUALS AND POWERS

A ritual is a specific way of casting a power. There may be other rituals with different components to achieve the same end, and some rituals may cast powers with slight variations at the Dean’s discretion.

## RITUALISM (SMARTS)

Player characters don’t have Arcane Background Edges in *East Texas University*, but anyone can take a new skill called Ritualism (linked to Smarts) which acts as the arcane skill for any power. The only catch is that the character must have attempted a ritual at least once as a leader or participant before taking his first skill level in Ritualism. Characters can attempt to lead or participate in a ritual using Smarts –2 instead of Ritualism, but all Casting Modifiers are doubled!

## ACQUISITION

Rituals are found in musty tomes, in the possession of witches, warlocks, or cultists, encoded in books, or occasionally (and foolishly) found right on the Internet for the whole world to stumble on.

## RITUAL FAILURE TABLE

Card	Result
2	Ritual affects random target.
3	Lead ritualist faints for 1d6 rounds.
4	The lead ritualist is afflicted with a harmless but disquieting physical effect for 24 hours. For example, the leader's skin turns bright blue, eyes turn solid black, or all her hair falls out.
5	Everywhere within the lead ritualist's line of sight is subject to an unnatural rain, such as frogs, light bulbs, or phone books.
6	One random character within 6" of (and including) the lead ritualist is rooted to the spot for the next d4 rounds.
7	The lead ritualist experiences an epiphany and learns one new ritual of the Dean's choice.
8	A random character within 6" of (and including) the lead ritualist blacks out for d4 rounds.
9	One random character within 6" of (and including) the lead ritualist changes gender for the next 12 hours.
10	Up to two random characters within 6" of (and including) the lead ritualist changes race for the next 12 hours.
Jack	Up to two random characters within 6" of (and including) the lead ritualist are transmogrified into rabbits, frogs, or some similar small animal for one hour.
Queen	The lead ritualist develops a warty skin condition and suffers -1 Charisma for 1d6 weeks.
King	1d6 fires spontaneously combust within the lead ritualist's Spirit die type in inches.
Ace	A random creature is accidentally summoned.
Joker	A random demon is accidentally summoned. (The Dean may use the <b>Demon Generation Chart</b> found on page 87. Yes, <i>East Texas University</i> includes a Demon Generation Chart. You should be afraid.)

In game terms, they are doled out by the Dean as a gang finds them, or a hero can attempt to research them.

Once a ritual is found, a character needs the scroll, book, or printout to cast it. If it's lost, so is the ritual. A student can memorize the procedure by taking the Memorized Ritual Edge for that specific ritual. If so, she no longer needs the printed form.

### CASTING

Activating a power by ritual is a Dramatic Task (see *Savage Worlds*). No Power Points are used in ritual magic, but the Power Points listed for a particular power are the basis for its difficulty or Casting Modifier.

The caster has five rounds to accumulate five successes/raises as usual for a Dramatic Task. Should he fail, the Dean draws a card and consults the **Ritual Failure Table** (page 51). Success means the spell works. The last roll, the one achieving the fifth success, determines the spell's effect. If opposed, the final roll is the only one the target rolls against.

*Mary performs a Ritual. Her first roll gets a raise, for 2 successes. The second roll's final result is an amazing 13, for 3 more successes, and completes the Ritual. The power is opposed, and the target rolls a 7. Mary's Ritual effects the target with a raise.*

**Rank:** Ritualists are not restricted by the normal rank requirements for powers, but Deans can use a power's rank as a gauge of a ritual's rarity.

**Components:** Rituals require the expenditure of certain items. See **Components** on page 53.

**Gathering Power:** As a Dramatic Task, Rituals take only 30 seconds to execute but significantly longer to prepare. Before beginning, the ritualist prepares components, meditates, chants, and so on requiring ten minutes times the final Casting Modifier (as a positive value). A ritual with a -3 Casting Modifier would take the lead ritualist 30 minutes to gather her power. The lead caster may perform other actions during preparation, but suffers the -2 multi-action penalty for

# RITUAL COMPONENT GENERATOR

Table I

1d20	Common Items	Exotic Items
1	A cup of alcohol	A piece of scrimshaw
2	A pinecone	A severed finger
3	A kitten's tooth	A blooming Nightflower
4	A rat's tail	A cup of virgin's blood (donor at least 18 years old)
5	A raven's feather	A child's tear
6	A cup of human saliva	A strand of hair from a lion's mane
7	Seven black candles	An owl's eye
8	Skunk pelt	A bear's claw
9	A child's toy	A gallon of human blood
10	12 oz. of cemetery dirt	A human eye
11	A pinch of arsenic	½ oz. gold
12	Catfish guts	20 cc of morphine
13	A human tooth	Cremated human ash
14	Pebble from a running creek	A brick from an occupied home
15	Cow urine	Radioactive material
16	A drop of blood from a disbeliever	Dirt from a freshly dug grave
17	A rattle of a rattlesnake	Drop of blood from a priest/nun
18	Chalk	A murderer's weapon
19	Clove of garlic	Brain of a rabid animal
20	A thimble full of earwax	Human bones ground to powder

Table II

1	A rusted hinge	Nitrous oxide (laughing gas)
2	12 oz. of vomit	Dust from decomposed undead creature
3	6 oz of tortoise (turtle) meat	Unpolished jade
4	1 pound of bat guano	Ash from a forest fire
5	6 oz. crushed red glass	A wedding ring from a murdered bride
6	A drop of human blood	A hawk's nest
7	A chicken's foot	A drop of demon's blood
8	A scorpion tail	22 strands each of brunette, blonde, and red hair
9	A chip of a tombstone older than 100 years	Rhino tusk powder
10	A teaspoon of gun powder	An ostrich feather
11	Burned incense	Elephant tusk
12	12 oz. beach sand	A gorilla's paw
13	12 oz. river water	Skin from a chameleon-like creature
14	4 oz. whiskey	Fresh shark fin
15	6 oz. of holy water	10 strands of hair from a bull's tail
16	A lizard's eye	Crypt air
17	Poisonous snake venom (½ teaspoon)	Bound evil spirit (exorcism and capture)*
18	A broken mirror	1 small animal sacrifice (cat/bird)*
19	Hair from a woman older than 100 years	A medium animal sacrifice (large dog)*
20	Fresh cow's milk (unpasteurized)	A large animal sacrifice (horse/cow)*



doing so. If she's Shaken or wounded during this time she must make a Smarts roll or start over. Rituals with a Casting Modifier of 0 are easy enough to be performed immediately if the components are available.

Participants may take actions normally during this period. They suffer no multi-action penalty nor interrupt the preparation time if injured.

**Casting Modifier:** The skill used for the Dramatic Task is Ritualism (page 50). The roll penalty is equal to half the power's listed number of Power Points (rounded down). The *banish* spell, for example, normally requires 3 Power Points, so it has a Casting Modifier of -1 when using ritual magic.

**Duration:** The Duration of spells cast by ritual magic is automatically doubled. They may not be maintained, but for an additional -2 penalty Duration can be changed to hours. For a -4 penalty, it's measured in days (if possible—a *bolt* is instant and cannot be extended, but *boost/lower Trait* could.)

**Range:** The listed Range of a spell is doubled when cast via Ritual. With a -4 penalty, the Range is read in miles and ignores usual sight restrictions.

**Additional Participants:** Other characters can make cooperative rolls by joining in the ritual.

**Note:** For those familiar with the Rituals presented in the *Horror Companion*, the ones in ETU have some different modifiers and characters in ETU may *not* increase damage or effect.

## COMPONENTS

In *ETU*, all rituals require words, gestures, and certain prescribed paraphernalia. These components are categorized as either common or exotic and are determined by the Dean at the time the ritual is discovered by the characters.

Use the following table to determine how many Common and Exotic components a ritual requires, then roll on the Ritual Item Generator Tables to determine exactly what they are.

Components are consumed or rendered unusable during the course of the ritual, so even if the leader fails her skill roll she must acquire another set of items for the next attempt.

## COMPONENTS REQUIRED

Power Points	Common Components	Exotic Components
1-2	2	-
3-4	2	1
5-6	3	1
7-8	3	2
9-10	4	2
11-12	4	3

...and so on.

## RITUAL COMPONENT GENERATOR

The **Ritual Component Generator** on page 52 contains a list of common and exotic components. Roll a die before looking up each component. If the roll is even, use Table I. If it's odd, use Table II.

Common items are just that—fairly easily available. Though coming up with a full cup of human saliva may be more difficult—and entertaining—than it sounds.

Exotic Items may be difficult, dangerous, or illegal to procure.

## BLACK MAGIC CORRUPTION TABLE

Card	Effect
2	<b>Lost:</b> The character must make an immediate Spirit roll minus the Casting Modifier. If he succeeds, there is no further effect. If he fails, he becomes a true black magician. He wanders off under the Dean's control and becomes a non-player character. Perhaps he will return one day as the leader of some dark cult, necromancer, or other villain.
3	<b>Obsessed:</b> The character becomes obsessed with discovering new rituals and will stop at nothing to obtain those he learns of.
4–5	<b>Night Terrors:</b> The victim has horrific nightmares that inflicts a –2 penalty to his sleep most nights (see <b>Hazards: Sleep</b> , in <i>Savage Worlds</i> for effects).
6–7	<b>Stench:</b> The hero develops a terrible body odor, decreasing Charisma by 2.
8–9	<b>Trouble Magnet:</b> The hero gains the Trouble Magnet Hindrance.
10	<b>Hair Change:</b> The hero starts losing his hair, or it begins to turn stark white.
Jack	<b>Sunlight Sensitivity:</b> The sun burns. He suffers –1 to all Trait rolls when in direct sunshine (or in the presence of UV rays!).
Queen	<b>Violent:</b> The character becomes overly violent and short-tempered. He's quick to use violence to achieve his ends, overtly or covertly.
King	<b>Susceptible:</b> Evil spirits find it easy to enter this tainted soul. Any entity with the possession Special Ability automatically wins opposed rolls to enter this host.
Ace	<b>Tainted:</b> An event from the <b>High Strangeness Table</b> (page 71) occurs once per day somewhere in the character's vicinity.
Joker	<b>Born to Darkness:</b> For whatever reason, this hero can handle the taint of black magic better than most. He suffers no ill effect this time and from now on adds +2 to Spirit rolls made to avoid corruption (max +4).

### BLACK MAGIC

Rituals that use certain components (marked with an asterisk on the **Ritual Item Generator**) make a ritual “black magic.” Additionally, any power that directly damages a target (*bolt*, *blast*, etc.) will almost always be black magic regardless of the components used. Versions of those powers which are not black magic should be extremely rare and usually limited to affecting a very specific type of evil creature. As a rule of thumb, Dean, if it can harm a human, animal, or other natural creature, it's black magic. Also note, *create talisman* is considered black magic if the imbued power is black magic.

Black magic is the most dangerous and volatile of magic. Unlike a standard ritual, if a lead ritualist in black magic is Shaken or wounded while gathering power and fails the Smarts roll, the ritual fails and he draws on the **Ritual Failure Table**.

When the ritual is complete (after the casting roll), all of the participants draw a card and

consult the **Black Magic Corruption Table**, above. Unless otherwise noted, these effects last a number of weeks equal to the Casting Modifier. If the black magic ritual is *create talisman*, check the color of the card drawn by the leader of the ritual. Red means the talisman works without any side effects, but a black card means the talisman is tainted. The result from the table affects the bearer of the talisman as long as they carry the item (the Spirit roll for Lost is rolled each day or every time a character picks up the item, whichever comes first).

Students should think very carefully about the risks before messing with these dark forces. Sometimes heroes must embrace this darkness for some greater goal—but there's always a risk.

### NEW POWERS

The following powers may be found during play, whether accidentally or by heroes who go seeking them. *Summon ally* and *warrior's gift* are not available (see *grant Edge* and *summon powers* below).

Note that Range and Duration are listed using the original rules to keep them consistent with powers in *Savage Worlds*, or just in case the Dean wants to give a power to an NPC.

## BANISH

**Rank:** Veteran

**Power Points:** 3

**Range:** Smarts

**Duration:** Instant

**Trappings:** Holy items, arcane symbols, handful of salt

In *East Texas University*, this power works the same as in *Savage Worlds* with the following modifications. A success banishes the target (Wild Card and Extra alike) from the plane for 1d6 months during which time it cannot return by any means (summoning, *gate*, etc.). A raise increases the time to 1d6 years.

## BIND ENTITY

**Rank:** Veteran

**Power Points:** Special

**Range:** Smarts

**Duration:** 10 minutes (1/5 minutes)

**Trappings:** Chanting, sigils, pentagrams

*Bind entity* allows its user to force an entity into servitude. Any summonable entity can generally be bound. The creature may be summoned and then bound, or it might already be in the physical world.

The cost to invoke this spell is equal to half the entity's Spirit die type if an Extra, or its full Spirit die type if it's a Wild Card. A named demon with a Spirit die of d8, for example, requires 8 Power Points to cast *bind entity* on it.

To bind, the caster makes an arcane skill roll opposed by the entity's Spirit. If the entity is already subject to another's *bind entity* spell it receives a +4 bonus to its roll.

On a success, the caster has bound the creature to his will for the duration of the spell. The creature must obey commands given to it, both to the letter and spirit, though orders that would undeniably end the entity's existence allow it another roll to break free.

There is no inherent mental link between the caster and the entity, so commands must be expressed by some method the creature understands.

For summoned entities, *bind entity* can be merged into the summoning ritual. Combine the needed components and Power Points to determine the total casting modifier for the one

ritual. Thus attempting to summon and bind the named demon above with a Spirit of d8 would cost 16 Power Points.

Once bound, the entity can leave the range and sight of the caster without affecting the power.

## CREATE TALISMAN

**Rank:** Veteran

**Power Points:** Special

**Range:** Touch

**Duration:** Permanent (Special)

**Trappings:** Crucibles, chants, engraving or decoration of the item

Talismans are items imbued with a power anyone can activate if they know the proper trigger.

Talismans can only be created via ritual and can't have their range or duration increased.

**Creation:** To create a talisman, the caster chooses the item to be imbued and the power with which to imbue it. The caster must have the ability to use the power imbued. He then

## TALISMANS OF NOTE

Below are a few pre-existing talismans known to exist in and around Pinebox. These occasionally turn up in Pinebox Pawn or 4-Kit-Up Pawn shops.

*Amulet of Armor (armor):* A silver amulet inscribed with the charm's keyword: "Ivy."

*Dead Shot Pistol (grant Edge—Dead Shot):* This beat-up but sturdy Colt Peacemaker grants the Dead Shot Edge to anyone who spins its well-greased barrels.

*Dr. Bisby's Amulet of Hypnotism (puppet):* Supposedly, this gold charm was once used by a traveling showman named Dr. Bisby. The trigger is simply swinging it back and forth in the classic hypnotism motion.

*Lucky Penny (grant Edge—Luck):* This old, 1968 penny has an X carved across Lincoln's face. It's luckier for the user than old Abe though, granting a Benny when activated by flipping it in the air.

*The Zippo Lighter from Hell (burst):* This old-style Zippo was carried by a cultist in the '70s. It continues to pack a hell of a wallop.



gathers the required components for both powers and conducts the ritual. The Power Point cost is equal to 5 plus the cost of the power being imbued. Creating an *amulet of grant Edge*, for example, costs 8 Power Points.

When imbuing powers with variable effects, the exact use, which always occurs whenever the talisman is activated, must be determined when the ritual is performed. A talisman with *grant Edge* always grants the same Edge, one with *boost/lower Trait* always boosts or lowers the same Trait, and one firing a 3d6 *bolt* can't fire a single or multiple 2d6 bolts instead.

During creation of the talisman, it must also be given an activation word, phrase, action, or gesture by the ritualist. This becomes a permanent part of the talisman. Discovering the activation trigger of an unknown talisman must be done through research or trial-and-error.

Creating a talisman is serious business that takes every bit of a character's will to transfer immense magical power into a physical object. Failure not only destroys the item, but requires drawing on the **Botched Talisman Creation Table** below.

**Use:** The user does not need an Arcane Background or skill to use the device. To activate a talisman, the character must perform the trigger and make a Spirit roll as if it were

his arcane skill roll. The penalty is equal to half the Power Points the power normally requires, rounded down. The *grant Edge* power, for example, normally requires 3 Power Points. An *amulet of grant Edge* thus requires a Spirit roll at -1 (half of the 3 Power Points *grant Edge* requires).

A success or raise works as usual for the power invoked. A failure causes the item to channel its energy into the user, ignoring armor. He's Shaken and the talisman is unusable for the next 24 hours. If the user rolls a 1 on his Spirit die, he suffers 2d6 damage as well. If he rolls a critical failure, the talisman is destroyed.

