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- Cherokee legend

Spearfinger

An adventure for Hunter: the Vigil
using the Storytelling Adventure System

Written by Jesse Heinig Developed by Eddy Webb
Edited by scribendi.com Layout by matt milberger and Eddy Webb
Art: Craig Grant, Sam Araya, Kari Christensen, Jim Cole, Mathias
Kolross, Brian Leblanc, Nik Stakal



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STORYTELLING ADVENTURE SYSTEM		
SCENES 10	MENTAL PHYSICAL SOCIAL	●●●● ●●●● ●●●●
		XP LEVEL 0-24



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It's another cold day, so he bundles up in extra layers. His breath mists as he exits the apartment, and there's a thin layer of ice caking parts of the sidewalk. The nearby mountains have a dusting of snow in the trees, but in the city it's always rime and grime. His solid-soled shoes give him a good grip on the pavement, causing the ice to crack and crunch with each brisk step. He spots a coil of dusky smoke rising from one of the mountains, and wonders who's fool enough to go camping in this weather.

As he approaches the stop, he sees the usual vagrants and loiterers congregating near the trash receptacle and the bus shelter. A young man with a soul patch and low-riding pants listens to music, and a shrunken old woman hobbles past, leaning on a cane. He does his best to ignore these others. The old woman pauses and smiles up at him as he stops and stands near the curb. She raises a palsied hand to wave at him, and then continues on her way, the cane tapping heavily as she drags herself forward with each labored step.

He notices the discarded wrappers in the gutter and the spattered paint on the bus shelter. He feels a bit queasy, and wonders whether perhaps he should have had some fruit for breakfast instead of the leftover fast food. He hasn't realized yet that he's dying.

The old woman totters off to enjoy her breakfast as well, as tiny drops of bile patter on the street behind her.

Introduction

Most hunters associate witches with hoary paganistic spells, bubbling cauldrons and weighty tomes. Even those who don't fit the stereotype are deemed to indulge in the same sorts of hazardous and reckless behavior, using their mysticism to twist the rules of the world inside out to satisfy their arcane hungers for power, wealth or "wisdom." Preconceived hunter notions about witches may be turned on their head, though, as this tale proceeds.

Hunters confront monsters; that's the defining trait of a hunter's existence. While bloodsuckers and shapeshifters may be self-motivated, some creatures work in tandem with other hazards, or even with humans who can control them. Any hunter who considers witch-hunting knows of stories about witches conjuring demons, ghosts, even the Devil himself. If ever there were evidence of the ill intentions of magicians, it's made manifest in the association of spellbinders with otherworldly creatures that prey upon humans.

In this story, the hunters will confront witches with all-too-human flaws, and a monster far more dangerous than any simple human. Along the way, the hunters will have to decide how much they can

compromise, what to do when faced with a foe much stronger than themselves, and whether to accept magic as some sort of necessary step in combating the darkness.

What You Need

This story uses many elements from **Witch Finders**, specifically the "Gutter Magic" rules on pp. 135-167. Besides a copy of the **World of Darkness Rulebook** and **Hunter: The Vigil**, owning **Witch Finders** is necessary in order to understand the Mysteries for the two witch characters in **Spearfinger**. It is possible to use the "quick and dirty" rules on p. 12 or the Dread Powers in **Hunter** to emulate magic spells if you don't own a copy of **Witch Finders**, but the story is designed with the use of all three books in mind.

ABOUT THE STORYTELLING ADVENTURE SYSTEM

If this is your first Storytelling Adventure System (SAS) product, you've chosen a fine place to start. To keep this story kit lean and focused, though, we haven't included a lot of the core premises and Storyteller suggestions that are at the heart of the SAS. Whether you're a new Storyteller or an old hand, be sure to read the *free* SAS Guide, found at the SAS website:

www.white-wolf.com/sas

Here are some of the features available in **Spearfinger**:

- **Interactive links.** Clicking on anything in green will take you directly to the section referenced, or to an appropriate character sheet or prop. It can also take you to an external website that could be useful.
- **Scenes.** Clicking on a scene name in the scene flowchart or the page number in the scene card will take you to the full write-up of the scene.
- **Bookmarks.** This PDF is fully bookmarked, so you can jump to major sections at any time the file is open.



What's Inside

The three sections of **Spearfinger** follow the usual SAS format. If you've used an SAS before, you should have no trouble with this one.

The **Introduction**, which you are currently reading, features an overview of the material and a set of write-ups for the primary characters in this adventure.

The **Scenes** contain the meat of the action, from investigation to battle. Each scene is a self-contained story element, ready to be used when the hunters reach a particular point in the investigation or shifted to accommodate the needs of your particular group.

The **Scene Cards**, finally, give a quick reference of the various scenes. Each card provides you, the Storyteller, with a synopsis of the major elements in each scene, so that you can easily tell when the players have made headway and keep track of important information for the progress of the story.

Treatment

Whether as a side mission or as the opening to a **Hunter** chronicle, the thrust of **Spearfinger** is straightforward: People are turning up dead with their organs missing, but there's no evidence of scars or surgery. The deaths are clearly unusual and perhaps even supernatural, and when one victim dies right in front of the hunters, their involvement becomes crucial. While the hunters may at first believe they are simply tracking down a monster, their investigations soon reveal a pattern to the killings, which implies some guiding intellect behind the travesties.

At the outset, the characters are simple witnesses. Chance or fate places them in the same place as someone who's already been a victim of the monster. As the hunters go about their routine business, the victim—missing a liver, but knowing only that he feels unwell—suddenly collapses and dies soon after. The local police eye the hunters suspiciously as “persons of interest” in the death, while the local news reports that several similar deaths have happened recently. The hunters must investigate in order to stop the killings and clear their own names.

As the hunters continue their investigation, they discover that several people have all died from the same symptom: chronic liver failure caused by the unnoticed loss of the organ in question. One victim,

Margot Keller, is still alive in the hospital, which gives the hunters a lead. Their sleuthing places them in contact with a private detective, Ana Zawadzki, who is also digging up information about the case, and the parties have an opportunity to share information.

Armed with a lead on an occult bookstore, the hunters set forth to investigate, only to discover that the *Painted Page* recently burned down. The hunters have their first run-in with the Spearfinger, which proves to be far more dangerous than anticipated. Although the hunters (hopefully) survive the encounter, they realize the Spearfinger is controlled by someone else, as well as far too dangerous to destroy without a plan.

After their unsuccessful run-in with the murdering monster, the hunters receive advice from an unlikely source—Wanahton Janus, a magician who claims to know of the creature and how she operates. While the hunters may not enjoy the notion of working with a witch, they have little choice if they're to track down the summoner and send the Spearfinger away for good. Their would-be ally, though, also proves to be a slippery character with a personal agenda that may not match up with the hunters' goals.

Finally, once the hunters have an idea of who's controlling the Spearfinger, why and how, they stage a raid to take down the witch who summoned the creature, only to find they're two steps behind. The hunters must hurry to track down Ruben Washte, the shaman who summoned the Spearfinger, before he can liberate the power of a legendary item to grant himself even more supernatural abilities. As they confront the witch who is the source of this misery, the hunters also learn that their advisor Wanahton is as susceptible to the blandishments of power as any other magician.

Spearfinger proceeds along a fairly linear investigation, although it can easily be deconstructed or switched around. The introduction to the investigation throws the hunters into the thick of the unknown, while the resolution should leave them with the troubling notion that they may not be prepared to deal with every creature they hunt and the allies they need will not always be reliable.

Theme: Tough Choices against the Clock

Spearfinger presents the hunters with a race against time. Not only is a monster on the loose quietly killing people, but her amoral master



has found a way to increase his own power. In order to stop the creature, the hunters must rely upon the aid of people who are inherently suspect. Unless they make their choices quickly, though, the monster will surely kill again, and her summoner will become even more powerful—perhaps too powerful to stop. Worse still, the mortal authorities have cast their eyes toward the hunters, and now the cell must destroy the monster, defeat the witch, and deactivate a relic of deadly power all while avoiding accusations of robbery and murder. The clock is ticking and the hunters must decide whether compromise is acceptable in the pursuit of stopping their quarry from striking again.

In order to bring home the urgency of the hunters' job, be sure to track when various supporting characters are attacked, and remind the players when those characters die. Sam Jacquard, a clerk in the first scene, "Drop Dead," dies one day after the story begins. Margot Keller, whom the hunters meet in "Stalking," dies two days after the hunters meet her. If the hunters dawdle, further deaths crop up in the news. Remind the players that each time they delay is a chance for the killer to strike again.

With every interaction, the hunters must consider how much they're willing to give up. Normal humans press for information that could turn them into victims of the supernatural world. Self-proclaimed magicians offer help, but clearly have their own hidden motivations. The hunters themselves may even have become victims of the monster without knowing it. As the hourglass sand runs out, each choice becomes more desperate. In the end, the hunters may triumph, but they must wonder this: When pressed for time, how much did they let their convictions slide in order to pursue the Vigil?

Mood: Desperation

Once the hunters realize the monster can kill people and leave them without even knowing they're going to die, they must naturally confront the possibility that *anyone* they meet could be a walking dead man—and, once they've had a run-in with the monster, they might be, too. Worse still, someone out there is *in control* of this beast, and that means they face an adversary potentially more dangerous. The lack of solid information presents difficulty in chasing down leads, and the people who offer to help the hunters might not be trustworthy. *Can* they finish the job? *Can* the hunters track down this killing machine and destroy or banish her, and tackle her master as well?

As events unfold in this story, the hunters' position becomes more precarious, not less. The more they learn about the monster, the clearer it becomes that she's extremely dangerous, perhaps more so than anything they've ever confronted before. The more they cross paths with investigators and witches, the more convinced they become that they can solve this predicament only with unreliable help. At every step, the hunters are confronted with desperate circumstances, and with desperate people.

A Chapter in Your Chronicle

The story of **Spearfinger** is easily dropped into an existing chronicle for **Hunter: The Vigil**. The very first scene presents the characters with an uneasy coincidence that leads them into the hunt. If your players have faced off against magicians before, they may have some preconceived notions, and might have a harder time swallowing help from a self-avowed witch in this story. If not, their monster-hunting experience will hopefully have prepared them for showdowns with monsters that are just too much to kill—and taught them how to operate as a team, and when to run away.

Spearfinger can easily serve as the jump-start to a **Hunter** chronicle as well. If you're playing a tier one **Hunter** game, with the hunters as normal people thrust into an unusual set of circumstances, then just make sure the hunters are all friends or neighbors, or that they're all at the convenience store in the first scene. While some people might turn away from investigating such a horrid occurrence, all you need to do is add another victim—a friend or relative of any hunters who are reluctant to take up the Vigil—to point them in the right direction.

For a tier two or three **Hunter** game, matters are a little trickier. A conspiracy-based hunter team might show up specifically to investigate the **Spearfinger** killings without knowing at the outset what's causing them. In such a circumstance, the team likely has a briefing that tells them people are dying of liver failure in a nearby suburb, and that they'd better investigate to see whether it's a supernatural hazard. When the scene "Drop Dead" puts evidence in their hands, they're already geared and ready to go.

If you want to set up **Spearfinger** and use it as a keystone in your chronicle, just use the monster as a barely-seen foe in an earlier story. Perhaps she kills an advisor or hunting comrade. Maybe one of the hunters reads about her while researching a different creature. Foreshadow the existence of the monster, and when she finally shows up her arrival will be all the sweeter.



A Story by Itself

As a stand-alone story, **Spearfinger** has a conclusion when the hunters defeat (or are killed by) the witch who summoned the titular monster (or the monster herself!). The most important trick is to give the hunters some sort of personal story or motivation. Sure, if your players all come together to spend the evening playing **Hunter**, they'll presumably build a hunter team that is motivated to track down and destroy evil creatures. Since the sense of paranoia and desperation in **Spearfinger** relies upon the hunters questioning their ability to solve the dilemma and their hesitation to deal with a possible ally, it's important to establish upfront how the hunters feel about making deals with the enemy in the pursuit of a nigh-unstoppable foe.

You can create a sense of some additional tension by having one of the victims in the story, such as Margot Keller, be a relative or friend of the hunters. More importantly, play up the invincibility of the monster as she toys with the hunters in the scene "Ivy and Ash." Having the players realize they're on the edge of death in a confrontation that may outclass them can add some significant nail-biting moments. If the hunters are part of a compact or conspiracy such as Task Force: VALKYRIE, you can also create some tension by adding a brief aside in which they communicate with superiors in their organization who chastise them for taking too long to solve the case and (if discovered doing so) for working in concert with a witch. Strive to create a sense of isolation against an enemy that outclasses them.

Background and Setup

The backstory for **Spearfinger** is straightforward, and setup is minimal. The key antagonist motivation is a desire for power; the hunters are unlikely protagonists thrust by coincidence into thwarting such plans. The only complexity in pursuit of the enemy is in digging up information on where to go—and avoiding death at the hands of the monster.

Backstory

The hunger for power takes root early in embittered hearts, and digs its way deep. In the ghettos and projects of the World of Darkness, most people spend their lives suffering as victims unless they find some way to take power over their fellow street hustlers and gang-bangers—the power of the gun, perhaps, or of vices that promise an

easy release. Ruben "Wash" Washte is a man consumed by the lust for power, and he has followed its promise all his life. The child of an alcoholic Cherokee father and an abusive African-American mother, he lived in a family with the worst excesses of vice and poverty, losing a brother to a drive-by shooting and a sister to drug addiction. Ruben latched on to the notion that power meant forging one's own destiny by controlling others. From an early start as a gang leader, he was in and out of jail for several years, engaged in various petty crimes. After a solid five-year stint for armed robbery and assault, he left the gang behind, ostensibly going straight... at least as far as his parole officer could tell.

In truth, Ruben had learned some of the secrets of magic, from both his now-dead father and one of his strange cellmates in jail. Hungry to use this newfound power, he abandoned his old habits and vowed he would never return to incarceration. Instead, he planned to make use of supernatural powers to bring himself wealth and, more importantly, control over the fearful and ignorant street thugs and hoodlums with whom he often associated. Indeed, if he could truly master the powers whispered in legends, he could easily leave the ghetto behind. Of course, Ruben had little thought for the consequences of his actions, and of the sorts of attention he'd attract.

With direction from his aged and dying cellmate, Ruben tracked down a hidden cleft holding the Ulun'suti, a mystic stone that grants control over the Uktena and its power over fire. To claim its power, Ruben had to bathe the stone in human blood. However, his time as a criminal and his lack of imagination would make it too easy for police to catch him if he started killing people. Instead, he used another tool: a sacred dance and rite that would summon a terrible shapechanging monster called Utlunta, the Spearfinger. By binding the Spearfinger to his will, Ruben could send her forth to kill people and bring back a bit of human blood as well. The Spearfinger would cut out the livers of her victims and then return with them; Ruben could squeeze human blood out onto the Ulun'suti and give the liver back to the Spearfinger to devour.

Ruben's attacks via the Spearfinger have now killed three people, none of whom have been identified as murder victims; authorities are puzzled at people suddenly dying in the hospital, apparently missing their livers. Since the Spearfinger strikes so quickly that the victim doesn't know what's happened, regular law enforcement officials are unlikely to ever solve this case. If Ruben manages to awaken the Uktena

SPEARFINGER

BACKGROUND

by feeding the Ulun'suti with enough blood, he may command its powers of fire, which would turn him into a frightening figure indeed.