## CURSE

**Rank:** Novice

**Power Points:** 4

**Range:** Smarts

**Duration:** Special

**Trappings:** A sinking feeling, a moment of nausea

*Curses* are by far the most common black magic in use. The power bestows the Curse Hindrance (page 14) upon a target. *Curses* must have a predetermined criteria the target can perform to end it immediately. The requirement could be as simple as an apology or seemingly impossible series of tasks, but only seemingly (Dean's call). Otherwise, a *curse* lasts

## BOTCHED TALISMAN CREATION TABLE

Card	Result
2	<b>Demon!</b> The miscast accidentally summons a demon into the world! Create a demon using the <b>Demon Generation Chart</b> beginning on page 87. If the card was black, the thing is here to stay. If red, it rampages for a set amount of time set by the Dean before it must return to the nether realms (typically until the next dawn, 666 hours, until Halloween, etc). Demons with the <i>possession</i> Special Ability may attempt to take over a weak-willed spellcaster instead.
3-6	<b>Drain:</b> The caster and those participating are drained of their life force, reducing their Vigor one die type permanently. If Vigor was already d4, the character dies.
7-10	<b>Magical Backlash:</b> The item explodes with a burst of magical energy, causing damage to everyone involved in the casting. Damage is equal to 2d6 plus the spell's penalty. If the spell had a -4 Casting Modifier, for example, damage is 2d6+4.
Jack-Ace	<b>Magical Detonation:</b> The item explodes violently, as <i>Magical Backlash</i> , but damage is a d10 for every two full points of the spell's penalty. A spell with a penalty of -6, for example, causes 3d10 damage to everyone involved.
Joker	<b>Cursed!</b> You luck out...sort of. The talisman works as intended but comes with a curse. The bearer is under the effect of a Minor Hindrance while carrying the item. The Dean should choose a Hindrance reflecting a twisted version of the power. For instance, an item that improves Fighting might make the user Mean, while one that grants the Charisma Edge might make the user a Big Mouth. If nothing seems appropriate, give the item Stubborn, and the bearer refuses to believe it is cursed.

for two weeks. As a ritual, a -2 penalty to extend duration increases the time to one year, and a -4 extends the curse for as long as the target is alive. *Curses* can always be removed by the caster or with a successful use of *dispel*.

## FAMILIAR

**Rank:** Seasoned

**Power Points:** 4

**Range:** Self

**Duration:** Until the creature's death

**Trappings:** A pet with an uncanny connection to its owner

This ritual creates an animal familiar that is spiritually connected to the ritualist. The animal must be an Extra and a natural, living creature, no larger than a mastiff (Size 0). It must be captured and present during the activation of the power. Other than that, the caster may choose whatever animal she wishes.

A caster may never have more than one familiar at a time.

With a successful casting, the creature becomes a true familiar. In addition to its natural traits and skills, it gains telepathic communication with its caster and can issue warnings or allow the ritualist to see, hear, smell, or feel what it does at a range equal to the caster's Smarts in miles. As long as the two are in communication, the caster can freely share her Bennies with the familiar. It may be given simple commands, verbally or mentally, and follows them to the best of its ability. Typical commands are guard, watch, hide, warn, attack, etc.

The spiritual bond between the familiar and its caster means that if the familiar dies, regardless of the distance, the caster suffers damage equal to the pet's Spirit and Vigor dice plus a d6 (all rolled together as damage).

Should the ritualist wish to dispel a familiar, he must kill it—and suffer the consequences.

## FORGET

**Rank:** Seasoned

**Power Points:** 3

**Range:** 1"

**Duration:** Permanent

**Trappings:** A momentary pause and a blank look

This power may be performed on a single individual to erase a memory from within the last 24 hours.

With a successful casting, the target must make a Spirit roll opposed by the arcane skill roll. If the caster is successful, she may erase one "incident" from a target's mind. With a raise, she can replace the memory with another.

The effect is mostly permanent. Very strong memories, or situations which trigger the memory or cause the victim to realize something is wrong, allow him to make a Smarts roll at -4 to start remembering the incident (usually in dreams or short flashbacks).

**Note:** This power is only normally usable in a ritual by taking the -4 Range penalty (see Duration under **Casting** on page 51) to increase the range to one mile. Doing so requires a personal artifact of the subject, however. A beloved object, a lock of hair, a fingernail, a drop of blood, and so forth work nicely.

## GRANT EDGE

**Rank:** Seasoned

**Power Points:** 3

**Range:** Touch

**Duration:** 3 (1/Round)

**Trappings:** A runic symbol on the subject's forehead, an awakened past life ability.

**Note:** In *East Texas University* this replaces *Warrior's Gift*.

This power grants an Edge of the caster's choice (at his rank or lower) to himself or a subject. It does not work for certain Edges such as Arcane Background, Rich, Noble, Followers, Sidekick, or other Edges that require assets outside the character's will such as Connections (Dean's call), but otherwise most other Edges—from combat abilities to luck to professional Edges—are fair game.

With a raise on the casting roll, the caster can double the Duration or grant the improved version of the Edge if available (such as Improved Frenzy or Great Luck).

## GRAVE SPEAK

**Rank:** Seasoned

**Power Points:** 4

**Range:** Touch

**Duration:** 3 (1/round)

**Trappings:** Runes carved on bodily remains, black candles, "leather" books, Ouija boards, séances

It is said the dead know many secrets, and some are able to reach

## GRAVE SPEAK TABLE

Card	Result
2	<b>Demon!</b> The group accidentally summons a demon into the world! Create a demon using the <b>Demon Generation Chart</b> on page 87. For the duration of the power, the demon pretends to be the spirit and answers questions truthfully but once the spell ends, it is free. If the card was black, the thing is here to stay. If red, it rampages for a set amount of time set by the Dean before it must return to the nether realms (typically until the next dawn, 666 hours, until Halloween, etc). Demons with the possession Special Ability may attempt to take over a weak-willed summoner instead.
3-6	<b>Possession:</b> The spirit makes an opposed Spirit roll versus everyone present. The lowest of any failed rolls is possessed. If the entity is generally friendly, it may converse normally—granting additional information the summoners didn't even know to ask for. If hostile, it answers the questions while the power duration is in effect and may pretend to be friendly, but once dropped, it does everything in its power to wreak havoc with its summoners for 2d6 minutes. If someone rolls a critical failure on their Spirit roll, the possession is permanent, regardless of whether the entity is friendly or hostile. The spirit is trapped in the character's body until exorcised via the <i>banish</i> ritual.
7-10	<b>Distant:</b> The spirit is distant and can generally only respond to questions with a yes or no answer.
Jack-Ace	<b>Present:</b> The entity appears with a burst of paranormal energy that causes all present a level of Fatigue that lasts 24 hours. The spirit answers questions normally thereafter.
Joker	<b>Haunted:</b> The spirit appears and answers all questions normally, but when the spell ends, the spirit does not disappear. The entity becomes a full ghost bound to the caster. Use the standard ghost stats (page 91), but it cannot travel farther than its Spirit die type in inches from the caster unless prevented by a ward. If the Dean wishes, the spirit may access one of the other ghostly special abilities (page 90) with a Spirit roll at -2. The caster can always see the spirit even if it is invisible to others. Additionally, it cannot "pass on" until it performs an act of great sacrifice or the caster dies. If the ghost is banished, it reappears 24 hours later. If the ghost is destroyed, it is truly destroyed and does not pass on... unless its destruction occurred as an act of sacrifice.

beyond death to contact departed souls.

For this spell to work the caster must either be in a location currently haunted, know the name of the deceased, or possess a treasured, personal item (including their corpse or any part thereof). The caster then makes an arcane skill roll opposed by the target's Spirit.

If the caster gets a raise then the power works perfectly. A ghostly voice makes itself known and may be questioned. One question may be asked for each round the spell is active. The spirit is not necessarily friendly but it cannot lie or refuse to answer. The spirit is not omnipotent and typically knows only what it knew in life up to the moment of its death.

If the caster gets a success, the power works but with a side effect. The Dean secretly draws a card on the **Grave Speak Table** (page 58).

### KNOWLEDGE

**Rank:** Novice

**Power Points:** 3

**Range:** Smarts

**Duration:** 3 rounds (1/round)

**Trappings:** A wind ruffles the pages of a book, which turn blank as the target absorbs the skill.

This handy spell provides the target with a new skill he does not currently have at die type equal to its linked attribute, and one additional die type with a raise (max of d12). Giving an unknown Knowledge skill to character with a Smarts of d6, for example, gives him the skill at d6, or d8 with a raise.

In *East Texas University*, the ritual requires a book on the subject to be transferred (which is erased as part of the spell's trapping). This is an especially popular ritual around exam time!



## OPEN GATE

**Rank:** Legendary

**Power Points:** 20

**Range:** Smarts

**Duration:** 3 rounds (1/round)

**Trappings:** Pentagrams, blood sacrifices, whirling vortex of doom

It takes a special kind of crazy to willingly open a portal between our world and a supernatural dimension, but cultists are nothing if not persistent. Unlike *summon demon* which targets a single entity, gates allow any supernatural creature who happens to be on the other side to pass through to our plane of existence. Typically though, a ritualist attempts the spell at the behest of a particular “patron entity.” Only under the most rare of circumstances does the gate allow human travel in the other direction.

Opening a gate is always black magic regardless of the components used in its casting.

Gates can be safely closed with the *dispel* power or less safely by destroying the spell’s intricate trappings. In the latter instance the person or people who destroy the trappings should draw on the **Ritual Failure Table**

found on page 51. If *open gate* originates from a talisman or special ability, destroying the talisman or entity causes the same risk.

## PAIN TRANSFERENCE

**Rank:** Seasoned

**Power Points:** 4

**Range:** Smarts

**Duration:** 1/day (2/day)

**Trappings:** A focus such as a classic “voodoo” doll

This nasty spell creates a focus of a victim the caster wishes harmed. Each day, she may torture or mangle the focus to cause harm—and perhaps death—to her target.

To cast the spell, the caster must first have a personal item of the victim, either an actual piece of his person (fingernail, hair, etc), or an object of great importance to him.

Once the focus is created, the caster makes an opposed roll of arcane skill versus the target’s Spirit. Failure causes a level of Fatigue to the caster recovered after 24 hours.

Success means the doll (or other focus) is tied to the victim. If it is poked or prodded with the intent of causing pain, the victim suffers Fatigue—but no more than once per day. This

Fatigue can lead to Incapacitation and death if the attacker isn't stopped in time. It can only be recovered by ending the spell and resting for a day per Fatigue level.

A *pain transference* may be broken with the *dispel* power, by destroying the focus (this causes no harm to the victim), or killing the caster.

This ritual is always considered black magic regardless of the ingredients used in its casting.

## SUMMON DEMON

**Rank:** Veteran

**Power Points:** Special

**Range:** Smarts

**Duration:** 3 rounds (1/round)

**Trappings:** Pentagrams, black candles, animal sacrifices

Only fools summon demons. But there are many fools in the world. Some are looking for vengeance, others for power, and some for pure mayhem. Summoning a demon, regardless of purpose or the components used, is always the darkest black magic.

The cost to summon a demon is equal to half its Spirit die type if an Extra, or its full Spirit die type if a Wild Card (most powerful demons are).

If the roll is successful, the demon appears. If the creature was not summoned into a circle made of its Bane, it likely attacks its caster before it can be given a task. See **Bane** on page 76 for creating barriers over which supernatural creatures cannot pass. See the *bind entity* spell on page 55 for using arcane power to temporarily bind such creatures to the caster's will.

**Tasks:** Once a demon is summoned, and assuming it is bound or otherwise disposed to discussion, the summoner must make a bargain with it. This is an opposed test of Spirits. Record the results secretly.

- **Failure:** The demon is uncontrolled and in complete control of its actions. It cannot directly harm the caster but is otherwise free to roam the earth and do as it pleases for 6d6 days. If this roll comes up with three 6's (no more, no less), it remains in the mortal world until slain or banished.

- **Success:** The demon basically follows the instructions it's given but looks

for every opportunity to ruin things for the cretin who summoned it. Only if directly chastised or supervised does the demon "behave."

- **Raise:** The demon follows the spirit of the summoner's instructions as well as the letter. It may still cause additional mayhem—it is a demon, after all—but in general it performs as the caster desires.

**Specialized Demons:** Some demons might be more inclined to specific requests, especially evil ones. A demon of vengeance, for example, may enjoy exacting vengeance of some sort. This is entirely up to the Dean, the setting, and the description of the creature, but in such a case, the caster gets a +2 bonus to his Smarts roll to bargain with the demon when requesting such a task but a -2 if requesting anything else.

**Communication:** Note that demons are not (generally) telepathic. If the summoner plans on sending the demon out of sight, he'd best give it very specific instructions. Intelligent demons may be given physical equipment (such as cell phones or transmitters), but whether or not they actually use these tools is entirely up to them.

## SUMMON SWARM

**Rank:** Seasoned

**Power Points:** 4

**Range:** Smarts

**Duration:** 3 (1/round)

**Trappings:** A swarm of insects slowly coalesces, rats begin crawling from the shadows.

This power summons a swarm of some kind, typically vermin or stinging, biting insects. In *East Texas University*, each type of swarm summoned is a separate ritual. On a success, a swarm the size of a Medium Burst Template is summoned, and on a raise, two such swarms are summoned.

The swarm has no mental link with the caster, but seeks out a target chosen by the caster and attacks it to the best of its ability until destroyed or the spell ends. If two swarms are summoned, they may be sent after the same target or different ones.



## WARD

**Rank:** Seasoned

**Power Points:** 1+

**Range:** Self

**Duration:** 10 minutes (1/5 minutes)

**Trappings:** Hazy shimmer, circling spirits, circle of holy water, pentagram

*Ward* creates an area that is anathema to a certain type of creature. The Power Point cost to activate a ward depends on how broad a group of creatures it affects.

1 – A single type (rats, poltergeists, or imps)

3 – A group (mammals, any spirit, demons)

5 – A large group (anything living, ethereal beings, supernatural evil creatures)

When activated, the *ward* fills an area equal to a Large Burst Template centered on the caster. Any creature of the affected type in the area must make a Spirit roll at –2 or –4 on a raise. Failure means the creature is moved to the nearest open space outside of the area.

Creatures who make the roll or are blocked from leaving suffer the same penalty to all Trait rolls (–2 or –4) while in the area. If an affected creature outside of the area wants to enter, it must succeed at the same Spirit roll or it cannot do so.

Being outside a warded area does not prevent a creature from using any ability which could pass through it such as Intimidation or ranged attacks.

As a ritual, *ward* specifies the creature or group it affects. Each of these tends to have its own unique name, Vermin Bane (rats), Spirit Shield (ethereal beings), and Consecrate (supernatural evil beings) being a few examples. In *East Texas University*, a creature's **Bane** (page 76) acts as a natural *ward*.

**Additional Effects:** For +2 Power Points, the caster can have the *ward* affect a building the size of a two story house or a little larger. For +4 Power Points, *ward* can affect a building the size of a large church or warehouse.



## A RITUAL BY ANY OTHER NAME...

Powers are written to be universal, but that doesn't mean the Rituals discovered by the students have to be. Rituals can be easily distinguished from their base Powers by unique names reflecting their authors or sources. Don't hold back. Make them awesome.

### CRAYTON'S COMPENDIUM

Rituals from Crayton's Compendium, a 20th century journal, all credit the original source.

- Miss Mildred's Tea Ritual of Protection (*armor*: half effect +1/+2 armor but a number of targets equal to half the lead caster's Spirit gain the benefit.)
- Lady Hawthorn's Plague Aura (*damage field*: at the end of the duration, the subject must make a Vigor roll, at -2 on a raise, or gain a Short Term, Debilitating disease.)
- Dr. Blakemore's Shadow Shroud (*deflection*: half effect -1/-2 in any area brighter than Dim darkness.)
- Friar Esperanza's Clever Tongue (*speak language*: while active the subject has the Big Mouth Hindrance, no additional effect if they already have the Hindrance, like Friar Esperanza.)
- St. Thomas' Blessings Against Evil (*smite*: the power only affects attacks against supernatural evil target but does also count as Holy for creatures affected by such.)

### HOLY INQUISITOR'S CODEX

Rituals written by Holy Inquisitor Ferdinand de Vega have long verbose names translated from Spanish.