Ruben isn't the only one who knows the story of the Spearfinger and Uktena, though. Wanahton Janus, an aging quarter-Cherokee shaman, also knows the many stories of the old ways. While the pattern of the various deaths hasn't hit the mainstream news, Wanahton knows (thanks to his dream-trances) someone has awakened the Spearfinger. He knows the Spearfinger will kill again, and that she will consume liver after liver unless she is confronted and sent away. He also knows a rite that will summon the Stone Man, a monstrous counterpart to the Spearfinger, but he is loath to perform it; the Stone Man, too, likes to feast upon human flesh. In spite of his desire to see the Spearfinger driven off, though, Wanahton is not immune to the blandishments of power. If he learns Ruben has discovered the Ulun'suti, he may just try to take it for himself.

Setup

The events of **Spearfinger** presume a suburban setting. You should place the story in or near a fairly large city, but one that has a forested hilly or mountainous area within an easy drive. If you use Philadelphia, you can place the various hill and mountain encounters in the mountains northwest of the city along I-476, while using a suburb such as Collegeville or Red Hill for the early action. While Cherokee legends and lands are closer to the East Coast, you can easily place this story in any location with a properly rundown cityscape, a hospital and a hillside that hides a secret.

The other important piece of setup revolves around whether your hunter team is a tier one, tier two or tier three group. Tier one hunters can proceed through this story without any modifications—the core events assume the hunters are thrust into a pursuit and that they take to it out of self-preservation, if nothing else. Tier two or three hunter teams—part of a compact or conspiracy—will have to handle the demands of their particular group as well. Some potential hooks for compacts include:

- **Ashwood Abbey:** Since the Abbey is decadent and perverse, it will likely have little interest in fighting the Spearfinger. Her existence, though, implies the possibility of other monsters or a controller. Abbey hunters might try to find out if the Spearfinger was once human, and if they can gain her shapeshifting powers. If they follow the clues to Ruben, they might try to absorb the power of the Uktena themselves.

- **The Long Night:** Obviously, a Long Night team has a vested interest in killing both the Spearfinger and her controller, if only just to put down one more monster. Its dealings with the shaman Wanahton Janus may be a bit more complex. While he's not really a "monster" nor particularly sinister, his true colors may show near the end of the story. In such a case, Long Night hunters would likely feel quite justified in sending the old shaman to his grave as well.

- **The Loyalists of Thule:** Cherokee mythology is not among the Loyalists' strong suits. The pursuit of knowledge will certainly lead Loyalists to track down the Spearfinger and see how she's controlled. Of course, the methods are probably a bit too horrific for them to consider using... hopefully.

- **Network 0:** Obviously, the primary goal for this organization is to get footage of the Spearfinger in action. A little slow-motion capture of her dissecting a liver, though horrific, would certainly net some prestige for a hunter. Since Ruben Washte is an otherwise "normal" human with a criminal record, Network 0 could easily roust up some data about his past as well.

- **Null Mysteriis:** To these scientifically-oriented hunters, the Spearfinger must be some sort of bizarre morphic freak, a creature that's an evolutionary offshoot from humanity much like a werewolf. Understanding the Spearfinger might mean capturing a piece of her flesh for study. The hold Ruben Washte has over the creature is likely to be seen as a psychological edge.

- **The Union:** Members of the Union are unlikely to know about the Spearfinger in advance, but once a normal, everyday person drops dead in their midst, their ire will quickly be roused. Union hunters may be sent specifically to find the *thing* that has already hospitalized and killed a common person or two. The Union will demand the destruction of the Ulun'suti and the Spearfinger to protect the unsuspecting victims in the city.

- **Division Six (Witch Finders, pp. 86-89):** A Division Six hunter cell likely comes from Department Whisky, designated to make a hit on the reality deviant who conjured up the Spearfinger. Thanks to the wide-ranging information sources of the Panopticon, Division Six hunters may come into the situation fully briefed with the notion someone is known to be manipulating chinks in the laws of reality. When the clerk dies in front of them in "Drop Dead," this is just evidence that they have, in fact, arrived right on the cusp of a major entropic event.



- **Keepers of the Source (Witch Finders, pp. 90-93):** To their surprise, the witches in this investigation aren't stealing the power of the Earth, but they're hurting people in the pursuit of personal advancement. Either way, their continued horror campaign cannot be permitted.

- **The Promethean Brotherhood (Witch Finders, pp. 94-98):** The Brotherhood would dearly love to get its hands on a pair of mages for use in the Rite of Hecate. While the initial investigation seems just to show some sort of monstrous weirdness, as soon as it's clear that witches are involved, the Promethean Brotherhood will want them captured for use in the magic-stealing Rite.

Hunters from a conspiracy have an even more detailed set of motives and backstory, since the conspiracy may well have sent them to perform a formal investigation:

- **Aegis Kai Doru:** The Guardians would consider the Spearfinger a nuisance, of course, but once the real plot is unearthed—the attempt by Ruben to attune the Ulun'suti and use it for himself—the Aegis will really perk up. Of course, the Aegis Kai Doru would prefer to lock away the Ulun'suti in an archive where it can do no damage. Aegis operatives have a leg up on other investigators in that they may assume the existence of an enchanted relic during their hunt, and this time around they happen to be correct.

- **Ascending Ones:** With their typical religious zeal, the Ascending Ones will see the Spearfinger as just another monster in need of destruction. The conspiracy will likely provide its operatives with elixirs designed to confront her directly, under the mistaken assumption that she's just another monster that can be killed with the application of a little alchemical force. Once the Spearfinger humbles the hunters, the focus will shift upon finding a more subtle way to deal with her. The Ulun'suti itself also smacks of alchemical overtones, which will lead to directives to capture it if possible.

- **The Cheiron Group:** The company is interested in hunting down the Spearfinger to learn how she operates and to turn her innate powers into new forms of biotechnical advancements. Shapechanging? Speed faster than the eye can follow? A way to cause a victim to feel no pain while removing an organ? Imagine the uses in the fields of medicine... or warfare. Cheiron Group hunters are likely to have orders to take samples or even to try to capture the Spearfinger, which is a dangerous notion at best.

- **The Lucifuge:** They may or may not consider the Spearfinger to be a monster of Hellish provenance. Are Cherokee monsters related to Christian iconography at all? Members of the Lucifuge would certainly want to track down the Spearfinger to find out whether she is, in fact, a Hell-spawned beast, or something *else*.

- **Malleus Maleficarum:** The Shadow Congregation would send its agents to investigate the killings much as they would any other large-scale conspiracy, but the real prize comes not in besting the Spearfinger but in uncovering and killing the witches who control her. Hunters of this conspiracy are those most likely to have serious reservations about making a deal with Wanahton Janus to learn how to beat the monster.

- **Task Force: VALKYRIE:** Hunters from TFV would likely have been sent into town to track down whatever is causing the loss of peoples' livers. While the government investigators of paranormal activity wouldn't necessarily know what's going on at first, having a case fall into their laps right at the outset will give them a quick entrance. Plus, their government connections might help them garner some extra information from police and hospital workers.

- **The Knights of St. George (Witch Finders, pp. 99-111):** The Knights deal with witches and monsters as a matter of course; the notion that people are suddenly vanishing and dying under strange circumstances is in no way foreign to them. As hunters track down the Spearfinger and her commander, the Knights will be busy not only killing the witches involved in this series of murders, but in concealing their own motivations and history from other hunters.



New Elements

As part of this story, your hunters will run across a monster that steals organs for food, as well as a mystic artifact of some potency. Those elements are described here: the Ulun'suti and Stone Man Staff Relics, the Cover Your Heart Tactic and the new Dread Powers of Spearfinger.

New Relic: Ulun'suti, the Blazing Diamond (••••)

According to Cherokee legend, the Ulun'suti is a magical stone from the forehead of an Uktena, a monstrous serpent sent to kill the sun. Supposedly, only one such stone was ever knocked from the forehead of an Uktena. The hunter who acquired the stone hid it in a deerskin bag in a deep cave high in the mountains near a waterfall. The stone itself is an orb small enough to hide in one's fist, translucent except for a blood-red streak that bisects it.