- A Means of Protecting a Vulnerable Structure from Attacks by Spirits or Creatures During the Dark of the Night (*ward*: only creates a 5 power point ward against supernatural evil creatures.)
- Simple Charm for Parting Night's Curtain (*darksight*: works normally)
- A Witch's Testimony on the Means of Imparting Unnatural Flight Upon a Broomstick (*fly*: must be cast on a broom, mop, or vacuum cleaner and breaking the item cancels the power.)
- Unholy Rites for Disregarding the Rules of Nature and Raising the

Soulless Dead, For a Time (*zombie*: Black Magic, works normally)

### ARCANA ROMANA

Rituals from an unknown Roman source reference ancient myths.

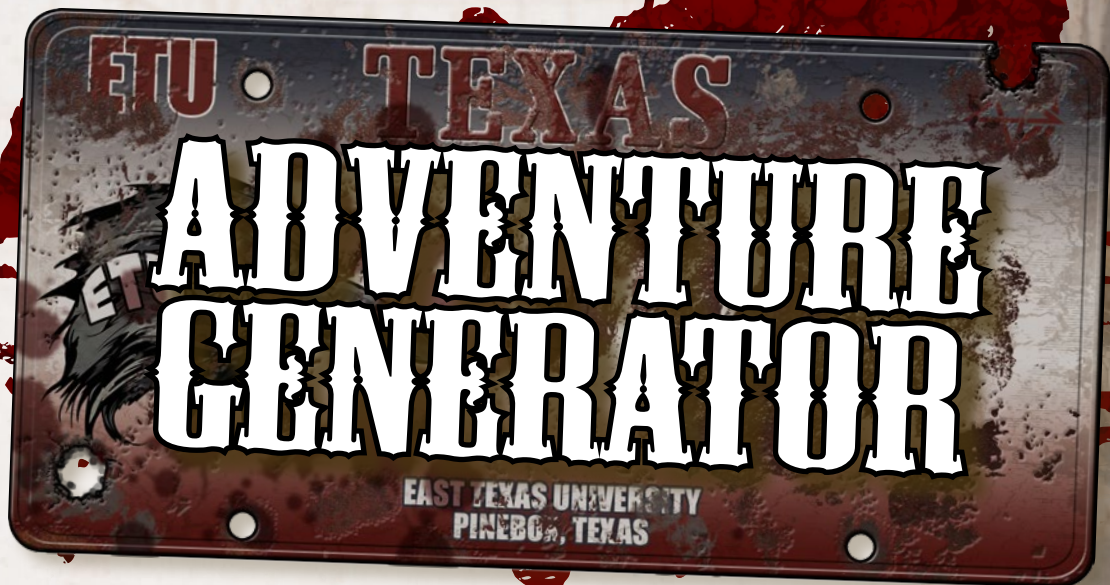
- Harpy's Shriek (*burst*: loud screeching damages glass, china, delicate electronics, and similar items in a Large Burst Template centered on end of Cone Template)
- The Oracle's Curse (*divination*: the diviner also sees a future tragedy befalling her, and though she doesn't remember the incident she must make a Fear check, at -2 on a raise.)
- Pluto's Cloak (*invisibility*: affects a single cloak, raincoat, small blanket, beach towel, or similar sized cloth item, and one character wearing the item is invisible even if not fully covered.)

### DETAILS, DETAILS

Rituals are almost always very specific applications of a more broad power. For instance, a *banish* ritual won't banish all creatures but rather a specific type or even individual creature. For instance, Reverend Michaels may teach the students his Exorcism ritual to banish spirits. Or they may need to spend weeks searching for the nameless ritual created long ago to banish the chaos demon named Thamogryl.

*Healing* powers require a special mention. These Rituals in *East Texas University* are just as common as for other powers, but most incur an additional cost of some kind. Chaos is easier than order, after all. Versions of *greater healing*—which aren't Black Magic—are rare (which means they exist, Dean, but finding one should be a quest in itself). For *healing* powers, the following Rituals are most common.

- Love's Beautiful Sacrifice (*healing*) — For each wound healed, a wound must be voluntarily taken by a ritual participant.
- A Rite to Rapidly Enhance the Recovery of Recent Injuries (*healing*) — For each wound healed, the subject ages as if five days passed. Hair and nail growth are obvious effects.
- Dark Transfer of Life (*greater healing*) — Black Magic requiring a sacrificial victim to negate 4 points of penalties.



Students at ETU have all the normal stresses of college life and being young adults, but with the added burden of knowing about the shadows, cabals, and creatures that threaten them. They must be adaptable to many new situations and still maintain a passing grade point average. Students may be researching arcane lore one night, fighting a vampire another, then taking their final exams the next—all while attempting to maintain their relationships and hopefully survive to graduation.

As with most *Savage Worlds* settings, Deans have the option of running an *East Texas University* Plot Point Campaign (available separately). A Plot Point Campaign is an overall story and framework that allows plenty of room for the Dean and heroes to pursue their own interests. The framework is comprised of Plot Points, which are short, related adventures usually designed to be run in a session or two.

*Degrees of Horror*, the ETU Plot Point Campaign book, includes a full-length Plot Point Campaign (PPC) that takes the characters from Freshman orientation all the way to graduation. It also includes new information on Pinebox's secrets and more than 20 additional *Savage Tales*.

Deans who are looking for a less directed approach or who want to flesh out the PPC can create their own adventures or use the

Adventure Generator on the following pages to craft new mysteries for their students.

## ADVENTURE GENERATOR

The Adventure Generator is designed to help a Dean create mysteries on the fly and inspire his own *Savage Tales*. They work well for one-shots or for “filler” adventures between the episodes of the Plot Point Campaign (available at [www.peginc.com](http://www.peginc.com) or game stores).

If the Dean doesn't have a particular plan for the next adventure, he can use the tables on the following pages to quickly and easily create one.

To start, draw a card on each of the following tables, shuffling the deck between steps:

- **Who:** This tells you who the “bad guys” are.
- **What:** What the bad guys are up to.
- **Why:** Why they're up to no good.
- **Where:** Where the incident begins or the main action takes place.
- **Complication:** Throw in a twist for extra flavor and some red herrings.



## WHO?

Card	Antagonist
2	<b>Student:</b> A classmate (and perhaps some companions) are up to no good. If the suit is red, the antagonists are members of a fraternity or sorority.
3	<b>Faculty:</b> One of ETU's professors (and perhaps some of his most trusted friends or students) is the antagonist this time out. If the suit is red, at least one of the player characters has or has had this professor before.
4	<b>Townies:</b> The locals are up to mischief. If the suit is red, the townies are from outside Pinebox, such as Blackburn or Morganville.
5	<b>Government:</b> Officials are at the root of the problem. If the suit is red, the trouble comes from the local authorities. If the suit is black, it's the military (perhaps from Base X) or a secret group such as the fabled "Men in Black."
6	<b>Cult:</b> The bad guys are a weird cult looking to bring about some major change in the world—or destroy it! If the suit is red, they're mostly students. If it's black, they're mostly townies or outsiders.
7	<b>Animal:</b> A creature is behind the mystery. It may be natural but somehow forced into the mystery by other circumstances, or it may have been altered somehow—perhaps by drinking from weird chemicals or as the result of a miscast ritual.
8	<b>Scientist:</b> A technically-minded person is messing with forces beyond her control. She may be doing this knowingly or unknowingly.
9	<b>Corporation:</b> A company (or at least part of it) is the primary actor.
10	<b>Criminal/Organized Crime:</b> A criminal or group of criminals, or gang, are involved. This might be a Mafia hit man passing through town, a local Neo-Nazi, a drug-smuggling member of the Dixie Mafia, or gang members from some large urban area on the lam from their competition.
<b>Jack–Ace</b>	<b>Supernatural:</b> A creature, ghost, demon, or human with supernatural abilities is on the prowl. Draw on the Supernatural Creature Table (page 66)
<b>Joker</b>	<b>Double Trouble:</b> There are two forces at work here. Draw twice more. If you draw the second Joker, draw twice more for a total of three antagonists in the adventure.

## WHAT?

Card	Incident
2–5	<b>Missing person:</b> Someone is missing. Draw on the Victim Table (page 66).
6–8	<b>Death:</b> If the card is red, someone is already dead. If it's black, someone's going to die unless the heroes act. Draw on the Victim Table to find out who.
9–10	<b>Accident:</b> There's been an accident of some sort, perhaps incidental to the bad guys' actual plan. Draw on the Victim Table to see who might have got in their way.
<b>Jack</b>	<b>Sighting:</b> Someone saw something strange and tells the students.
<b>Queen</b>	<b>Criminal Activity:</b> If the card is red, a crime has been committed. If it's black, it's going to happen and someone tips off the heroes. Draw on the Victim Table to see who was affected or is currently at risk.
<b>King–Ace</b>	<b>Theft:</b> An item of some value (such as a talisman) was taken from someone. Roll on the Victim Table to see who it was taken from.
<b>Joker</b>	<b>Mass Event:</b> Something BIG is going to happen. Something that could affect the whole town, such as a ritual to raise the dead, grant tangibility to all spirits, poison the water supply, or open a permanent gateway to Hell.

## WHY?

Card	Motivation
2-4	<b>Secret:</b> The antagonists seek forbidden or secret knowledge.
5-7	<b>Power:</b> The antagonists are after power of some kind. It might be direct, like an item, or it might be indirect, like blackmail, rigging an election, or infiltrating some organization.
8-9	<b>Chaos:</b> The antagonists seek purely to sew mischief and mayhem.
10	<b>Sacrifice:</b> The bad guys are attempting to cause misery or harm to others to appease some dark power they believe will grant them favors (rightly or wrongly).
Jack	<b>Love:</b> The antagonists carry out their ill-placed dark deeds for romantic reasons.
Queen	<b>Greed:</b> It's all about money.
King	<b>Ritual:</b> The bad guys must perform a deed as part of a ritual or ceremony.
Ace	<b>Accident:</b> The antagonists didn't <i>mean</i> for anything to happen.
Joker	<b>Double Trouble:</b> Draw two more cards. If you draw the second Joker, draw twice more for a total of three interlocking motivations.

## WHERE?

Card	Location
2-5	<b>Campus:</b> The incident occurs on the campus of ETU. If the suit is red, it's a dorm. If it's black, it is an administration or classroom building.
6-8	<b>Pinebox:</b> The event occurs somewhere in Pinebox. If the suit is red, it occurs at an ongoing business such as the Pizza Barn or Sanctuary Comics. If it's black, the business was closed or the building was empty or abandoned.
9-10	<b>Home:</b> Bad things have happened at someone's home. If the suit was Clubs, it's an apartment. Hearts, it's a small home. Diamonds, it's a larger home or even a mansion. Spades, it's one of the older homes or ranches from Pinebox's early days.
Jack-King	<b>Pinebox Environs:</b> Draw on the Pinebox Environs Table below.
Ace	<b>Out of Town:</b> Something is happening outside of Pinebox. If the suit is Clubs or Spades, it's a nearby city such as Houston. If the suit is Hearts, it happens across the border in Mexico. If it's Diamonds, it's another US town or city outside of Texas.
Joker	<b>Hero's Home:</b> The event happens—or will happen—at one of the hero's homes!

## PINEBOX ENVIRONS TABLE

Card	Location	Card	Location
2-3	Devil Pig Swamp	8	The Burn
4	Kestrell Lake	9	Indian Mounds State Park
5	Lake Greystone	10	Wilson Quarry
6	Old Mill Creek	Jack-Ace	The Big Thicket
7	Base X	Joker	A new area created by the Dean

# SUPERNATURAL CREATURE TABLE

Card	Creature
2-4	<b>Cryptid:</b> A natural but unproven creature such as a chupacabra, skunk ape, or night panther.
5	<b>Lycanthrope:</b> A werewolf or other hybrid.
6	<b>Witch/Warlock:</b> The perpetrator practices the black arts. If the suit is red, he or she is a master. Otherwise she's an apprentice, new recruit, or dabbler.
7	<b>Vampire:</b> A bloodsucking fiend or similar parasitic humanoid has surfaced. If the suit is Hearts, it's an old or ancient fiend with a network of lessers.
8	<b>Ghost:</b> Some unfortunate soul still lingers in our world. If the suit is red, it was violent in life and continues its rage in the afterlife. If the suit is black, the ghost was a victim and might only attack if threatened or confused.
9	<b>Demon:</b> A vile creature from the pits of Hell roams the earth. See the <b>Demon Generation Chart</b> on page 87.
10	<b>Anomaly:</b> A completely unknown creature—perhaps from some other <i>Savage Worlds</i> setting—has somehow ended up in Pinebox.
Jack	<b>Undead:</b> Some sort of undead (other than a vampire) rises. This could be a pack of zombies, a mummy, a horrible wight, and so on.
Queen	<b>Animal:</b> A normal animal altered by science or sorcery is behind the event.
King	<b>Xeno:</b> The horror is extraterrestrial in nature! It could be grays, a hunter from the stars, or even the servant of some otherworldly deity.
Ace	<b>Slough Creature:</b> Something corrupt has animated the muck and slime of a swampy slough into a human-shaped creature.
Joker	<b>Double Trouble:</b> Two horrors are involved! Perhaps they are opposed to each other. Or maybe one is using the other as its pawn. Draw twice more. If you draw the second Joker, draw twice more for a total of three creatures.

# VICTIM TABLE

Card	Victim
2-4	<b>Student:</b> A fellow ETU student is in peril.
5	<b>Faculty:</b> One of ETU's faculty is the victim. If the suit is red, at least one of the player characters has or has had this professor before.
6	<b>Townies:</b> The locals are in danger. If the suit is red, the danger is in a nearby town such as Blackburn or outlying ranches. Black means the victims are right here in Pinebox.
7	<b>Government:</b> Someone in an official position is in danger. If the suit is red, it's the town government. If the suit is black, it's a state or federal official.
8	<b>Love Interest:</b> One of the characters' love interests (or close friend) is in danger.
9	<b>Animal:</b> Wildlife or domesticated animals are the victims of this particular tale.
10	<b>Scientist:</b> A team of researchers, doctors, or scientists are in danger.
Jack	<b>Corporation:</b> Someone or some thing has targeted a company and its employees.
Queen	<b>Criminal/Organized Crime:</b> Bad things are about to happen to bad people. Should the heroes help? Or let it happen?
King	<b>The Heroes:</b> One of the heroes is the target!
Ace	<b>Paranormal:</b> The victim is a supernatural creature (draw on the tale above ignoring Jokers). It may be good, redeemed, or the lesser of the evils.
Joker	<b>Double Trouble:</b> There are two victims. Draw twice more. If you draw the second Joker, draw twice more for a total of three victims.

## COMPLICATIONS TABLE (RED SUIT)

Card	Complication
2	<b>Mistaken Identity:</b> One of the students or the target is the victim of mistaken identity.
3	<b>Crime:</b> The students or the target become victims of a crime or may have to perpetrate one.
4	<b>Misdirection:</b> The students believe the adventure is about one thing, but the problem changes and the gang must adjust. Generate a second complication.
5	<b>Timed Travel/Race:</b> The student's time is limited and they must hurry to accomplish their goals.
6	<b>Off the Grid:</b> Someone involved in the case goes missing for a while. Turns out he or she was just busy—but it happens at a very inopportune time.
7	<b>Heartbreak Hotel:</b> One of the characters with a romantic relationship hits a glitch. The Significant Other might demand more time or be losing interest. If the card was a Heart, he or she is cheating on the hero with someone else.
8	<b>Breakdown:</b> A character's car breaks down and must be repaired. Mom and Dad take care of the expensive fix, but it's in the shop for 1d6 days.
9	<b>Teacher's Pet/Pain:</b> One of the heroes (selected at random) gets noticed by one of his key professors. If the card is a Heart, he's her pet and adds +1 to his next Exam roll. If it's a Diamond, the two don't click and he suffers a -1 penalty.
10	<b>Haters Gonna Hate:</b> The student gets involved in something ugly—like a protracted flame war on social media, a fight with Mom and Dad, or behaving embarrassingly badly in front of friends or teammates. He suffers a -1 penalty to all Smarts and Spirit rolls, and linked skills, for 1d6 days.
Jack	<b>Ambush:</b> The bad guy(s) know the students are coming and lay in wait to ambush them when the time is right. If the card is a Diamond, they're connected to the current mystery. If it's a Heart, they're still carrying a grudge from a previous event.
Queen	<b>Can You Hear Me Now?:</b> Sometime during the adventure, at the worst possible time, mobile phone coverage inexplicably goes out for 2d6 hours.
King	<b>Betrayal:</b> Someone the students know betrays their loyalty. Maybe someone they got information from tells on them or informs the police that a bunch of "armed lunatics are off chasing make-believe monsters." Or perhaps someone inadvertently spills the wrong beans.
Ace	<b>Weather:</b> A massive thunderstorm strikes if the card is a Heart. If it's a Diamond, it's something far worse, like a tornado, wildfire, or flood.