Cost: None, but the Ulun'suti must be bathed in the blood of an animal once per week. Otherwise, it must be put to sleep (in which case it becomes nonfunctional until fed again) or it flares into a new Uktena, which kills the owner and flies away. The Uktena attacks "like a blazing star;" whether it can be killed or whether it simply annihilates its former owner is left to the needs of your chronicle.

Benefit: When the Ulun'suti is bathed in animal blood, it grants its owner the power of prophecy and good fortune. Once per story, the owner of the Ulun'suti may call upon its power of prophecy to foresee an outcome. The player may activate this power after making a dice roll in order to reroll the task, as prophecy had previously warned the character of the outcome. Three times per story, the owner may gain a +1 equipment bonus on any task.

It also contains the power of fire, as befits the flaming Uktena from whence it came. The Ulun'suti requires the blood of a deer or larger animal (and a human certainly qualifies) at least twice per year. If it receives this offering, the owner can conjure flame by spending a point of Willpower. This unnatural fire can be used to make attacks that inflict aggravated damage at a range of up to 50 feet, using Dexterity + Occult for an attack pool.

New Relic: Stone Man's Staff (•••)

The six-foot stone shaft the Stone Man carries is both a weapon and a means of transit. He can launch the staff's end suddenly at foes to batter or impale them. To travel, he simply points the staff at some landmark in view and the staff extends to touch the landmark, even if it's miles away. The end he holds then shrinks and pulls him toward the far tip.

Cost: None for the Stone Man. Activation of the travel power costs 1 Willpower for anyone else.

Benefit: When making an attack with the staff, the Stone Man may cause it to elongate suddenly while lashing out. This grants a +2 bonus to the attack dice pool.

The Stone Man can also travel from point to point by indicating a visible destination, elongating the staff, then pulling himself along behind it as it shrinks to the destination point. This travel takes one action to activate and moves at the speed of sound. It is also a clearly supernatural function, which could cause problems if used by a hunter.

If the Stone Man's staff is stolen, it loses its powers at the next new moon. The Stone Man can fashion a new staff for himself after the old one is broken or disenchanting.

New Tactic: Cover Your Heart

Prerequisites: All: Composure 2, Dexterity 2. *Partial (1):* Wits 3, Athletics 3, Brawl 3 (primary actor), Brawling Dodge or Weaponry Dodge Merit. *Partial (1):* Athletics 2, Brawl 3 or Weaponry 3 (secondary actor).

Requires: 2; up to 4 grants +1 per extra hunter to secondary actors. More actors cannot participate.

Dice Pool: *Primary:* Wits + Athletics or Wits + Brawl. *Secondary:* Dexterity + Brawl or Dexterity + Weaponry.

Action: Instant. Must be performed as a held action.

Description: Some monsters just love to go for vital spots—the Spearfinger rips out livers with a flick of the wrist; other creatures eat hearts, brains or lungs. Usually, creatures with these sorts of hungers also have a special way of getting to the tasty morsels. Even body armor and fast reflexes aren't enough to stop them, but a hunter who's brave enough to throw herself into the line of fire can defend against such an attack and leave an opening for teammates.



New Dread Powers

Blinding Speed (• to ••••)

Cost: None

Action: None

Dice Pool: None

Effect: A monster with Blinding Speed moves much faster than a typical human. The monster gains a bonus equal to its Blinding Speed rating to its Defense, Initiative and Speed scores.

Stealthy Attack (••••)

Cost: None

Action: Reflexive

Dice Pool: Dexterity + Stealth + Stealthy Attack

Effect: The monster can attack with such speed or subterfuge that a victim may not be aware of the wound. This Dread Power could represent a strike so fast and painless the subject doesn't even know she's injured, or the strike is particularly subtle, such as a demonically-infected mosquito bite or a sneaky tentacle that attaches itself to the back while unseen.

When making an attack, the monster may use Stealthy Attack before the attack roll to prevent the victim from realizing she's suffered any damage. Stealthy Attack also hides the aftereffects of a strike, so if the monster has some kind of debilitating touch or disease-causing blow, the subject will remain unaware of the power until its symptoms manifest. The monster doesn't realize a Stealthy Attack roll has failed until it performs its attack—it can't choose to halt or change the attack if this roll fails.

Roll Results

Dramatic Failure: The monster's attempt to conceal its strike fails, and the victim automatically notices the attack. The victim gains a +2 bonus to Defense against the attack as a result of seeing the strike coming.

Failure: The monster fails to conceal its attack.

Success: The monster's attack is concealed; the victim is unaware whether she is hit, and does not know how many health points of damage are suffered. If the monster is hidden, the victim may not even know she's under attack. Diagnosing the extent of the injury (and thus

The Tactic requires waiting for a creature to make such a signature maneuver, then using a prepared defense to counter the beast and open up its defenses. The primary actor must delay, waiting for the creature to strike. (Often, the hunter will taunt the foe, perhaps using Manipulation + Expression to try to make it attack her.) Once the creature makes its signature lunge, the primary hunter dodges the attack while the secondary hunters take the opportunity to strike.

Organizations: Nearly any sort of hunter team can benefit from this Tactic. Small, isolated groups of hunters favor this Tactic because it requires no special equipment or specialized skills. The Union's members often show a willingness to throw themselves into the line of fire for their teammates, which makes this Tactic a viable (if not popular) one for them. The Knights of St. George, familiar as they are with the grisly people-eating strikes of monsters, also tend to have experience with this Tactic.

Potential Modifiers: Large, open space (+1 to all secondary actors); primary actor has armor that covers hands (+1 to primary actor); hunter has an Occult specialization in the monster (+1 to any actor with specialization); small, confined area (-1 to all secondary actors); the monster chooses to attack a secondary actor instead (-4).

Roll Results:

Dramatic Failure: The timing of the maneuver goes horribly awry. The primary actor loses her Defense against the creature's attack.

Failure: The bait manages to defend, but the attempts to create an opening to attack the monster don't work as planned. The primary actor still gains the usual benefits of full defense, but the secondary actors have no chance to attack in response.

Success: The team manages to strike, as the creature's expected attack creates an opening. The primary actor uses her held action to dodge, and each secondary actor makes a Brawl or Weaponry attack immediately after the monster's attack is resolved.

Exceptional Success: The perfect timing and execution of the maneuver makes it possible for the attack to unleash total fury upon the beast. The primary actor gains the benefits of dodging, while the secondary actors all gain their Brawl or Weaponry attacks immediately before the creature makes its strike.

To Purchase: 14 Practical Experience, 11 for the Union, 9 for the Knights of St. George.

learning how many health points of damage were inflicted) requires a successful roll of Intelligence + Medicine by someone examining the victim.

Exceptional Success: The attack is concealed, and gains a +2 bonus to the attack roll.

The Cast

This story has six important cast members, two of which are actually monsters—Utlunta the Spearfinger and the Stone Man. The witches and monsters have full character sheets including their various abilities and powers. The two other mortals with whom the hunters are likely to interact have abbreviated descriptions.

Ana Zawadzki, hardboiled detective



Quotes: *You know, private dicks don't exactly make a lot of money. Something's gotta keep a lady in cigarettes.*

If you want pictures, that'll cost my usual rate. Backup is extra. My opinion's free.

Are you seriously threatening the only person who has a lead in your case? You don't know from dumb.

Virtue: Justice. Ana originally became a detective to ferret out

truth and see philanderers, kidnappers and scumbags punished. Her ideals have tarnished but sometimes the spark remains.

Vice: Greed. Ana's learned the hard way that private detective work doesn't pay worth squat.

Description: Like some kind of noir stereotype, Ana hides her short, bobbed hair under a gray fedora. She favors a weather-beaten duster and sensible flats, and carries a small digital camera with a zoom. Her short hair is a mousy brown that matches her eyes and she's slightly

chunky, although she keeps herself fit enough to climb the occasional fence or run from discovery by a perp. She wears jeans with rumbled shirts and an out-of-place dark-colored tie.

Ana talks in a slow, leisurely drawl, punctuated with the occasional drag on a cigarette. She has a tendency to lean against convenient walls while she chats. She plays up the noir detective image, which might surprise people who don't expect the camera phone and various pieces of digital gear she carries.

Ana is of average build, which helps when she's blending into crowds to shadow someone. She typically smells of cigarettes, and her clothing is usually rumpled but clean.

Storytelling Hints: Ana is a second-generation Polish immigrant whose father owned a hardware store; her mother was a housewife. Her parents divorced in her teens as a result of her father's philandering, which is part of what pushed her into detective work. (That, and the fact that her bad home life meant she dropped out of high school, thereby limiting her career options.) Her home life led to difficulties with intimacy, so she has the tendency to find herself in short-term flings with bad matches.

Ana's a bright woman who embraces the noir detective stereotype as a stylistic choice, although she regrets taking up smoking. Still, she's rarely seen without a pack of Camel Lights. She morbidly jokes that if a bad client doesn't finish her off, the cigarettes will, which is a relief since a detective doesn't make enough money to fund retirement. Her tendency to rely upon black humor is a defense mechanism against intimacy.

When the hunters first meet up with Ana, she's on the trail of the monster herself. Her client, Geoff Keller, believes Margot's illness is the result of some sort of conspiracy, and hired Ana to find evidence of such. While he's completely off base, Ana's investigation of Margot's prior movements and of the other killings has led Ana to conclude that *something* fishy is going on. Still, she won't give up her knowledge without some sort of compensation. If the hunters pay her off, she'll gladly help them, although she's certainly not going to stick around to fight the Spearfinger if the monster shows up. If the hunters intimidate her, she will grudgingly tell them what she knows, then send the police to corral them later.

Margot Keller, dying victim

Quotes: *Who murders a housewife, anyway?*

I'm surprised they even let you in here. Maybe Geoff was right.

Funny thing is, I always thought it would be cancer.

Virtue: Fortitude. In spite of her dire straits, Margot hangs on from sheer determination.

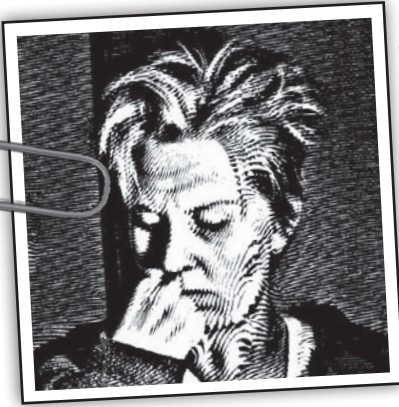
Vice: Sloth. Margot was never a go-getter, and being stuck in a hospital bed hasn't helped.

Description: Hooked up to tubes and wires and life-support, Margot is slowly dwindling. She's a middle-aged Caucasian housewife with her hair dyed brown but showing gray roots. The whites of her eyes have become a jaundiced yellow, and she can move only with labored effort. In her youth she may have been pretty, but age and a sedentary lifestyle have taken their toll.

While asleep, Margot looks almost as if she's dead, between her dry, slightly wrinkly skin and her shallow breathing. Awake, she moves slowly and painfully. A device mounted on her left hand tracks her heartbeat and blood pressure, and various tubes are inserted into her abdomen underneath gauze bandages. She regularly spits phlegmy goo into a bowl on a side table. Her charts look gloomy to anyone with any medical knowledge. She needs a liver transplant at once, which is unlikely since she has no health insurance.

Storytelling Hints: As a supermarket checker and bagger, Margot was an unexceptional woman. Married young to Geoff Keller, she raised two children (Samantha and James) who have since moved out of town. She has little in the way of regrets, but still she has a lingering fear of her approaching death.

Since Margot is an unexceptional woman and not especially intelligent, she doesn't immediately realize what's up with the hunters unless they are very brusque about their intent. She initially pegs them as being from a charity organization or a team of specialists, but her brief hope of a reprieve gives way to bitter resignation when she realizes the hunters are trying to pump her for clues instead of offering a new liver.



Margot offers the hunters a lead in that she used to frequent the occult bookstore at which Ruben Washte made some of his purchases. This lead turns out to be problematic for the hunters in the scene "Ivy and Ash." Margot's husband is responsible for hiring Ana Zawadzki, since Geoff Keller is convinced Margot's condition is the result of some sort of government conspiracy. (If the hunters decide to investigate Geoff, he's a red herring—a middle-aged security guard with a penchant for reading the *Republic of Texas* newsletter and listening to Art Bell.)

Ruben "Wash" Washte, street-hardened shaman

Quotes: *Word on the street is gonna be about me, for once.*

You think I got where I am by being stupid?

You grow up like I did, you learn to take care of you' self.

Virtue: Hope. Ruben's attempt to master the Ulun'suti is driven by a twisted desire to improve his fortunes.

Vice: Envy. All his life Ruben has wanted the ease and luxury he feels he deserves. He wants to live like the rock stars he sees on television.

Background: Ghetto life is hard; growing up in the ghettos of the World of Darkness is even harder. Ruben was born to a Cherokee father and African-American mother, a family mired in poverty, violence and alcoholism. He joined the Black Disciples, a branch of the Folk Nation corporate gang, on the promise of rising up the drug-dealing ladder. Like most enforcers, he started at a low level, taking dangerous jobs for sub-minimum wage pay in hopes of eventually climbing to the top.

Ruben learned a bit of folk history from both his parents, but paid little attention to it. He refused to go to church after he turned thirteen, and instead spent much of his time loitering with his gang associates, conducting petty thefts and assaults, and heading for a short, jail-filled life. He bounced in and out of juvenile detention, clashed with his father, and fled home at sixteen. Shortly after his eighteenth birthday, he was put away for multiple battery and armed robbery; he spent five years in jail.





During his jail time, Ruben forged connections with a few other local gang members. One of his cellmates was an older man who practiced a mishmash of Santeria and shamanism. While Ruben was not a great believer in the occult, he figured it couldn't hurt; why not burn a candle before a job just in case it gave you good luck?

After Ruben finished his jail stint, he spent several years on parole, but he had learned enough to keep his nose clean. Instead, he slowly became more and more engrossed in the mysticism he had learned. He delved into old Cherokee stories as well, creating a syncretism of rituals and spells designed to bring him good luck, avoid undue attention and provide an untraceable leg up—after all, the police don't investigate spellcasting. Much to his surprise, he discovered the old rituals and spells seemed to work for him, and he also managed to track down the Ulun'suti, a legendary artifact of the Cherokee, based upon the stories of his former cellmate. Knowing the Ulun'suti fed upon blood to give its owner power, he decided he would claim it by feeding it human blood. But how to get it without drawing the attention of the police? In desperation, he tried a ritual dance to summon Utlunta, the Spearfinger.

When the Spearfinger came, Ruben was both elated and terrified. He knew the stories only too well; Utlunta could kill him just as easily as anyone else. He made only a small request of her, that she return with the livers she stole so he could take a bit of the blood. Instead of egregious demands, he knew keeping his touch light would reduce the chances of her breaking his hold. Besides, if he could tap the power of the Ulun'suti, he would not need to fear the Spearfinger anyway.

Now, Ruben has used the Spearfinger to kill, just so he can capture the blood of sacrifices for the Ulun'suti. He's also sent the monster to settle a few old grudges.

Description: Ruben has dark brown skin, medium-length disheveled black hair and hard brown eyes. He has a strong nose and chin, with a patch of dark stubble that never seems to go away. He keeps himself in reasonable shape.

Ruben typically wears a denim jacket, jeans and wife-beater. He has a thick belt with a chain and wears several gold rings. His ears aren't pierced, but he has one gold tooth (an upper front). He has learned to avoid being *too* splashy lest he attract attention for lavish spending.