## COMPLICATIONS TABLE (BLACK SUIT)

Card	Complication
2	<b>Pop Quiz:</b> A big test comes up in one of the student's classes, determined randomly. Sometime in the next week of classes, he must make a roll as if taking Exams. If he fails, he suffers a -2 penalty to his actual Exams for his shortcomings. If he succeeds, there's no penalty. If he gets a raise, he gets a +2 bonus on the next Exam.
3	<b>Money Trouble:</b> When it rains, it pours. Everyone has an unexpected expense of some sort (the player can describe what it is). The expense is equal to \$10 × d6, times the character's wealth level (Poor=×1, Normal=×2, Rich=×4, Filthy Rich=×6).
4	<b>Media Attention:</b> A nosy reporter smells a story concerning one of the party's previous deeds. Maybe he wonders where that missing transient (that was a werewolf) went and links some aspect of the case to the students. A Club means the reporter is with the <i>Raven's Report</i> . A Spade means the reporter is from out of town, perhaps with an "investigative" rag like the <i>Enquirer</i> . The reporter might be an "in your face" type who likes to do ambush interviews, or she might be a quiet, "keep to the shadows" type who actually does research.
5	<b>The Sniffles:</b> Is this just seasonal allergies or something more serious? One or more students suddenly doesn't feel so well. A Club means the illness involves congestion and cold symptoms. A Spade means digestive tract problems—such as a queasy stomach or loose bowels.
6	<b>Crime Doesn't Pay:</b> The police pick up on something the gang did and start a quiet investigation. They watch the heroes like hungry hawks.
7	<b>Rock Out:</b> A super popular band a couple of the heroes are hot for comes to town. Of course the big concert happens right in the middle of their investigation, so they really need to hurry things up if they want to make the show.
8	<b>WeirdTV:</b> A group of students has put together a "ghost hunters" type show. One of them knows about the heroes somehow and wants to accompany them on their next mission—and film it! If they aren't allowed to tag along, they might follow anyway, resort to blackmail, or find some other way to get in on the hijinks.
9	<b>Escaped Fugitive:</b> A prisoner or violent offender is loose in the area where the main action takes place. The police are everywhere—and so is the perp!
10	<b>Mom and Dad:</b> One of the heroes' parents decide to visit, most likely unexpectedly. Maybe they just miss their little guy or gal. Maybe they have some bad news to share. Maybe they want to see first-hand why their son or daughter's grades aren't better.
Jack	<b>Madness Reigns:</b> Someone who experienced something terrible goes completely insane. They might tell the heroes they're a time traveler sent back to warn them of the upcoming Terminator invasion. Or they may claim the residents of Pinebox are aliens and the students are there for them to study. The worst part of the person's condition is that <i>they just might be right</i> .
Queen	<b>Men in Black:</b> A group of government operatives in black suits, black ties, white shirts, and black hats show up and ask lots of questions. They act very strange—unnatural. Almost alien. Then vanish.
King	<b>The Cavalry:</b> The player characters aren't the first class of heroes to graduate from ETU. A small group of alumni who went through similar challenges notices what the group has been up to and keeps an eye on them. If things get really bad, they lend a hand. They might call in a favor with the police, snipe a monster, or quietly drop off a much-needed ritual component at one of the youngster's doors.
Ace	<b>High Strangeness:</b> Something wears at the boundaries of the natural world. Draw on the <b>High Strangeness</b> table (page 71) three times during the course of events.
Joker	<b>All Hell Breaks Loose:</b> Magic or Ritualism gone awry causes a dimensional rift. A number of creatures enter our world and run wild. Most go into hiding quickly, but a few may rage if given the opportunity.

## EXAMPLE UNO

Jerry's group is in the middle of their Freshman year and he decides to put together an adventure using the Adventure Generator. He gets the following results:

Step	Card	Result
<b>Who</b>	Jack of Spades	Supernatural Creature (Cryptid)
<b>What</b>	5 of Clubs	Missing Person (Animals)
<b>Why</b>	Queen of Spades	Greed
<b>Where</b>	Ace of Hearts	Out of Town (Mexico)
<b>Complication</b>	Joker	All Hell Breaks Loose

Jerry takes a look at his results and sees that a chupacabra is killing animals across the border in Mexico. The first thing he has to do is figure out why the students care, and how they find out about it. He decides one of the students has an aunt named Lupe who lives across the border in Matamoros. She's a lonely sort, and her pet dog Rafael has gone missing. She asks if he can come help her look for it on the weekend. A little research shows that a lot of pets have gone missing from Lupe's neighborhood. One of the locals swears it's the work of a chupacabra, and another eyewitness said she saw some kind of weird dog-thing running off with her cat.

That's simple enough, but how does Greed figure into it? And how does it lead to all Hell breaking loose?

Jerry does a little research into Matamoros and sees that it has a booming economy with numerous factories—including US car manufacturers such as Ford and Chrysler. He decides Lupe works at the local Ford plant in Human Resources. She was recently promoted to a coveted desk job off the factory

floor, beating out her old friend and neighbor, Felina Vasquez. The angry Felina has an aunt who knows a little black magic, and used it to summon a chupacabra to scare Lupe. But something went wrong with her spell. The first night it was one chupacabra. Then two prowled the town, then three, then four. Now there are a dozen of the things! This is where the "All Hell Breaks Loose" result comes in.

Jerry decides the pack hides out in the Matamoros junkyards by day and prowl Lupe's neighborhood by night. So far they've only attacked pets, but it won't be long before they find human prey. Worse, the pack grows by one a night!

The heroes can fairly easily set traps for the chupacabras and trail them back to their lair, but Jerry also needs a way to tie them to the neighbor. He decides to go with the obvious—all the pets on Lupe and Felina's street have been taken except Felina's yappy chihuahua, Pepe. If they watch her carefully, they can spy Felina gathering ritual components to attempt to stop the flood of chupacabra.

## EXAMPLE DOS

It's Craig's turn to generate an adventure. His group are Juniors and up for a little greater challenge than Jerry's. He draws his cards and gets the following results:

Step	Card	Result
<b>Who</b>	2 of Spades	Student
<b>What</b>	Ace of Spades	Theft (Corporation)
<b>Why</b>	8 of Diamonds	Chaos
<b>Where</b>	10 of Hearts	Home (Small Home)
<b>Complication</b>	10 of Clubs	Madness Reigns

A student stole something from some corporate executive's home and it's going to cause pure chaos. Craig decides to go with something a little more technical this time—not every adventure has to involve the supernatural.

The student, Derek Southern, is a Sophomore in Computer Science. Derek doesn't have a lot of money so he does a little freelance tech-support on the side. Mostly, he cleans up viruses from the locals' personal computers and reinstalls their operating systems.

A few days ago, he was called to the home of John Smith, an exec at a local accounting firm that handles accounts for several Texas tech companies. Smith carelessly left his clients' files on the computer and Derek was able to copy and decode it—including dozens

of credit cards. One of the credit cards he used belonged to one of the heroes.

When the students are out at the Pizza Barn or some other eatery, that student's card is declined. When he calls his credit card company to find out what's wrong, he sees he recently bought a pair of expensive speakers—and they were delivered to Derek's house.

Finding the hacker isn't hard, but as soon as Derek realizes he's busted he goes completely nuts. He runs, using the last of his stolen cards to buy survival gear and a hunting rifle and goes after anyone he perceives turned him in.

Not every adventure has to be supernatural in origin. Sometimes the real world is scary enough.

### EXAMPLE TRES

Step	Card	Result
<b>Who</b>	Ace of Clubs	Supernatural (Undead)
<b>What</b>	9 of Clubs	Accident (Faculty)
<b>Why</b>	6 of Diamonds	Power
<b>Where</b>	Jack of Clubs	Pinebox Environs (Big Thicket)
<b>Complication</b>	King of Hearts	Betrayal

Jerry's Freshmen are now Sophomores. He draws his five cards and gets the results above. Some sort of undead triggered an accident that affected a member of the ETU faculty—one of the hero's professors.

Jerry decides Dr. Cranston, Professor of Archaeology, tracked the existence of a rare tome to Pinebox. The book contained a number of vile spells and was buried with its owner, Ezekiah Tremaine, in the late 1800s. Cranston entered the Pinebox Cemetery late at night and began to dig.

But his peer, Professor Mariah Hill, was on to him. She followed the grave robber and watched as he unearthed the ancient coffin and found the book—only to have the worm-eaten corpse of Old Tremaine awake and grab him by the throat! Hill rushed to Cranston's aid but the undead thing was too powerful. It threw Cranston aside and threw the pretty young professor over its shoulder.

The heroes are asked by Cranston himself to find Dr. Hill. He knows they've encountered other strange things in Pinebox and thinks they can be trusted to be discrete. He lies enough to say it was *Hill* who sought the book, and he was the one who tried to stop her. She wouldn't listen, so he followed her and saw the whole grisly event. He tried to fight the thing but it tossed him aside (he points to a nasty bump on his head). Cranston thinks Tremaine, whatever it is, will likely flee to his old house, lost ages ago somewhere in the Big Thicket.

Cranston insists on accompanying the "youngsters." He won't be responsible for their deaths, he says dramatically. When they find the tome, he does whatever he can to ensure he's the only survivor. The book is itself a talisman with the *blast* power, and Cranston knows the keyword.

## HIGH STRANGENESS

Pinebox is a weird place. Sometimes that weirdness manifests out of nowhere with no particular diabolical scheme or adventure behind it. At the beginning of each session the Dean may draw a card to see what High Strangeness manifests sometime during that session. On a Joker, draw a new card at the beginning of each *scene*. The Dean should introduce the occurrence whenever most appropriate, such as a side effect of ritual magic or a haunting.

### HIGH STRANGENESS-CLUBS

Card	Result
2	It begins raining rust-colored rain drops.
3	Water turns to blood.
4	An animal yelps in pain. Its carcass is found with the head turned backwards.
5	The sun or moon unexpectedly eclipses. No one else finds it particularly noteworthy.
6	A cat or dog approaches the characters and lays a small heart at their feet. Moments later it drops dead. A heart is missing from its body.
7	A thick fog grows unnaturally and covers the entire town for 1d4 days.
8	The wind picks up and the sounds of unintelligible whispered voices are heard in it.
9	A strange mist fills a Large Burst Template area centered on the heroes or triggering source.
10	Everything in a Large Burst Template area becomes as sticky as molasses: people, plants, objects, even the ground itself.
Jack	Earthworms, grubworms, and maggots begin crawling from a nearby patch of ground.
Queen	A pet turns feral and vicious for 1d10 rounds.
King	There is a sudden, very loud, thunderclap.
Ace	Every person in the next public area suddenly develops hiccups lasting 1d10 minutes.

### HIGH STRANGENESS-HEARTS

Card	Result
2	Somewhere nearby the awful screeching and crunching of a massive car wreck resounds, but no such accident can be found.
3	Bark flakes off of a tree, revealing flesh. Exposed to air, the flesh toughens into bark.
4	The heroes notice bloody footprints ending right behind them. They can be backtracked only twenty paces before mysteriously appearing as if in mid-stride.
5	Silence reigns as no sound escapes a Large Burst Template area for 1d4 minutes.
6	An insect can be heard screaming for help from a spider web.
7	A siren's song comes from a nearby patch of woods but stops when investigated.
8	The heroes discover tortillas with small holes punched through them all over the ground.
9	All pets and animals flee in terror from the heroes.
10	Shadows cast by the heroes move of their own accord.
Jack	An unusually large black bird seemingly follows one of the heroes. It continues to do so unless it is shot, killed, or captured.
Queen	All cell phones in Golan County suddenly stop working for 1d4 days and no explanation is ever given.
King	Birds suddenly fill the sky by the thousands, all flying east.
Ace	One of the heroes vomits uncontrollably, producing a foul, purplish mass that seems to whine and squeal for a few seconds, then "dies."



## HIGH STRANGENESS—DIAMONDS

Card	Result
2	A series of knocks from interior walls have no visible source.
3	Someone screams for help from a closet, but no one is inside.
4	A nearby mirror splinters and crashes to the ground.
5	1d6 mice suddenly appear and scamper in the area looking for a place to hide.
6	All sounds in a Large Burst Template area become “screwed” so they are slow and deep and difficult to understand.
7	All food or drink sours immediately.
8	The water draining down a faucet begins to circle in the opposite direction.
9	For 1d4 rounds roaches and other creepy crawlies suddenly swarm in a Small Burst Template.
10	Something scratches at a door or window, but no cause is ever found.
Jack	A bucket of human teeth is found nearby.
Queen	A hero seemingly causes any device with a speaker to burst into static at her approach.
King	Roll d100. The resulting number becomes a recurring theme for the heroes. It is everywhere they look—doors, phone numbers, ticket numbers, etc.
Ace	A homeless person fixates on one of the heroes and begins following her. He is not mean or evil, only very curious and mysteriously drawn to the hero.

## HIGH STRANGENESS—SPADES

Card	Result
2	A large owl flies to a nearby window, pecks the glass until it cracks, then flies away.
3	An object suddenly falls from a shelf.
4	A beverage (beer, wine, water, soda) suddenly boils.
5	A beverage suddenly turns to solid ice.
6	All glass (including eyeglasses) in a Large Burst Template area suddenly crack.
7	Nearby sinks and toilets turn on or flush.
8	A baby’s cry is heard nearby, but cannot be found.
9	All clocks stop and cannot be restarted for 1d6 minutes.
10	The heroes suddenly experience missing time. Roll 1d100 for the number of minutes. They have no memory of what just happened, but all their watches and time pieces are exactly the same and when compared to others they show the indicated time lapse.
Jack	A hero hears someone making a “Shhh!” noise, but no one did.
Queen	Characters controlled by the Dean only speak in questions. When this is pointed out to one of them, he screams in agony and blacks out. The phenomena stops afterward.
King	The heroes experience a moment of déjà vu. End the current scene, then repeat it.
Ace	A hero begins having migraine headaches that cause him to suffer a -2 to all rolls for 1d6 hours. However, on a successful Spirit roll, he also has a brief glimpse of the future.

# PARTY GENERATOR

The Dean may occasionally need to generate a quick party as part of a session. The tables below provide some quick inspiration. Draw two cards to determine the Size and Location of the event. The suit of the Size card determines the base number of Special Guests (Clubs = 0, Diamonds = 1, Hearts = 2, and Spades = 3). Apply any listed Guest Modifier for the party's size (minimum of none and results of 2-5 never have Special Guests). If the party has Special Guests, draw a card for each to determine who or what they are.

*Example: Mark's players decide to ditch studying and go to a party. He draws a Jack of Spades for Size and a Seven for the Location, a commercial spot. Rolling the dice, he gets a 12, multiplied for 48 guests other than the heroes.*

*A Spade on Size means there are a base of 3 Special Guests, but a Jack has a -1 modifier, so there will be two Special Guests. Drawing two more cards, he gets the Three, Popular Student, and a King, Trouble! He draws for the Trouble, getting a Five. Someone is getting Dumped.*

*Mark tells the players they've heard of a party at the Pizza Barn celebrating the swim team's win and their record-breaking team captain, Alice Marsh. Unfortunately, one player is destined to find her boyfriend making out with said team captain in a dark corner booth.*

## PARTY TYPE (3 CARDS)

Card	First Card: Size (Guest Modifier)	Second Card: Location	Third Card: Special Guest
<b>2-3</b>	2d4 (None)	Dorm Room	Popular Raven student such as an athlete or fraternity president
<b>4-5</b>	2d6 (None)	Private residence	ETU Faculty such as a professor
<b>6-8</b>	3d6 (-2)	Commercial spot such as the Pizza Barn	Town of Pinebox personality such as the sheriff or a deputy, the mayor, or one of their family
<b>9-10</b>	3d6 ×2 (-2)	ETU campus building or sports arena	Local personality such as radio or television reporter, popular DJ, reality star, etc.
<b>Jack</b>	3d6 ×4 (-1)	Large private residence	Outsider such as an undercover agent
<b>Queen</b>	100 (+0)	Public or campus Park	Party Trouble (see page 74)
<b>King</b>	200 (+1)	Big Thicket	Party Trouble (see page 74)
<b>Ace</b>	300 (+2)	Lake Greystone	Party Trouble (see page 74)
<b>Joker</b>	Up to 500 (+4)	Out of town	Double Trouble (Draw for two events off the Party Trouble Table, page 74)

## PARTY TROUBLE

Card	Encounter
2	<b>There Will Be Blood:</b> Something terrible happens. A creature attacks the party if it's small, or preys on the fringes if it's a large gathering.
3-4	<b>Things Get Weird:</b> Draw on the High Strangeness Table (or whatever was drawn for the session happens at the party).
5	<b>Dumped:</b> Someone gets dumped. It could be the end of a romantic relationship, or just two friends deciding to part ways.
6-7	<b>Fight:</b> A fight breaks out. Depending on those involved it could be little more than nasty catcalls or it could degenerate into an actual fistfight.
8	<b>Over Indulgence:</b> Someone has a little too much to drink and does something a little embarrassing. If the party is a teetotaling affair, someone gets food poisoning or a virus instead.
9-10	<b>Popo:</b> The police show up, likely because the event was getting out of hand and a neighbor filed a noise complaint. If the event was smaller or quiet, the police get the wrong address.
Jack	<b>Escaped Prisoner:</b> The police go door-to-door looking for a prisoner who escaped custody. The prisoner might be a normal human, of course, but he might also be something far more deadly—and he just might be hiding nearby.
Queen	<b>Hook Up:</b> One of the characters who wasn't previously romantically involved becomes so. This might also indicate a new and strong friendship instead.
King	<b>Epiphany:</b> Not only does the party help the student blow off steam, some conversation or event occurs that helps him understand certain academic obstacles he's been struggling with. He adds +2 to his Academics for the semester.
Ace	<b>How'd THAT Get Here?:</b> At some point during the party one of the students finds a new ritual, invaluable clue, or bit of knowledge that can help against the supernatural.
Joker	<b>The Gathering:</b> Someone or something gathered the group together for a nefarious reason or is using a benign gathering to get all his victims together in one place. If it's a party at a private house, for example, the host might be using his guests as hosts, sacrifices, or simply to "sing" the new song he wrote that's actually a demonic summoning chant.