Storytelling Hints: Ruben is driven by a hunger for power, a desire for wealth and the conviction that “the system” will let him achieve neither. Having grown up with equal parts abuse and mysticism,

Ruben managed to convince himself the occasional charm, prayer or spell would bring him good fortune. He turned out to be right; he has since discovered the old stories he dismissed in his youth are, in fact, cautionary tales or legends of real mystics. Whether because of his connection through his father or some innate quality of his own hungers, Ruben has managed to master a few basic shamanistic tricks, and he plans to lie low, avoid being arrested again and use his powers to enrich himself in ways nobody would ever suspect. He is now convinced he has come into the big time, and that his occult skills represent the pinnacle of the magical arts.

As an ex-con, Ruben is all too familiar with the corrupt justice system of the World of Darkness. His time in jail only solidified his desire to avoid being caught again. Using the Spearfinger to fetch human blood keeps him at arm's length from any sort of criminal activity a beat cop or parole officer would consider suspicious, and he fancies himself quite clever in this execution. He is, however, becoming impatient with the process of awakening the Ulun'suti, and is tired of waiting to come into his power.

For most of the story, Ruben is an unseen antagonist; indeed, at first the hunters may not even suspect his existence. Eventually they learn of his role in controlling the Spearfinger, and a showdown in “The Ulun'suti” is very likely.

Wanahton Janus, secret mystic

Quotes: *This is not some garden-variety shapeshifting creature of legend.*

You will need competent help if you wish to see this through.

The spirits have already told me of the trials you face. Prepare for battle.

Virtue: Faith. As a shaman, Wanahton has a keen sense of the spirit world, and a belief in great mysteries.

Vice: Envy. Like Ruben Washte, Wanahton can be tempted by the promise of power, although he tries to convince himself he would put it to good uses.





Background: Wanahton Janus grew up in a lower-class family. Since he was only one-quarter Cherokee, he didn't live on the reservation, and he had a fairly stable home life. He managed to graduate from high school, secure some funding via the tribal rolls, and pursue a degree in anthropology, although he never finished college. Instead, after a series of hallucinogen-induced dream trances and visions, he followed a calling as a shaman.

Since "shaman" is not a high-paying job description, Wanahton confined much of his spiritual work to his off-hours while pursuing a career in middle management. Most of his co-workers found him dryly humorous and a caricature of the Native American stereotype. Being a diligent worker, he managed for several years to juggle his spirit affinity with his daily office grind, and even avoided having any "episodes" that prevented him from leading a reasonably normal life. He married, had a child and seemed quite successful in his endeavors.

Although he hasn't retired yet, Wanahton is perhaps only a decade away. He's socked away a reasonable nest egg, but the sluggish economy, the lack of a decent pension plan and the demands of putting a child through college have taxed him. On top of it all, now he's started having dreams of the Spearfinger. He knows enough of the old stories to recognize just how bad that may be, and he's been trying to track her down to make the dreams stop—as long as they come, he can't sleep nights, and it's starting to wreck his schedule.

Description: Wanahton is a slim man in his early 50s. He has a care-lined face, aquiline nose, thick black hair in a conservative cut and heavy crow's feet around his eyes. He smiles often, but he's become more and more tired of late.

Wanahton typically dresses well, and a bit conservatively. He understands the value of a good first impression. He wears an expensive watch, a three-button suit and trendy shoes. Under the long sleeves of his dress shirt, lengthy tattoos—pictures of bow hunters, raptors and wolves—from his younger days as a more vigorous shaman cover his arms and extend up his chest.

Storytelling Hints: Wanahton is gregarious, and at first glance seems to be an absolutely normal businessman. He cultivates this image so people will take him seriously when he drops bombshells on them. Indeed, at first glance his tone, mannerisms and appearance all speak of a mundane middle management suit.

When Wanahton speaks, he usually seems collected, but every once in a while he pauses and stares off into the distance as if watching

something else. He has no trace of an accent, even though he speaks Cherokee fluently. Usually, he has a subtle hint of a smile as he speaks, even if he's under stress. When he frowns, it is because his situation is dire or he is *very* conflicted.

I DON'T HAVE WITCH FINDERS!

If you don't have a copy of *Witch Finders* and you don't want to figure out appropriate *Dread Powers* for them, it's still possible to include the two witches in *Spearfinger* using the following quick and dirty rules.

- The *Gnosis Merit* determines how much magical power a witch has. You can use the witch's *Composure* + *Occult* + *Gnosis* as a default for all spells, and all spells cost 1 *Willpower* to cast.

- The *Lore Mystery* is a common set of spells most witches know, including the ability to see through illusions, cast mystical armor, deal bashing damage at a distance and regain *Willpower*. Each dot in the *Lore Mystery* gives access to one of these abilities.

- The *Foretelling Mystery* allows the witch to predict the future with various degrees of success—one scene in the future per success, up to a limit of the witch's dots in *Foretelling*.

- The *Fortune Mystery* allows the witch to manipulate fortune to his benefit. The witch may cast *Fortune* a number of times each story as he has dots in the *Mystery*. Each success in a *Fortune* roll is a die the witch may save for future dice rolls in the story.

- The *Shadow Mystery* allows the witch to move and twist shadows to the witch's desires. The witch can move through shadows, pull objects out of shadows or use shadows as armor. The witch can have a number of these abilities equal to the dots in the *Shadow Mystery*.

Although Wanahton will come to realize the hunters are as dangerous to him as they are to Ruben, he knows the Spearfinger must be stopped. If he thinks the hunters pose a serious threat, he will slip away during the final confrontation after deciding whether he must summon the Stone Man. Otherwise, he might give in to temptation and try to steal the Ulun'suti. If the hunters attack him directly, he will try to escape if possible, or turn the Stone Man against them if that creature has already been summoned.

Utlunta, the Spearfinger

Quotes: *Have a little kiss for grandmother?*

Would you hurt a poor old woman?

You won't even miss that.

Virtue: Fortitude. Utlunta has survived many cold winters, and uses trickery and patience to find the right moment to catch her prey.

Vice: Gluttony. Utlunta loves nothing more than to snack upon tasty morsels, and this motivation can distract her from business at hand.

Background: The Spearfinger, Utlunta, is a legendary creature of Cherokee mythology. Whether one or many exist is unclear. Since the beast is a shapeshifter, ascertaining age, identity, true gender or really nearly any trait is an exercise in futility.

According to legend, Utlunta lived in caves in the mountains of what is now Carolina. Although she could eat the organs of animals, she had a penchant for devouring human flesh. She would come down in the form of an old woman so she could pass unnoticed among people, and would find a lone victim whose liver she would steal. From time to time she might feast upon other organs, but the liver was definitely a favorite.

In the modern age, the press of humans into large cities across the continent has pushed supernatural entities such as Utlunta into hidden areas, but she still waits in the darkness and occasionally slips into the city in the guise of an old woman. An old woman has to eat, after all.

When Ruben Washte used a ritual dance of invocation, Utlunta responded to his call. He bound her by her name, by three sacred types of wood and by the smoke of a shaman's fire. Now she grudgingly kills as he directs, but he allows her to keep the livers she steals, so she has little reason to turn on him.

Description: When she moves among humans, Utlunta resembles a shriveled, hunched crone. She wears threadbare, shapeless clothes with a shawl and may even shuffle along with a cane. A blanket drapes over her right hand; her index finger is elongated, pointed, and appears to be made of stone, but the blanket generally conceals it.

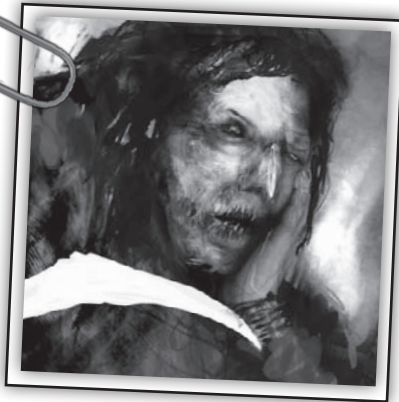
Although Utlunta excels at keeping up the disguise of being an old woman, she can assume other shapes as well. Sometimes she resembles a small child; whatever guise she takes, she usually tries to look harmless. She cannot accurately pretend to be someone in particular, though—she can seem to be only a nameless, nondescript person.

When Utlunta moves, she shuffles along at a slow speed until she must fight. Then, she suddenly bursts into a flurry of motion, barely visible, especially in shadow or with cover. Her hands move so fast that one dart of her stony talon can't even be seen by the human eye.

Storytelling Hints: Utlunta is an aged monster, and she hungers. While she can talk, she has no love for the human world and no care for their concerns. Her primary desire is to feed, but she also enjoys the hunt and takes a perverse pleasure in frightening people, stalking them, or tricking them. Sometimes she may toy with prey, but she can also turn and flee from overwhelming force at a moment's notice. She is a thoroughly pragmatic creature.

Utlunta has no special love for Ruben Washte, but she also realizes he has brought her to rich feeding grounds. If Ruben is killed, she is released from her bindings, but she might well choose to stalk his killers for her own amusement.

Utlunta can easily devastate most hunter groups. Her monstrous powers make her incredibly fast, allow her to do battle on her terms, and make her very difficult to hurt. Until the final showdown at the end of the story, she is likely to do little other than toy with the hunters. Hunters who rashly try to attack her without a battle plan are likely to be massacred.





The Stone Man, silent killer

Virtue: Fortitude. The Stone Man is quiet, tireless and resolute.

Vice: Gluttony. Like Utlunta, the Stone Man loves nothing so much as a hot, dripping liver.

Quote: ...

Background: The Stone Man is another creature of Cherokee myth. From time to time, he might cross paths with the Spearfinger, but the two are not naturally allies or enemies—they happen to prey upon the same flock, but do not interact. The Spearfinger treats the Stone Man with distant caution, as she is aware his magical powers and fighting abilities could be dangerous to her. The Stone Man, for his part, usually ignores the Spearfinger, even though he can always recognize her, even when she is disguised.

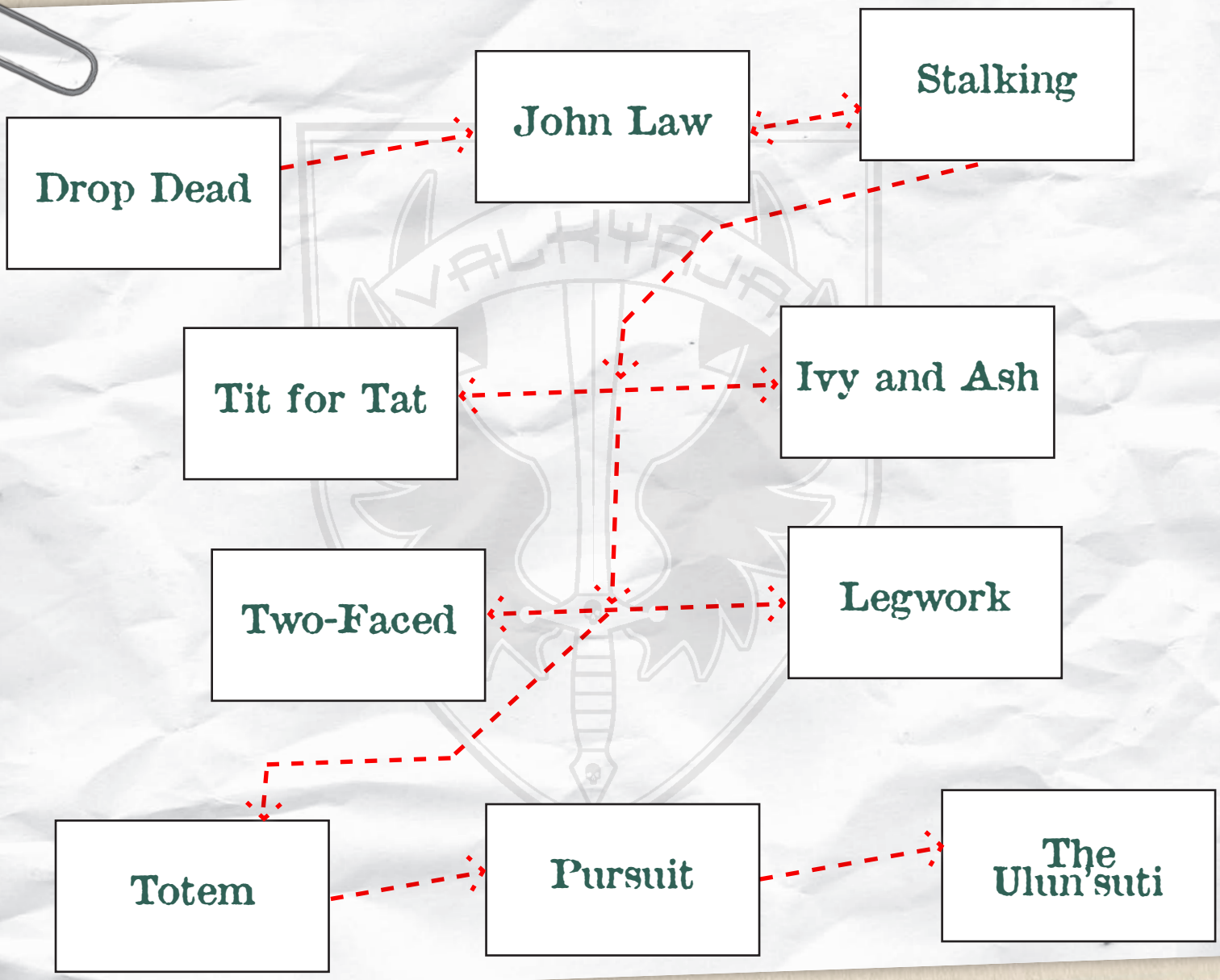
Description: The Stone Man resembles nothing so much as a Neanderthal. He is tall, thick of body, with rocky gray skin and exaggerated features. His body is hairless, though, and he is garbed only in furs and rags. He carries with him at all times a staff that looks like a straight shaft of solid gray stone. Unlike humans, he never blinks and he never smiles. He also is capable of standing in perfect stillness for hours at a time. The Stone Man does not speak.

Storytelling Hints: The Stone Man is a quiet, seething monster. While he seems peaceful on the surface, he is not remotely human and his unnatural hungers are as dangerous as Utlunta's. Normally, he has little interaction with humanity, except to prey upon it.

The Stone Man normally lives in rocky mountainous areas and comes out on rare occasions to hunt. Like the Spearfinger, he can eat animals but also enjoys human flesh. Thanks to the magic of his stone staff, he can easily get in and out of nearly any place, although he lacks the Spearfinger's ability to quickly and quietly steal someone's organs. This means he tends to carry off his prey to the mountains, to be devoured at leisure.

While the hunters might expect the Stone Man to be a supernatural ally, he is in reality a last-ditch resort, and highly dangerous.

SCENE FLOWCHART



SPEARFINGER

SCENE FLOWCHART

Drop Dead

Mental •• Physical — Social ••

Overview

As the hunters are going about their daily business—stopping for coffee at a local gas station, buying breakfast, picking up a newspaper, whatever takes them out of the house—the clerk at the convenience store collapses, which in turn prompts the arrival of police and a paramedic and the hunters' introduction to the investigation.

Description

If the hunters are out and about performing daily errands, this scene starts right as they're stopped at a gas station or convenience store for coffee, gas, donuts, orange juice, whatever—if need be, drag the hunters out by giving them a tip that turns out to be bogus, but then start the scene.

The hunters step up to the counter to pay for their fare, and notice that the clerk (an otherwise mundane pimple-faced Caucasian college student) looks a bit sweaty and yellowish. As the characters settle accounts, the clerk suddenly slumps forward, strikes his head hard on the countertop, and slides straight to the floor. A few moments later, someone near the convenience store screams, and the hunters are stuck with a problem.