## RESEARCH ADVENTURES

Characters frequently do research to solve a mystery or to search for rituals. When they do, the Dean can draw a card on this table to see if something strange happens during their investigation.

Card	Encounter
2	They discover a very old, leather bound book written in a dark language. The book promises unlimited power to those who unlock its secrets. If translated and read, a demon is released. It must perform two tasks within its power for the one who released it, then it is free to do as it wishes. A cult also seeks the book.
3	They have found an obscure book with writing in the margins. If read, it tells of the Pinebox Protection Society and a werewolf hunt in the Big Thicket more than 60 years ago. Is it true? Although the book carefully leaves the members unnamed, it does describe a cache of silvered weapons left hidden near an abandoned timber mill for future use.
4	A thirty year old book written by Cho Li Hua, a Vietnamese mystic, offers self-help and ways to overcome the evils of the soul and bad memories. If read it describes a Power of the Dean's choice.

## RESEARCH ADVENTURES (CONTINUED)

Card	Encounter
5	A hero discovers a book from the 1850s that promises to bring riches and wealth to anyone who follows the plan outlined in the book. It includes many astronomic charts and incantation rituals. If completed, allow participating heroes to make a Ritualism (-2) roll or a Knowledge (Occult) roll (-4). If successful, they start receiving money from an unexpected place, such as a bank error in their favor, a distant relative leaves them money, and so on. This effectively raises their allowance one wealth category for the remainder of the semester. If failed, they begin losing monies and drop one wealth category, or if already poor, their money is halved. This blessing/curse can be removed prior to the end of the semester using a ritual based on the <i>dispel</i> power. They don't know that one? Maybe they need another Research Adventure!
6	While researching, a hero discovers a note in the middle of a book. The note claims that a random NPC is going to be killed next Saturday, but that the writer is afraid to go to the police and asks that anyone who finds this note stop the murder. This is going to happen. The author of the note is psychic and has seen the murder, but is afraid of being laughed at or disbelieved. Generate the NPC victim, the author of the note, and the killer.
7	While researching in the library a hero discovers a ritual for cheating on tests, which someone left folded and stuck in a newly returned book. The ritual in question is based on the <i>knowledge</i> power. The owner is desperate to get it back.
8	A hero discovers that someone has written in the margins of a book that they know the location of La Salle's buried treasure and that it is near the community of Blackburn, just south of Lake Greystone. He even includes a map, but warns that anyone who finds the treasure will be cursed and suffer for it. The last person to check out the book was John Wheezler in 1962. A small treasure chest is buried where the map indicates, and inside is a human skull inside along with a beautiful gold bracelet. The bracelet is a possessed item. The evil spirit of a pirate soon attempts to possess anyone who wears it. If the spirit is successful the target begins to have criminal tendencies and gains a die type in Fighting.
9	While researching, a beautiful person (page 82) targets one of the heroes. He or she will do anything to capture the hero's heart and to convert him/her into joining them.
10	A hostage crisis takes place in the library as a spurned young man decides to take his revenge on his girlfriend. He is armed and crazy.
Jack	While researching from a computer in the library or a lab, someone begins Instant Messaging one of the heroes. The person seems to know a lot about the hero and attempts to make a date. If spurned he/she becomes a stalker.
Queen	A hero discovers an arcane book. Upon closer study it is a ritual for gaining a <i>familiar</i> , found on page 57.
King	A hero discovers a book of Voodoo rituals. If studied, the hero learns a rite of exorcism (based on the <i>banish</i> power.)
Ace	A chance encounter with a librarian leads to a rare opportunity for a tour of the "special reserve" section in the ETU library's basement. This area, protected by physical and metaphysical defenses, holds an impressive collection of occult books that have been donated over the years. One such book offers a clue to a foe's weakness.
Joker	Jackpot! A hero finds a detailed book on paranormal creatures and ghosts. He/she gains a +2 to any Investigation or Knowledge (Occult) rolls regarding such creatures and spirits as long as he/she has access to this book.

# TEXAS CHARACTERS & CRITTERS

Pinebox, Texas, is filled with strange, weird, and unusual beings—and those are just the locals! There are also more than a few ghosts, demons, and honest to goodness monsters roaming the Big Thicket.

## MONSTROUS ABILITIES

*East Texas University* adds a few new monstrous Special Abilities.

## POSSESSION

Possession occurs when a spirit enters and gains control of a physical body. The power is most often the domain of demons and hostile ghosts.

To possess a being, the spirit must have “sight” on the victim, even if it remains incorporeal, invisible, or perhaps even bound or trapped in a nearby object.

The entity then makes an opposed Spirit roll at  $-2$ . The penalty is reduced to  $-1$  to renew a current possession, if the entity can “touch” the victim, or if the target is Shaken, asleep, or currently involved in a ritual in which the victim is open to supernatural energies.

Failure means the spirit does not enter the victim’s body and may not try again for 24 hours.

Success means the entity controls the character as the *puppet* power for its Spirit die type in minutes. With a raise, the duration increases to hours and the spirit can access the target’s memories and skills.

The spirit takes its victim’s physical attributes but keeps its own Spirit, Smarts, and skills. It also keeps any of its other Special Abilities the Dean thinks make sense for the mortal form.

The spirit may make another successful opposed roll at the duration’s end to renew its control, and *must* do so if its host takes damage (a wound or greater). It may release the body as a free action at any time.

**Exorcism:** Spirits can be cast out of a body through the *banish* power.

## BANE

A bane isn’t necessarily a weakness but rather an aversion to an item or object. A creature wishing to attack a character holding their bane must win an opposed Spirit roll as a free action. If the target wins, the being cannot attack but can try again on a later round. If the target wins with a raise, the being normally withdraws for the encounter unless it finds a way to circumvent the ward.

The creature can never cross a line consisting of its bane substance or effect (including a circle entrapping the creature), but if the line is broken in even the smallest place the creature can bypass it. In some cases a creature’s bane may also be used as a weapon (causing damage) against it. In these circumstances the item will also be listed as a Weakness in the creature’s description.

## RESIDENTS

Below are some of the more noteworthy residents of Golan County.



### SONYA ALVAREZ

The librarian in charge of ETU's "special reserves" section is a serious, no-nonsense woman. Although only in her 20s, her hair has turned prematurely white.

As a student at ETU, Sonya was a thrill-seeker. She loved sneaking into off-limits or hidden campus areas such as the steam tunnels and campus tower. By comparison, the library basement-level Special Reserves seemed trivial.

The next morning, the librarian unlocked the heavy door to the Special Reserves to find Sonya curled up on the floor just inside, her hair turned solid white. Sonya never told her friends what happened, but the next semester she changed her Major to Library Sciences and took a student job in the Special Reserves.

At the old librarian's retirement Sonya inherited responsibility over the many occult books in Special Reserves, most of which have been donated to the university by the estates of wealthy—if peculiar—alumni. She knows all too well the danger "her" books represent and she does not easily cooperate with those seeking knowledge from them.

**Attributes:** Agility d4, Smarts d6, Spirit d8, Strength d6, Vigor d6

**Skills:** Knowledge (Occult) d10, Knowledge (Ancient Texts) d8, Notice d6, Ritualism d4

**Charisma:** —; **Pace:** 6; **Parry:** 2; **Toughness:** 5

**Edges:** Scholar

**Powers:** *knowledge*

**Gear:** Crucifix, flask of holy water, salt



### SHERIFF BUTCH ANDERSON

At first, the tall, overweight Sheriff Anderson seems to fit every stereotype of a rural sheriff. Yet, his "good ol' boy" persona hides a crafty intelligence.

Anderson is re-elected because he acts tough on crime, even if it means sometimes overlooking inconsistencies to preserve the illusion of safety. The sheriff takes a strong dislike to those who "make waves" by pointing out those inconsistencies.

But he also knows when to look the other way. Anderson is aware that strange things happen in Pinebox, and if someone discretely takes care of such things he and his deputies might just let it slide. Wanna-be heroes who *don't* know how to keep things quiet, however, are a different matter and he has zero tolerance for campus Rambos running around with firearms and pointy sticks.

**Attributes:** Agility d4, Smarts d6, Spirit d8, Strength d8, Vigor d8

**Skills:** Driving d4, Fighting d8, Intimidation d8, Investigation d6, Knowledge (Law) d6, Notice d6, Persuasion d6, Shooting d8, Streetwise d6, Tracking d4

**Charisma:** -1; **Pace:** 5; **Parry:** 7; **Toughness:** 9/11 (2/4)

**Hindrances:** Obese, Habit (Minor, dips tobacco), Stubborn

**Edges:** Block, Hard to Kill, Marksman

**Gear:** Kevlar vest (+2/+4), Streetsweeper shotgun (Range 12/24/48, Damage 1-3d6, RoF 1, 12 shots), .45 Peacemaker (Range 12/24/48, Damage 2d6+1, RoF 1, Shots 6, AP 1).



### DETECTIVE BLAINE BISHOP

Bishop is a tall, handsome African American with the Pinebox Police Department. He knows monsters roam Pinebox's shadows, making him a potentially useful ally. Despite being on the side of law and order, he and the Sheriff frequently get in each other's way. Both sides stubbornly perpetuate the rivalry between the Sheriff's Department and city Police Department. Whereas Sheriff Anderson is brash, Bishop exudes a quiet confidence.

**Attributes:** Agility d8, Smarts d8, Spirit d10, Strength d6, Vigor d10

**Skills:** Driving d8, Fighting d10, Investigation d8, Knowledge (Law) d8, Knowledge (Occult) d4, Notice d8, Shooting d10

**Charisma:** +2; **Pace:** 6; **Parry:** 8; **Toughness:** 9/11 (2/4)

**Hindrances:** Code of Honor

**Edges:** Alertness, Attractive, Block, Command, Dead Shot, First Strike, Quick

**Gear:** Kevlar vest (+2/+4), Streetsweeper shotgun (Range 12/24/48, Damage 1-3d6, RoF 1, 12 shots), Colt 1911 .45 (Range 12/24/48, Damage 2d6+1, RoF 1, Shots 7, AP 1, Semi-Auto).





## JACKSON GREEN

Jackson is a native Texan and has the bravado to prove it. He wears cowboy boots and hats and is an amateur bull rider. Jackson likes to party and is usually in some sort of trouble. At ETU he chose a History Major and became friends with Professor Glen Maclanahan. Through the professor, Jackson became fascinated with the occult and even began dabbling in ritualism. As a graduate student, he teaches Freshman American History and assists Dr. Maclanahan with ghost hunting.

Jackson makes a good friend for the students, helping them survive their first year at ETU. He has a major role to play in the *Degrees of Horror* Plot Point Campaign.



**Attributes:** Agility d6, Smarts d10, Spirit d10, Strength d6, Vigor d8

**Skills:** Fighting d8, Healing d4, Investigation d8, Knowledge (History) d8, Knowledge (Occult) d8, Notice d8, Riding d6, Ritualism d6, Shooting d6, Streetwise d8, Survival d6

**Charisma:** —; **Pace:** 6; **Parry:** 6; **Toughness:** 6

**Hindrances:** Curious, Loyal, Stubborn

**Edges:** Luck, Investigator

**Powers:** armor, banish, ward

**Gear:** Colt 1911 pistol (Range 12/24/48, Damage 2d6+1, RoF 1, Shots 7, AP 1, Semi-Auto), Leather Coat (talismán, +2 Armor when worn), Pump Shotgun (Range 12/24/48, Damage 1–3d6, RoF 1, Shots 6).



## FORRESTER HARRIS

Harris' knack for rooting out crime got him twice re-elected as Sheriff in the late '70s before he retired and opened Pinebox Pawn.

Today Harris is in his early 80s, though his trim physique is that of a man still in his early 50s. The shop owner is bald and wears small, wire-rimmed glasses over deep brown—almost black—eyes with disconcertingly large pupils. Coupled with a peculiarly pointed nose and large ears, Harris' appearance tends to be unsettling.

Forrester's uncanny knowledge of countless events—both historical and mundane—has given him a reputation as a walking encyclopedia.

**Secrets:** Although he grew up a fine citizen, Forrester Harris is actually half demon—the issue of Martha Lynn Harris's infernal union with a demon she summoned in 1931 on Halloween night. Harris' ancestry gives him the psychic ability to sense what people want and what they have done, or are willing to do, to attain it. He does a brisk business, and his gifts allow him to find and identify very special antiques and items.

**Attributes:** Agility d6, Smarts d10, Spirit d8, Strength d8, Vigor d8

**Skills:** Fighting d8, Intimidation d12,

Investigation d8, Knowledge (Occult) d8, Notice d10, Persuasion d12, Repair d6, Ritualism d10, Shooting d10, Stealth d8, Streetwise d6, Taunt d12

**Charisma:** -2; **Pace:** 6; **Parry:** 6; **Toughness:** 7

**Hindrances:** Code of Honor, Ugly

**Edges:** Aura Reader, Psychometry, Psychically Sensitive, Memorized Ritual (multiple)

**Powers:** *detect/conceal arcana (memorized), dispel (memorized), divination, grave speak (memorized), healing (memorized), knowledge, pain transference, summon demon (memorized)*

**Gear:** Sawed-off Double-Barrel Shotgun (Range 5/10/20, Damage 1-3d6, RoF 1-2, Shots 2).

**Special Abilities:**

- **Demonic Heritage:** Demonic heritage makes Forrester resilient than other people, giving him +1 Toughness
- **Hardy:** A second Shaken result does not cause a wound.
- **Low Light Vision:** Ignore penalties for Dim and Dark lighting.



**DR. GLEN  
MACLANAHAN,  
AKA GLENMAC**

Dr. Glen Maclanahan believes in the paranormal. While this draws derision from ETU academia, he is a popular professor amongst the students, perhaps in part due to the antics of his uncannily smart Scottish Terrier companion, Argyll. Despite GlenMac's reputation for eccentricity, no one can deny his success in growing the university's Anthropology program.

Although twenty years separate them, GlenMac's best friend is his research assistant and graduate student, Jackson Green. Their mutual fascination of the paranormal and quest for scientific proof has drawn them into many a ghost hunt.

If playing the *Degrees of Horror* Plot Point Campaign, refer to GlenMac's profile in that book for information specific to those adventures.

**Attributes:** Agility d6, Smarts d10, Spirit d10, Strength d6, Vigor d6

**Skills:** Fighting d4, Healing d4,

Investigation d8, Knowledge (Occult) d10, Notice d6, Ritualism d6, Shooting d6, Swimming d4

**Charisma:** -; **Pace:** 6; **Parry:** 4; **Toughness:** 5

**Hindrances:** All Thumbs, Curious, Quirk (Overly drawn to the supernatural)

**Edges:** Warlock, Tough as Nails, Memorized Ritual

**Powers:** *armor, banish (memorized), bind entity, create talisman, familiar, grave speak, ward*

**Gear:** Pocketknife (Str+d4), prism.



**REVEREND  
MICHAELS**

Father Michaels' Risen Church of Pinebox has very Catholic ceremonies but their priests can marry, they preach that the world is in the last days, and that evil and good are constantly at war. According to the church's liturgy, demons walk the earth and possessions are common.

**Attributes:** Agility d4, Smarts d6, Spirit d10, Strength d6, Vigor d6

**Skills:** Fighting d4, Knowledge (Religion) d10, Notice d6, Ritualism d4

**Charisma:** -;

**Pace:** 6; **Parry:** 4;

**Toughness:** 5

**Edges:** Devout

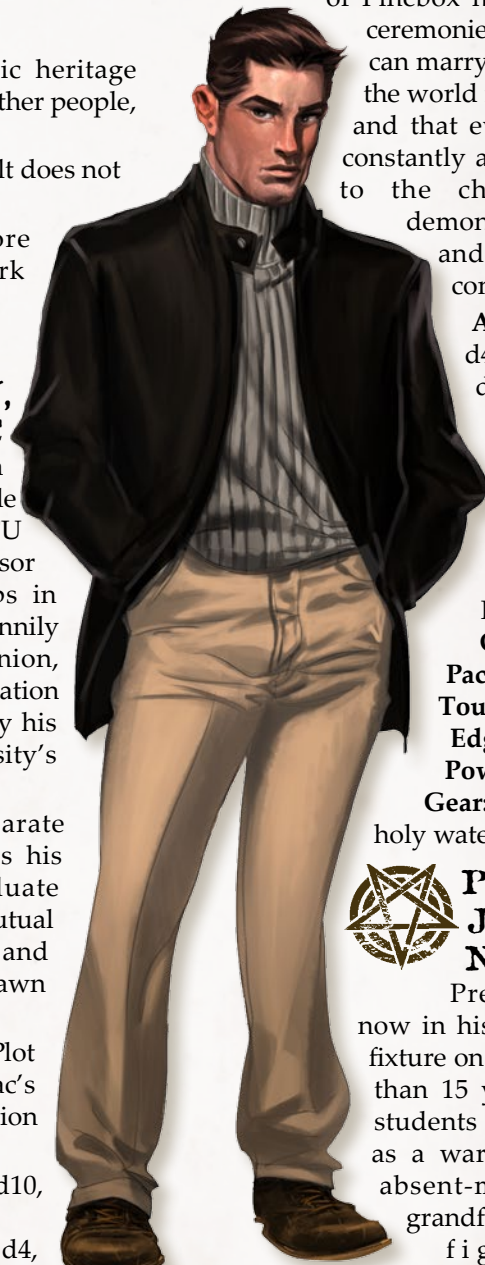
**Powers:** *banish*

**Gear:** Crucifix, flask of holy water.



**PRESIDENT  
JAMES  
NELSON**

President Nelson, now in his 70s, has been a fixture on campus for more than 15 years. Most ETU students characterize him as a warm though absent-minded, grandfatherly figure.





Nelson prides himself on greeting students by name on his walks across campus, though in truth he rarely gets them right. Few correct him.

**Secrets:** The president enjoys playing the “absent minded professor”...the better to obscure his guardianship of the university. As a young man he worked as a paranormal investigator for the Texas Rangers. Now Nelson is totally devoted to the safety and protection of “his” students and secretly wields rituals to deflect danger from campus when he detects it in time.

**Attributes:** Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d4

**Skills:** Fighting d6, Investigation d10, Knowledge (Engineering) d10, Knowledge (Occult) d8, Knowledge (Physics) d8, Notice d10, Shooting d6, Ritualism d6

**Charisma:** +2; **Pace:** 6; **Parry:** 5; **Toughness:** 4

**Hindrances:** Elderly, Code of Honor, Loyal

**Edges:** Devout, Charismatic, Command

**Powers:** *banish, bind entity, dispel, ward.*



## PAUL VANDERHORN

Paul Vanderhorn owns 15 acres of property just outside of the city limits, where he lives in a well maintained mobile home and earns a living from his large workshop.

Vanderhorn is known as a wizard at small engine repair, but his enthusiasm for Renaissance reenactment earns him many a sideways glance from his conservative neighbors. When the 42-year old isn't fixing chainsaw engines he can be found tinkering with armor and weapon designs. He even has a working catapult behind his shop.

Vanderhorn is aware of Pinebox's paranormal activity and 20 years ago he thought that he could be a champion for his hometown. Unfortunately, an early misadventure wrecked his knee and permanently crippled him. Vanderhorn builds and practices with medieval weaponry and armor partially as a way

of keeping himself ready for the next time the monsters come.

Although he may warn them of the dangers in meddling with the paranormal, Vanderhorn looks favorably upon anyone with the courage to stand against the darkness.

**Attributes:** Agility d4, Smarts d6, Spirit d8, Strength d6, Vigor d6

**Skills:** Fighting d6, Intimidation d4, Knowledge (Mechanics) d8, Knowledge (Medieval Weapons/Armor) d8, Knowledge (Occult) d4, Notice d8, Repair d10, Shooting d6

**Charisma:** —; **Pace:** 4;

**Parry:** 5; **Toughness:** 5

**Hindrances:** Lame

**Edges:** McGyver

**Gear:** Mace (Str+d6), Chain Mail Hauberk (Armor +2 when worn), Crossbow (Range 15/30/60, Damage 2d6, RoF 1; AP 2, 1 action to reload).

## TYPICAL EXTRAS

Here's a list of additional Extras should the Dean need a regular Joe in a hurry.

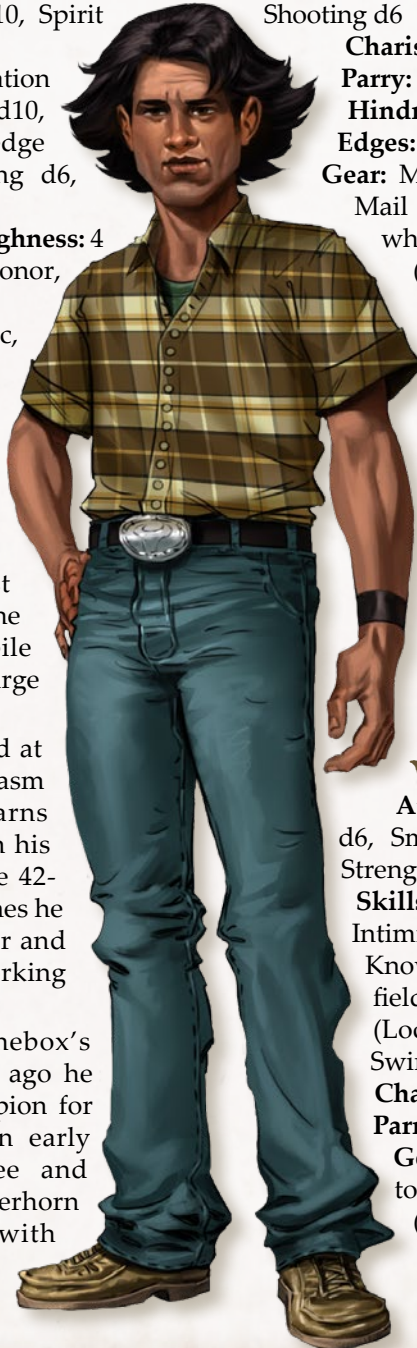
## BLUE COLLAR WORKER

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Fighting d4, Intimidation d4, Knowledge (Chosen field) d6, Knowledge (Local) d4, Notice d6, Swimming d4

**Charisma:** —; **Pace:** 6; **Parry:** 4; **Toughness:** 5

**Gear:** Tool kit or multi-tool, pocketknife (Str+d4).



## CAMPUS SECURITY OFFICER

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Fighting d6, Healing d4, Intimidation d4, Knowledge (Law) d4, Notice d6, Streetwise d4

**Charisma:** —; **Pace:** 6; **Parry:** 5; **Toughness:** 5  
**Edges:** Brawler

**Gear:** Flashlight, handcuffs, radio.

## CULTIST

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Fighting d6, Intimidation d6, Knowledge (Occult) d6, Notice d6, Persuasion d6, Ritualism d4, Shooting d4

**Charisma:** —; **Pace:** 6; **Parry:** 5; **Toughness:** 5  
**Edges:** Devout

**Gear:** Dagger (Str+d4), S&W .357 (Range 12/24/48, Damage 2d6+1, RoF 1, Shots 6, AP 1).

## COUNTY SHERIFF'S DEPUTY/PINEBOX POLICE OFFICER

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8

**Skills:** Driving d4, Fighting d6, Healing d4, Intimidation d6, Knowledge (Law) d4, Notice d6, Shooting d6

**Charisma:** —; **Pace:** 6; **Parry:** 5; **Toughness:** 8/10 (2/4)

**Edges:** Any one Combat Edge

**Gear:** Baton (Str+d4), Colt 1911 (Range 12/24/48, Damage 2d6+1, RoF 1, Shots 7, AP 1, Semi-Auto), Pump Action Shotgun (Range 12/24/48, Damage 1-3d6, RoF 1, Shots 6), Kevlar vest (Armor +2/+4, negates 4 AP).

## MERCENARY

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8

**Skills:** Fighting d8, Healing d4, Intimidation d6, Notice d6, Shooting d8

**Charisma:** —; **Pace:** 6; **Parry:** 6; **Toughness:** 6

**Edges:** Combat Reflexes, Dodge, Rock & Roll!

**Gear:** Colt 1911 (Range 12/24/48, Damage 2d6+1, RoF 1, Shots 7, AP

1, Semi-Auto), H&K MP5 (Range 12/24/48, Damage 2d6, RoF 3, Shots 30, AP 1, Auto), Radio.

## PROFESSOR

**Attributes:** Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

**Skills:** Investigation d6, Knowledge (Major) d12, Notice d6, Persuasion d6, Streetwise d4

**Charisma:** —; **Pace:** 6; **Parry:** 2; **Toughness:** 5  
**Hindrances:** Loyal (to students and ETU)

**Edges:** Scholar

**Gear:** Smart phone, briefcase.

## PSYCHIC

**Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

**Skills:** Fighting d4, Healing d4, Knowledge (Occult) d6, Notice d6, Shooting d4

**Charisma:** —; **Pace:** 6; **Parry:** 4; **Toughness:** 5

**Edges:** Psychically Sensitive, Pre-cognitive Flashes or Psychometry (or none of these if he's a fake).

**Gear:** Tarot deck.

## REPORTER

**Attributes:** Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

**Skills:** Investigation d4, Knowledge (Journalism) d6, Notice d8, Persuasion d6, Streetwise d4

**Charisma:** —; **Pace:** 6; **Parry:** 2; **Toughness:** 5

**Hindrances:** Vow (Always get the story)

**Edges:** Alertness

**Gear:** Smart phone, voice recorder.

## RITUALIST

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Fighting d4, Knowledge (Occult) d6, Notice d4, Ritualism d8

**Charisma:** —; **Pace:** 6; **Parry:** 4; **Toughness:** 5

**Edges:** Witch/Warlock

**Rituals:** any as appropriate

**Gear:** Dagger (Str+d4).

## STUDENT

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Driving d6, Knowledge



(Major) d4 (+1 die type per year), Notice d6, Persuasion d6, Taunt d6

**Charisma:** —; **Pace:** 6; **Parry:** 2; **Toughness:** 5  
**Gear:** Backpack, books, smart phone.

## STUDENT, GRADUATE

**Attributes:** Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

**Skills:** Driving d6, Knowledge (Major) d10, Notice d6, Persuasion d8, Taunt d6

**Charisma:** —; **Pace:** 6; **Parry:** 2; **Toughness:** 5  
**Hindrances:** Bad Eyes (Minor) is common.  
**Edges:** Scholar  
**Gear:** Backpack, books, smart phone.

## THUG

**Attributes:** Agility d6, Smarts d4, Spirit d4, Strength d8, Vigor d8

**Skills:** Fighting d6, Intimidation d6, Notice d4, Shooting d6, Taunt d4

**Charisma:** —; **Pace:** 6; **Parry:** 5; **Toughness:** 6  
**Edges:** Brawler  
**Gear:** Knife (Str+d4), Colt 1911 (Range 12/24/48, Damage 2d6+1, RoF 1, Shots 7, AP 1, Semi-Auto).

## WHITE COLLAR WORKER

**Attributes:** Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d6

**Skills:** Knowledge (Chosen field) d10, Notice d6, Persuasion d6, Shooting d4

**Charisma:** —; **Pace:** 6; **Parry:** 2; **Toughness:** 5  
**Gear:** Smart phone, tablet computer.

## CREATURES

While Pinebox suffers from an unusual number of supernatural creatures, it still reflects the “real world.” Characters who encounter monsters should make Fear tests as usual even if they’ve seen a strange thing or two.

### BEAUTIFUL PEOPLE

These inhuman shapeshifters walk among humankind cloaked in beauty and adored by their victims. Beautiful people create “families” by seducing attractive prey and implanting an egg during intercourse. The victims are consumed in three days and replaced by another beautiful person. Although the creatures are ruthlessly predatory, they prefer fleeing and taking on new identities over a fight to the death.

**Attributes:** Agility d8, Smarts d6, Spirit d10, Strength d6, Vigor d8

**Skills:** Fighting d4, Notice d4,

Persuasion d10, Stealth d6, Shooting d6, Taunt d6

**Charisma:** +4; **Pace:** 6; **Parry:** 4; **Toughness:** 6  
**Special Abilities:**

• **Acidic Spit:** With a Shooting roll these creatures can spit a stream of acid (2d6 damage) at any single target within 2”.

• **Immunity:** Acid.

• **Low Light Vision:** Beautiful people ignore all penalties for Dim and Dark lighting.

• **Regeneration, Slow:** Wounded beautiful people can make a natural Healing roll once per day.

• **Shapeshift:** Beautiful people can change appearance and gender in three rounds.

• **Unnatural Beauty:** Beautiful people are Very Attractive, which gives them Charisma +4

• **Weakness (Anti-viral drugs):** Anti-viral drugs cause 2d6 damage per dosage.

• **Weakness (Sunlight):** Beautiful people suffer a –1 penalty to all Trait rolls in direct sunlight.



### BLOODY JIM

According to legend, Jim Jenkins was born with a temper quicker than a rattlesnake’s bite and a punch like a sledgehammer. Although more suited to a life of gambling and crime, for a time in the early 1900s he earned an honest wage at a lumber mill as a buzz saw operator. They say Jim bullied the rough mill crews just as he had done every other man who had crossed his path, right up ‘til the day he picked a fight with a lumberjack called Big Harold and was thrown into the sawmill’s whirling blade.

His old crew unceremoniously buried him nearby in a muddy slough. When Jim’s head parted from his shoulders that should have been the end of it, but his restless, angry spirit wasn’t done.

Most of the time the grave is under water, but during a drought it dries up and Bloody Jim returns, appearing as he did at death. Bloody Jim carries his head in one hand and in the other a sharp hook used for dragging logs onto the saw mill conveyor. Bloody Jim manifests nightly until he catches and kills a victim, sating his fury...for a while.

**Attributes:** Agility d4, Smarts d4, Spirit d10, Strength d8, Vigor d8

**Skills:** Fighting d8, Notice d4, Stealth d6



**Pace:** 6; **Parry:** 6; **Toughness:** 6

**Gear:** Hook (Str+d6)

**Special Abilities:**

- **Fear (-2):** Come on! It's a big, headless dude with a giant hook. You know you'd freak out.
- **Manifest:** Bloody Jim manifests as a fully physical being. If sated or "killed," he disappears until the next drought.
- **Weakness (Grave):** He can only manifest when his burial site is not under water. If the heroes can find Bloody Jim's grave, consecrating it lays him to rest for good.

## CHUPACABRA

The chupacabra is a savage and stealthy carnivore. It attacks victims with two straw-like fangs, which allow the beast to suck the blood from its prey. Like the yeti and Loch Ness monster, chupacabras are cryptids—rare, non-supernatural creatures not recognized by science. The chupacabra prefers the tropical rain forests of Central America, but ranges throughout the Caribbean, South America, and the southern United States.

Chupacabras stand roughly three feet tall when upright on their hind legs and are fearsome creatures to behold. A canine head rests upon a simian-like body covered in short, sharp quills. The chupacabra can change the color of these porcupine-like quills to provide camouflage, making it an especially dangerous predator under the right conditions.

A row of longer quills runs the length of the beast's back.

**Attributes:** Agility d8, Smarts d6 (A), Spirit d6, Strength d4, Vigor d6

**Skills:** Climbing d8, Fighting d8, Healing d4, Notice d6, Stealth d8, Throwing d6

**Pace:** 8; **Parry:** 6; **Toughness:** 4

**Special Abilities:**

- **Bite / Claw:** Str +4
- **Chameleon Coat:** The chupacabra's quills can change color and texture to adapt to its surroundings. This provides a natural bonus of +2 to all Stealth rolls.
- **Infra-vision:** Chupacabra halve penalties for dark lighting against living targets (round down).

- **Quill Shot:** As a normal attack, a chupacabra may fire a quill from its body. (Range 2/4/8, Damage 2d4, RoF 1)
- **Size (-1):** Chupacabras are the size of large dogs.
- **Vampiric Bite:** When a chupacabra gets a raise on a Fighting roll, it lashes out with two straw-like fangs and drains the victim's blood. This causes the victim Fatigue and gives the chupacabra the Hardy ability (and heals a wound if it's a Wild Card). The victim's Fatigue can cause death. Victims who survive a chupacabra attack heal one level of Fatigue every 8 hours.

## DEMONS

Demons come in all shapes, sizes, and with many varied powers. Minor demons are relatively easy to fight, but greater demons could bring about Armageddon.

Many can possess people spiritually, but at times they can even manifest physically and walk among humans. Fortunately for humanity, it usually takes tremendous energy for a demon to physically manifest in our world. This limits their incursions to occasional forays or summons.

### DEMON ABILITIES:

All demons have the following characteristics, which are collected in a Monstrous Ability entitled Demon.

- **Bane (Holy Items):** A character may keep a demon at bay by displaying a holy item. See **Bane** on page 76.
- **Immunity:** Demons are immune to poison and disease.
- **Infernal Stamina:** Demons gain a +2 bonus to recover from being Shaken.
- **Resistant to Normal Weapons:** Demons suffer only half-damage from non-magical attacks except for cold iron (see below).
- **Weakness (Cold Iron):** Demons take +1d6 damage from pure iron weapons. "Cold" refers to their relative purity—not their temperature.
- **Weakness (Holy Water):** Demons contacted by holy water make a Spirit roll or become Shaken. Wild Card demons are Fatigued as well. See **Holy Water** on page 49.



## CHAOS DEMON

The chaos demon is a winged humanoid with a leathery body and sinister, red eyes. While low in the demonic hierarchy, a chaos demon is very smart and literally feeds on fear and chaos. This demon rarely appears in the physical realm, more frequently entering our world as a spirit and possessing its victims. Once it possesses a victim, it likes to cause as much mischief as possible.



**Attributes:** Agility d10, Smarts d8, Spirit d10, Strength d4, Vigor d6

**Skills:** Fighting d8, Intimidation d10, Notice d6, Stealth d10

**Pace:** 6; **Parry:** 6; **Toughness:** 5 (1)

**Special Abilities:**

- **Armor +1:** Demonic skin is leathery and hardened.

- **Claws:** Str+d6.

- **Demon:** Bane (Holy Items); Immune to poison and disease; +2 to recover from being Shaken; half-damage from non-magical attacks; suffers +1d6 from pure iron weapons; Shaken or Fatigue by Holy Water.

- **Fear (-2):** In addition to any fright effects, the demon imprints illusions into the victim's mind such as fiery pits, more demons, the end of the world, attacking friends, or whatever else the Dean can dream up. The illusions have no substance and disperse if touched. They last a number of rounds equal to the demon's Spirit die type.

- **Feeding Frenzy:** Every time a human fails a Fear roll in its presence, the demon gains +1 to all Trait rolls, Toughness, and Parry for one hour (maximum of +3).

- **Flight:** A chaos demon has a Flying Pace of 12" and Climb at -1.

- **Possession:** The demon can attempt to take over a mortal host.

- **Quick:** When dealt a 5 or lower for initiative, it may discard and redraw until it gets a card higher than 5.

- **Size -1:** Chaos Demons are child-sized.

## HELL HOUND

This hound-like entity is composed of living shadow. It can only manifest at night or out of sunlight, at which time it runs in packs until they hunt down their prey. This monster lives only to kill, making it a favorite of ritualists with a grudge.

**Attributes:** Agility d8, Smarts d6(A), Spirit d8, Strength d8, Vigor d8

**Skills:** Fighting d8, Notice d8, Tracking d6

**Pace:** 8; **Parry:** 6; **Toughness:** 6

**Special Abilities:**

- **Bite:** Str +d6

- **Demon:** Bane (Holy Items); Immune to poison and disease; +2 to recover from being Shaken; half-damage from non-magical attacks; suffers +1d6 from pure iron weapons; Shaken or Fatigue by Holy Water.

- **Ethereal:** Hounds are living shadows and cannot be harmed by physical weapons.

- **Fleet-Footed:** Hounds roll a d10 when running.

- **Go for the Throat:** Hounds instinctively go for an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly armored location.

- **Magic Resistance:** Hell hounds have +4 Armor versus magic attacks, and add +4 to rolls made to resist magical effects.

- **Weakness (Light):** Hell hounds immediately dissipate if any part is exposed to direct sunlight. The demon must make a Vigor roll or be Shaken when exposed to artificial light. Focused light such as from a flashlight or spotlight causes 2d4 damage.

- **Weakness (Tether):** If the hell hound was summoned and its caster is killed, it returns to the Abyss.

## IMP

An imp is a short humanoid being with a large head and pointed ears. It favors dark areas, recoiling violently from bright light. Should its fanged mouth and clawed fingers leave any doubt, the malevolent gleam in its eyes reflects a wicked nature.

**Attributes:** Agility d10, Smarts d8, Spirit d8, Strength d4, Vigor d6

**Skills:** Climbing d10, Fighting d8, Notice d8, Ritualism d8, Shooting d8, Stealth d10, Taunt d8

**Pace:** 6; **Parry:** 6; **Toughness:** 4

**Special Abilities:**

- **Claws:** Str+d4.

- **Demon:** Bane (Holy Items); Immune to poison and disease; +2 to recover from being Shaken; half-damage from non-magical attacks; suffers +1d6 from pure iron weapons; Shaken or Fatigue by Holy Water.

- **Low Light Vision:** An imp ignores penalties for Dim and Dark lighting.

- **Powers:** *Burrow, slumber, intangibility.*

- **Power Points:** Unlimited, but all powers are automatically dispelled in bright light.

- **Size -1:** Imps stand 3-4 feet tall.

- **Snatch Essence:** Imps can sacrifice their claw attack to make a Touch attack. If successful, the victim must make a Vigor roll at -2 or suffer a level of Fatigue (which fades at the rate of one level every ten minutes and



can cause Incapacitation but not death).

• **Weakness (Sunlight):** Imps receive a -2 penalty to all Trait rolls in direct sunlight.



## STREILBERK DEMON

The Streilberk demon has been used by evil cultists and diabolic summoners as assassins for centuries. Occult lore states that the first to summon one of these assassins was a Prussian named Rolf Streilberk, a member of the Beilgeld Society of Diabolists. Rolf took power of the state of Hass-Kassel (a member-state of the Holy Roman Empire) in the 15th century by using these demonic assassins to eliminate those who opposed him.

The demons may take any human-sized shape when summoned, but may only manifest in our world for a limited time unless trapped. They typically go into a frenzy of attacks against their targets, moving to melee immediately in a charge.

**Attributes:** Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8

**Skills:** Climbing d8, Fighting d8,

Notice d8, Stealth d6

**Pace:** 6; **Parry:** 6;

**Toughness:** 6

**Special Abilities:**

- **Claws:** Str +d6
- **Elan:** The Streilberk demon may spend a Benny on a Trait roll to add +2 to the final total.
- **Demon:** Bane (Holy Items); Immune to poison and disease; +2 to recover from being Shaken; half-damage from non-magical attacks; suffers +1d6 from pure iron weapons; Shaken or Fatigue by Holy Water.
- **Immunities:** Streilberk demons are unaffected by fire-based and bludgeoning attacks.
- **Improved Frenzy:** The demon may make an extra attack per round at no penalty.
- **Limited Manifestation:** A Streilberk demon may only manifest in this plane of existence for 10 hours per summoning, but may generally appear anywhere the summoner wishes and knows.
- **Shapechanging:** A Streilberk demon may manifest as any medium-sized creature (human or animal) when summoned to this plane of existence. However, it may not change again (except to its true form) during that manifestation.

## “DUSTING”

In *East Texas University*, undead and demons rapidly decay after being dispatched, consumed by the very power that animated them. For those who survive a struggle against the undead, their only proof is usually an uneven pile of grave soil or ash.

• **Telepathy:** A Streilberk demon may use this ability to speak with any sentient creature within 8” regardless of language.



### ÜBERDEMON

An überdemon is a hulking giant of the Abyss. Although standing 10–12 feet tall and weighing a ton or more, überdemons wield a crafty intelligence which belies their size. The demon uses this intelligence in calculating how best to slake its lust for death and destruction.

The überdemon’s exceptionally thick hide makes it extremely difficult to hurt with conventional weapons and its wrecking-ball fists leave little opportunity to try. Fortunately, their incursions into our world are extremely rare and usually only at the behest of a ritualist with more ambition than sense. These rampages almost always end with massive property damage, a red smear on the wall, and wild tales of a “bear attack,” an explosion, or similar nonsense.

**Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d12+3, Vigor d10

**Skills:** Fighting d12, Intimidation d10, Notice d4, Throwing d6

**Pace:** 6; **Parry:** 8; **Toughness:** 14(4)

#### Special Abilities:

- **Armor +4:** Thick, scaly skin.
- **Demon:** Bane (Holy Items); Immune to poison and disease; +2 to recover from being Shaken; half-damage from non-magical attacks; suffers +1d6 from pure iron weapons; Shaken or Fatigue by Holy Water.
- **Fear (-4):** The überdemon’s size and strength make it especially fearsome.
- **Fists:** Str+d10
- **Size +3:** These behemoths loom over their enemies.

### PLAGUE DEMON

Plague demons are followers of Beelzebub, the Lord of the Flies. They have haunted mankind for millennia, spreading sickness and disease wherever they go.

They resemble humans but are covered in weeping sores, pus-filled boils, and are always surrounded by a dark halo of flies.

**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

**Skills:** Fighting d6, Intimidation d8, Notice d6, Stealth d6

**Pace:** 6; **Parry:** 5; **Toughness:** 6

#### Special Abilities

- **Claws:** Str+d4.
- **Demon:** Bane (Holy Items); Immune to poison and disease; +2 to recover from being Shaken; half-damage from non-magical attacks; suffers +1d6 from pure iron weapons; Shaken or Fatigue by Holy Water.
- **Disease (-2):** Anyone touched by a plague demon who fails a Vigor roll catches a virulent plague. Each day thereafter, they must make a Vigor roll or lose one die of Strength and Vigor. If either attribute reaches zero, the victim dies. On a roll of 1 on any Vigor roll, regardless of Wild Die, the disease becomes contagious. Any one the victim physically contacts must also make a Vigor roll or catch the disease. A Healing roll at -4 may be attempted each day to cure the disease. Reduced attributes return at the rate of one die per week.
- **Fear (-2):** Anyone seeing the creature must make a Fear test at -2.
- **Halo of Flies:** The swarm of flies around a plague demon make it hard to hit. Attackers suffer a -2 penalty to all attack rolls.

### DEMON GENERATION CHART

The Dean can use the following tables to create new varieties of demons (and more can be found in the *Savage Worlds Horror Companion*). This can be particularly useful if a spell goes poorly and summons some random creature from the Abyss.

Whether the demon is a Wild Card or not is up to the Dean and the situation. Most should be unless they arrive in packs.





## DEMONIC ATTRIBUTES & SKILL PACKAGES

Draw a card to determine the demon's Traits (note that Strength is separate from the other four Traits), skills, Size, and Fear penalty.

Card	Trait	Strength	Core Skills Package	Size	Fear
2-4	d4	Str d4	Fighting d6, Notice d4, Stealth d6	Size -2, Tiny	-1
5-7	d4	Str d6	Fighting d6, Notice d6, Stealth d6, Taunt d6	Size -1, Small	-1
8-10	d6	Str d6	Fighting d8, Notice d6, Stealth d6, Intimidation d6, Taunt d6	Size 0	-2
Jack	d8	Str d8	Fighting d8, Notice d8, Stealth d8, Intimidation d8, Taunt d8	Size +1	-2
Queen	d10	Str d10	Fighting d10, Notice d8, Stealth d8, Intimidation d8	Size +2	-3
King	d12	Str d12	Fighting d10, Notice d10, Stealth d8, Intimidation d8	Size +3	-3
Ace	d12+1	Str d12+2	Fighting d12, Notice d10, Stealth d10, Intimidation d10	Size +4, Large	-4
Joker	d12+2	Str d12+4	Fighting d12+2, Notice d10, Stealth d10, Intimidation d10	Size +5, Large	-4

## DEMONIC SPECIAL ABILITIES

All demons created with this system have Claws: Str+d4, and Demon Abilities. Give the creature 1d4 Special Abilities as well:

Card	Red Suits	Black Suits
2	Armor +4	Very Attractive
3	Armor +2	Berserk
4	Burrowing	Quick
5	Hardy	Dodge
6	Telekinesis (per the power, unlimited Power Points)	Fleet-Footed
7	Invulnerability to Normal Weapons (rather than half-damage)	Harder to Kill
8	Paralysis (Vigor roll if Shaken or wounded to avoid being paralyzed for 2d4 rounds)	First Strike
9	Fast Regeneration	Mighty Blow
10	Stun	No Mercy
Jack	<b>Claws:</b> Str+d6 and Improved Frenzy	<b>Bolts:</b> Range 2/4/8, Damage 2d6+2, RoF 3.
Queen	<b>Flight:</b> Pace 12, Climb 1	Possession
King	<b>Cone Attack:</b> Damage 2d8. Agility roll -2 to avoid.	<b>Weapon:</b> The demon is armed with a wicked weapon of some sort befitting its Strength.
Ace	<b>Extra Appendage:</b> Roll a d6. 1-2: 1d4 arms; 3-4: 1d4 legs; 5: Tail; 6: Head	<b>Minions:</b> The demon has 2d4 lesser demons in attendance. Create separately. Each has a single Special Ability.
Joker	<b>Spellcaster:</b> The demon knows 1d4 offensive spells such as <i>bolt</i> , <i>blast</i> , or <i>burst</i> .	

## GHOSTS

Ghosts are spirits of sentient beings who have not completely transitioned from our plane of existence. These lost souls manifest in any number of forms and with any number of supernatural abilities.

To send such a lost soul on its way forever, one must typically determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each ghost.

**Wild Cards:** Most ghosts encountered by the heroes are named individuals with tragic histories and so are Wild Cards.

**Manifest:** Ghosts dwell in a hazy “spirit” world somewhere between the physical and the great beyond—whatever that may be. While there, they have a vague and dreamlike knowledge of the mortal world. Under the right circumstances—choice, the anniversary of their death, a summoning, etc.—they manifest on earth and only return if the circumstance that drew them ends, or they are Incapacitated.

While manifest, they have a presence somewhere—though it may be extremely difficult to find them given their ethereal state.

**Signs:** Unless otherwise noted, ghosts can speak and create sound while manifest, although often with difficulty. When ghosts manifest, they cannot help but disrupt the physical world to some degree. Unless otherwise noted, the presence of a spirit reduces the ambient temperature in a local area (about the size of a Large Burst Template) by several degrees. They also cause electrical devices to “sputter,” though they don’t shut down unless the spirit actively desires it (see below). Ghosts might manifest on film as images or balls of light (orbs). Finally, animals always detect the presence of otherworldly entities. Dogs growl, cats hiss, and birds flutter excitedly in their cages.

**Note:** The statistics here are specific to *East Texas University* and may differ from those in other settings.

### GHOST ABILITIES:

Ghosts in horror tales have a variety of powers that seem to derive from how they died or what they were like in life. Add these Special Abilities as desired to customize a particular entity.

These abilities should be used to terrify a party—and perhaps give it clues as to what the spirit is after. The Dean should take care not to overuse a particular ability other than its core offensive or defensive capabilities if it feels threatened.

- **Ethereal:** Ghosts cannot be harmed by physical attacks and can pass through solid matter. Spirits may become visible at will—usually to use their Fear ability or Intimidation skill.

- **Fear:** Seeing a ghost causes a Fear test. Some have steep penalties if they manifest as they looked at their death.

- **Fearless:** Ghosts are generally immune to Fear and Intimidation, though some may recoil at the sight of things that terrified them in life.

- **Invisible:** Ghosts are invisible unless they want to be seen or opponents have some way to see them. Attackers must have a general idea where they are (in a room or other limited area) to have any chance of hitting them (at a -6 penalty).

- **Regeneration (Slow):** Ghosts that somehow suffer damage cannot heal while in the mortal plane. They must return to the spirit world to do so.

- **Bane (Salt):** Salt (both rock salt and table salt) temporarily interrupts a spirit’s tether to the mortal realm. Some believe this is because salt is “of the earth” and spirits are not, but since other minerals have no effect on them most discount this old wives’ tale. Whatever the reason, an unbroken line of salt blocks spirits (see **Bane** on page 76).

- **Weakness (Salt):** If used to attack, salt won’t wound a spirit but can leave one Shaken. A thrown handful of salt (Range 1/2/4) does 2d6 damage to a spirit, and a weapon using salt (such as a shotgun shell) adds +1d6 to its damage.

- **Spirit Strength:** Ghosts can affect the physical world as they wish, using their Spirit die type as Strength.

## SHADE

Shades are the weakest of spirits. If captured on film, they appear as orbs or ABEs, “Atmospheric Balls of Energy.” Most people believe these are nothing more than “lens flares” or refractions of light off dust specks.

## ADDITIONAL GHOSTLY SPECIAL ABILITIES

Here are some additional Special Abilities common to spirits:

- **Apport:** The spirit can cause a number of small objects to appear out of thin air. Usually these are coins or jewelry.
- **Cold Spot:** Spirits may reduce the temperature within a Small Burst Template by 5 degrees Fahrenheit times their Spirit die type.
- **Drain Electricity:** Ghosts can drain the electrical capacity of a battery or batteries in a device. They may also reduce or temporarily stop the electrical current in a room.
- **Electronics Manipulation:** The lost soul can manipulate electronic devices at will, including turning devices on or off, channeling certain television or radio stations, and so on. Spirits often use these to communicate—stringing together parts of different songs to create a message, for example.
- **Gift of Life:** Ghosts who are Wild Cards can use their spiritual energy to heal another spirit or living creature. The ghost may heal a wound in exchange for a level of Fatigue.
- **Haunting Grounds:** Ghosts are generally limited to a particular area where they died, such as a house, an estate, a vehicle, a stretch of road, or a building.
- **Illusion:** With great effort, a ghost can entirely transform the surroundings of its domain via illusion. The illusion must pertain to its life or death, cannot affect the physical world, and cannot cause damage (though it might lure victims into obscured objects that do).
- **Imprint:** Ghosts can often project an emotion or short memory to a person it finds particularly receptive. This is usually done to drive a person to a certain revelation—such as where a murder weapon is or how terrible the person felt when some event occurred.
- **Near-Omniscient:** The ghost is usually lurking about in the background, listening in on the living and waiting for a chance to strike. At the Game Master's whim, it knows most anything the heroes say or do within its domain.
- **Phantom Weapon:** The spirit manifests with some weapon it was known for in life, such as a knife or even a ghostly firearm. These weapons can cause normal damage.
- **Possession:** Unlike demons, the vast majority of spirits only possess humans for very short durations. See page 76.
- **Resolution:** Most spirits materialize because they want something. A murdered woman might want someone to know it was her jealous husband—not the drifter from out of town—who killed her. If whatever brought the spirit back is resolved in some acceptable way, it fades from the physical world and does not return.
- **Scent:** The ghost can fill a Small Burst Template with a single odor, ranging from a familiar perfume to a nauseating reek.
- **Spirit Storm:** The favored ability of poltergeists, this causes a storm of objects in a Large Burst Template. Anyone within suffers the ghost's Spirit+d6 damage each round. The objects may be a chaotic swirl, or they might be targeted projectiles such as a coordinated attack of silverware.
- **Teleport:** Many spirits can teleport at will, though they are confined to an area associated with their death (or life).
- **UV:** Real or artificial daylight burns the entity. Bright sunshine or very bright ultraviolet light causes 2d6 damage. Dim sun or a smaller UV source causes 2d4 damage.
- **Weak:** The spirit is usually invisible and cannot affect things physically. On a successful Spirit roll they can materialize and (if not Shaken) take an action at -2 or with no penalty on a Raise.

Shades are very weak and aren't typically aggressive. They seem primarily driven to simply haunt some forlorn place in constant misery. If pressed or angered, however, even these lesser manifestations can be dangerous.

**Attributes:** Agility d4, Smarts d4, Spirit d4, Strength —, Vigor d4

**Skills:** none

**Pace:** 6; **Parry:** 2; **Toughness:** 4

**Special Abilities:**

- **Drain Electricity:** Most shades seem to do this inadvertently rather than on purpose.
- **Ghost:** May only be harmed by magical attacks; can pass through physical matter; affects the physical world using Spirit for Strength; causes Fear; immune to Fear and Intimidation; invisible; slow Regeneration; salt may block or harm.
- **Imprint:** The spirits often taint the emotions of those mortals who wander into their haunting grounds.
- **Weak:** Can only materialize on a successful Spirit roll. If not Shaken, Shades take an action at -2 or with no penalty on a Raise.

## POLTERGEIST

Poltergeists in *East Texas University* tend to be mischievous rather than deadly—at least until they become bored. They love to tease the humans who venture into their realm, moving things around, opening or closing doors and windows, turning electronic equipment on and off, animating toys, and so forth.

Most poltergeist activity begins small and builds over time, ending with a climax of paranormal activity when the spirit becomes bored. If it feels threatened, it may become extremely violent.

**Attributes:** Agility d6, Smarts d6, Spirit d10, Strength —, Vigor d6

**Skills:** Fighting d6, Notice d4, Taunt d6

**Pace:** 6; **Parry:** 5; **Toughness:** 5

**Special Abilities:**

- **Apport:** The spirit can cause a number of small objects to appear out of thin air. Usually these are coins or jewelry.
- **Ghost:** May only be harmed by magical attacks; can pass through physical matter; affects the physical world using Spirit for Strength; causes Fear; immune to Fear and Intimidation; invisible; slow Regeneration; salt may block or harm.

- **Electronics Manipulation:** Poltergeists seem prone to using TVs and radios to taunt, lure, or lead mortals.

- **Spirit Storm:** Poltergeists revel in creating swarms of objects to pelt their foes.

- **Telekinesis:** Physical pranks, such as stacking chairs or moving things around while no one is looking, are common.

## GHOST

This is the entity most think of when they hear the word “ghost.” They typically manifest as they appeared (or saw themselves) at the time of their deaths, and are looking to resolve something they left unfinished in life.

The Special Abilities below are for the most basic spirit. Most every ghost should have several additional Special Abilities as well (see page 90).

**Attributes:** Agility d6, Smarts d6, Spirit d10, Strength —, Vigor d8

**Skills:** Fighting d8, Notice d4

**Pace:** 6; **Parry:** 6; **Toughness:** 6

**Special Abilities:**

- **Fear (-2):** Ghosts typically appear as they did at the time of their (often grisly) death.
- **Ghost:** May only be harmed by magical attacks; can pass through physical matter; affects the physical world using Spirit for Strength; causes Fear; immune to Fear and Intimidation; invisible; slow Regeneration; salt may block or harm.
- **Resolution:** Ghosts fade when the cause of their return is complete.



## WRAITH

Wraiths are the ghosts of particularly evil souls. They usually manifest because they haven't yet had their fill of pain and misery.

**Attributes:** Agility d8, Smarts d4, Spirit d12, Strength —, Vigor d8

**Skills:** Fighting d8, Notice d4

**Pace:** 6; **Parry:** 6; **Toughness:** 6

**Special Abilities:**

- **Ghost:** May only be harmed by magical attacks; can pass through physical matter; affects the physical world using Spirit for Strength; causes Fear; immune to Fear and Intimidation; invisible; slow Regeneration; salt may block or harm.



• **Leech:** In addition to all the usual paths open to dark spirits (and any additional Special Abilities the Dean has given them), wraiths attach themselves to a particular person and slowly drain away their souls. The Dean should determine the target. Each night, the victim makes an opposed Spirit roll with the wraith or loses a die type in Spirit. If reduced below d4, the victim perishes. Dispelling the spirit in some fashion restores one lost level every 24 hours to the unfortunate soul.



## HOGZILLA

Locals talk of a vicious razorback of enormous size. A normal wild boar weighs up to 350 pounds, but this creature is more than twenty times larger. This is not a creature you want to meet in the woods of East Texas. Some claim even if Hogzilla is killed, another takes its place.

**Attributes:** Agility d6, Smarts d6(A), Spirit d8, Strength d12+6, Vigor d12

**Skills:** Fighting d10, Notice d4, Stealth d8, Tracking d8

**Pace:** 5; **Parry:** 7; **Toughness:**

15(1)

### Special Abilities:

- **Armor +1:** Thick tough hide.
- **Bite/Tusks:** Str+d6
- **Large:** Attackers add +2 to their attack rolls when attacking Hogzilla due to its larger size.
- **Mean:** Hogzilla is just plain mean. It ignores two points of wound penalties, but oddly will retreat if it takes three wounds. Some say it's a survival instinct, others say the creature comes back later for revenge.
- **Size +6:** Hogzilla is the size of a bull elephant on steroids.

## NIGHT PANTHER

These creatures of legend are larger than normal panthers, with near demonic intelligence, and they hunt the night and feed upon the fear and death of any living creature, but prefer the blood of humanity. The Caddoan Indian tribe of East Texas believed that just hearing the scream of a night panther was an death omen, and the creature would come to devour not just your flesh, but your soul.

**Attributes:** Agility d8, Smarts d8(A), Spirit d8, Strength d10, Vigor d8

**Skills:** Climbing d8, Fighting d8, Notice d8, Stealth d8

**Pace:** 8; **Parry:** 6; **Toughness:** 7

**Special Abilities:**

- **Bite or Claw:** Str+d6
- **Hidden:** +2 to Stealth as this creature blends in well with environment of the Thicket.
- **Improved Frenzy:** Night panthers may make two Fighting attacks each round at no penalty.
- **Low Light Vision:** May ignore penalties for Dim or Dark lighting.
- **Pounce:** May pounce on their prey, usually from a hidden location, high in a tree. It can leap 1d6" to gain a +4 on its attack and damage, though the Parry is reduced by -2 until its next action when performing this maneuver.
- **Size +1:** May weigh up to 350 pounds.



## THE RAVEN

This creature is similar to the doppelgänger lore of the Europeans, but is an ancient evil that once terrorized the Native American tribes, and now lives among humanity, feasting and hiding among its prey.

**Attributes:** Agility d8, Smarts d10, Spirit d10, Strength d10, Vigor d8

**Skills:** Fighting d8, Intimidation d10, Notice d10, Persuasion d10, Stealth d8, Shooting d8, Throwing d10

**Pace:** 6; **Parry:** 6; **Toughness:** 6

**Gear:** Varies

**Special Abilities:**

- **Change Form:** As an action the Raven can change into any human he has touched with a Smarts roll at -2. Changing back to any previous form requires a Smarts roll. It is important to note that the Raven does not have the memories or knowledge of their chosen target, but physically changes to be a near exact copy of them. The transformation takes three rounds to complete.
- **Charm:** Ravens can use the *puppet* power using their Smarts as their skill die. They can cast and maintain this power indefinitely, but may only affect one target at a time.
- **Regeneration:** Upon killing a human and eating his heart, a Raven is mystically healed

of any wounds and gains another ten years of seeming immortality. Yep, these creatures are ancient.

- **True Form:** If the Raven reveals his true form, it is a terrifying mix of human and raven causing everyone to make Fear -2 rolls, and they gain Claws (Str+d6) and Flight with a Pace of 12" and Climb 0.

## SCARECROW

There are millions of acres of industrial and private farms in East Texas. Lots of them have scarecrows. Some of them have *living* scarecrows.

A living scarecrow is a construct animated by supernatural powers and driven to scare away or kill anyone who enters its patch except for its creator. Its body is frequently made of a patchwork of worn-out clothes, a hand-painted angry face on a burlap head (or a pumpkin), and mitten-like hands fashioned from sackcloth.

**Attributes:** Agility d8, Smarts d4, Spirit d8, Strength d10, Vigor d8

**Skills:** Fighting d10, Intimidation d10, Notice d8

**Pace:** 6; **Parry:** 7; **Toughness:** 6

**Gear:** Scarecrows occasionally pick up farm implements to use as weapons, such as scythes or pitchforks. These are never considered improvised in the hands of a scarecrow.

**Special Abilities:**

- **Construct:** +2 to recover from being Shaken; No additional damage from called shots; Does not suffer wound modifiers; Immune to poison and disease.
- **Fear (-1):** The scarecrow's whole purpose is to scare away (or kill) trespassers.
- **Fearless:** Scarecrows are immune to Fear and Intimidation.
- **Pin Cushion:** The scarecrow is immune to piercing attacks such as from firearms. Firearms with multiple projectiles, such as full-auto weapons and shotguns, cause half-damage.
- **Punching Bag:** The scarecrow does not take wounds from blunt trauma, such from clubs or fists, though it can still be Shaken.
- **Thrasher:** The living scarecrow was created to fight bare handed and thus is never considered unarmed in combat. With a successful attack,

it adds +d4 to its Strength roll as if using a small weapon.

• **Weakness (Fire):** Scarecrows suffer an extra d6 damage from fire attacks and are treated as combustible material.

## SKUNK APE

The East Texas species of Bigfoot has a black and smoky coat rather than the classic brown coat described in other legends. The white streak of hair around the face and occasionally down the back has led to the name Skunk Ape. These creatures generally hide deep in the Thicket, hunting at night, but have sometimes savagely attacked people.

**Attributes:** Agility d10, Smarts d10(A), Spirit d8, Strength d12+3, Vigor d12

**Skills:** Fighting d10, Notice d10, Stealth d10, Throwing d10

**Pace:** 7; **Parry:** 7; **Toughness:** 12(1)

**Gear:** Large club (Str+d6) or rocks (Str+d4)

**Special Abilities:**

- **Armor +1:** Thick fur
- **Bite:** Str+d4
- **Hidden:** +2 to Stealth as creature blends in very well with environment of the Thicket.
- **Size +3:** Adults grow over 8 feet tall with massive chests, arms, and legs.
- **Sweep:** May attack all adjacent characters at -2.

## SLOUGH CREATURE

This legendary creature is a mass of living, flesh-eating plants formed and animated into a roughly humanoid shape. It rarely ventures from its habitat in the bottoms, in low lying, swampy areas. Anyone unlucky enough to enter the range of a slough (pronounced "sloo") creature rarely lives to tell the tale.

**Attributes:** Agility d8, Smarts d4(A), Spirit d4, Strength d8, Vigor d8

**Skills:** Fighting d8, Notice d6

**Pace:** 4; **Parry:** 6; **Toughness:** 10

**Special Abilities:**

- **Armor +2:** Thick masses of vines and roots.
- **Envelope Attack:** The slough creature uses a mass of moving vines and roots to make a Fighting attack opposed by the target's Agility. Success indicates partial restraint so that the target suffers a -2 penalty to Pace and skills linked to Agility and Strength, and suffers 2d4 damage from poisoned sticker vines and being squeezed to death. A raise

restrains the target fully. He cannot move or use any skills linked to Agility or Strength and suffers 2d8 damage. On its action, an enveloped target may make a Strength or Agility roll to break free. Other characters may also attempt to free the entangled person by making a Strength roll at -2. Once a target is unconscious, the vines release a special sap that eats away its flesh and converts it to energy for the creature, leaving only clothes and bones after a 24 hour period.

• **Hardy:** The creature does not suffer a wound for being Shaken twice.

• **Resistance:** All weapons except cutting ones only do half-damage to a slough creature.

• **Size +2:** Slough creatures are 7 feet tall and massive.

• **Weakness:** Fire does normal damage, but may spread on a 5 or 6 against a Slough creature.

## VAMPIRE CHILDE

A vampire childe is a special vampire that retains enough of its humanity to walk in daylight. Many vampires create vampire childe rather than true vampires so they may be better protected during the day. The sire may raise the vampire childe to full vampire as a reward for service. Thankfully holy water is only a car ride to the Risen Church away.

**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

**Skills:** Fighting d8, Intimidation d6, Notice d6, Stealth d6

**Pace:** 6; **Parry:** 6; **Toughness:** 8

**Special Abilities:**

- **Claws:** Str +d4
- **Frenzy:** Can make two attacks per round with a -2 penalty to each attack
- **Undead:** +2 Toughness, +2 recover from Shaken. Called shots do no extra damage (except to the heart—see Weakness)
- **Weakness (Stake Through the Heart):** A vampire childe hit with a called shot to the heart (-4) from a wooden stake must make a Vigor roll versus the damage. If successful, it takes damage normally. If it fails, it disintegrates to dust.

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