Another pit stop—thank goodness for modern conveniences. This morning's brand of wake-up juice and breakfast grease comes from a cramped convenience store attached to a gas station. All about the tiny store are packages of processed food, and the coffee smells a bit rank. Behind the counter, the clerk prepares to ring you up. He's a young man with a yellowish cast to his face and bleary red-rimmed eyes, probably a result of intoxication the night before. Just as you're about to finish your business, the clerk slumps unceremoniously to the floor with a loud CRACK as his head glances off the countertop.

Sam Jacquard, the clerk, is a part-time college student who's just trying to make ends meet. He had a run-in with the Spearfinger several days before but didn't even know it. He has already been feeling ill and feverish, but he knows if he calls in sick he'll lose his job. When he strikes his head on the countertop, he suffers a concussion; barring extraordinary aid, he will die in the hospital only a day later, having never regained consciousness.

I SHOT THE SHERIFF

It's possible a hunter cell will try to shoot its way out of the police questioning. A hunter who has a criminal record certainly won't want to go downtown for questioning. Hunters carrying illegal firearms, or various unusual items such as Advanced Armory or Elixirs, would raise eyebrows. Plus, it's hard to hunt monsters while you're rotting in a cell in County.

The players should be discouraged in the strongest terms from going to war with the cops. For starters, it's a war they can't win. The hunters are on video (the surveillance recording from the convenience store), and the police vastly outnumber them. Hunters who blast their way out will have APBs put out on them, and in nearly every scene in which they drive anywhere they'll have a run-in with more police. Eventually they'll have no choice but to give up or risk being shot. Hunters who shoot cops and are then captured will be thrown in prison, likely disavowed by their compact or conspiracy, and left to rot for cop-killing—if they're not killed "trying to escape" during transport.

If the hunters open fire on the police, go ahead and kill them all off quickly, tell the players, "This is the scene that just unwound in your mind's eye as you thought about pulling out a weapon. Your mind snaps back to the present, and you know it will be futile... so what do you do?" Then proceed from the rewind scene.

If the hunters decide to make a break for it, the police will come looking for them, based upon surveillance footage (and if the hunters try to break into the back room to swipe the tapes, they'll have the bad luck to have a cop car roll up looking for donuts *right then*). If the hunters stay or call for help, an ambulance and squad car will show up within a few minutes. The clerk is carted off to the hospital with a contusion, and the paramedic comments that the clerk is clearly suf-



fering from some sort of jaundice—possibly hepatitis or cirrhosis—and that it’s the third such case this week. The police, with no other leads, eye the hunters as likely suspects. While there’s no direct evidence of the cell’s involvement in this death, the police immediately peg its members as “persons of interest.” The hunters are brusquely asked to come down to the station for some questions, and instructed not to try to leave town.

Storyteller Goals

This scene provides a short jump into the action: By coincidence, a victim happens to collapse right in front of the hunters. While the hunters won’t yet know what happened, the paramedic’s comment should clue them in that this is not an isolated case, and that it’s certainly an unusual one. The hunters should start to realize the police will not be their allies in this investigation, which is hammered home in “John Law.”

Detail-oriented hunters might ask for names of everyone on the scene, or try to use Allies (Police) or similar abilities to get their hands on the security tapes from the store. Since the clerk wasn’t attacked while he was on shift, nothing unusual will turn up on the tapes. The clerk (Sam Jacquard) and the first responders (officers Pritnab and Goy, with paramedic Rialto) lead mundane lives, and flag no special databases the hunters might access. The hunters will need to investigate the circumstances of the clerk’s death, since the people involved are not part of the problem. The cell members will either wind up heading downtown with the police in “John Law” or find themselves sneaking out and investigating the deaths in “Stalking.”

Character Goals

The hunters’ goals should be straightforward: Although a coincidental close-at-hand death would shake up any normal person, hunters see the signs of evil wherever they look. Once it’s clear this is not the first case of this unusual sort, the hunters should be off like a shot, trying to track down what’s causing these deaths.

The characters will, of course, also try to pump the local officials for information while simultaneously avoiding too much notice. Whether they succeed will depend upon their methods, their dice rolls and their backgrounds; hunters who are wanted criminals will have to do some serious tiptoeing if they hope to garner anything useful from the police without drawing fire. Even hunters without a record will be interrogated by the police unless they manage to perform some serious legal legerdemain.

Actions

The players can make some social rolls to try to pry information from the police and paramedic. As the first responders clear the area and cart off the clerk, hunters who ask what’s going on or who wonder aloud whether they’re in any danger may prompt the police into letting out some useful information.

If the hunters learn the victims have been missing livers, any successes on an Intelligence + Occult roll will indicate there are any number of monsters said to eat human livers, but there’s no natural cause that would strike three people in one week with any sort of reasonable possibility.

Schmooze the Cops

Dice Pool: Manipulation + Subterfuge (to lie to get information) or Charisma + Persuasion (to convince the first responders to share more than they should)

Action: Instant (although the actual conversation may take several minutes)

The hunters can try to convince the cops that they should be told what’s going on by pretending to be off-duty officers or members of the press; or they can rely upon their charm and likeability to get the first responders to slip up and spill some hints.

Hindrances: Any of the hunters have a rap sheet (-4)

Help: One of the hunters has a policeman’s charity donation sticker on his car (+1); any of the hunters have Law Enforcement Status or dots in the Professional Training Merit for Cops or Detectives (+2)

Roll Results

Dramatic Failure: The police become extremely suspicious of the hunters, and demand to know why they’re asking so many questions. The hunter who opened the conversation is arrested and shoved into a squad car, and the rest are asked to come down for questioning. Proceed to the scene “John Law,” but the hunter who botched things up is thrown in holding overnight, and the police check for outstanding warrants or illegal possessions.

Failure: The police are professional and give out no information.

Success: The paramedic lets slip that this is the “third one this week.”



Exceptional Success: The hunters overhear one of the cops calling in the report and mentioning that the victim is being taken to County General “like the last one.”

Consequences

If the hunters manage to squeeze information out of the police or paramedic, this will help them narrow the range of investigation in “Stalking.” Otherwise, they have to start cold, with no leads. In this case, the hunters may rely upon their Allies or Contacts for information. Hunters involved in a tier two or three group may receive further direction from their compact or conspiracy.

Once the hunters have watched events unfold, the police may ask them to come downtown to answer some further questions in “John Law.”



SPEARFINGER



DROP DEAD

John Law

Mental •• Physical — Social ••

Overview

As the people on the scene when a convenience store clerk suddenly fell over and started dying, the hunters find the police have a keen interest in their whereabouts and their activities. Hunters with access to obvious Endowments will have some quick explaining to do. Hunters who have suspicious records may find themselves held over longer. Eventually the hunters will realize the police are keeping them because the situation is simply too bizarre; the cops need to hold someone on suspicion of something, and the hunters were in the wrong place at the wrong time.

Each time the hunters are picked up by the police, they'll run through this scene again. Successive interviews become harsher and more intense, possibly leading to jail time.

Description

The police drag the hunters in for questioning. This might be just after the events of "Drop Dead," or it could be a bit later in the story; after all, the police likely have a description of the hunters and their vehicle (from the surveillance video and witnesses), so at some point the cops "invite" the hunters to the station to answer a few questions. Indeed, this scene could easily play out midway through the story; if the hunters avoided the police during "Drop Dead," they might find themselves noticed, flagged down and carted off later during their investigation.

Either way, the police consider the hunters suspects in some sort of foul play simply because there's not enough evidence to explain what really happened to their satisfaction. As a result, the hunters are put in squad cars and driven downtown. (Hopefully, they parked their cars in places from which they wouldn't be towed.) Hunters with illegal weapons, criminal records or who resisted the police are cuffed; everyone else is left unrestrained. The hunters are then brought in for questioning, one at a time.

This police station is much like any other: Gray, peeling walls, boxy furniture and morose officers squeezed against cluttered desks. As the police lead you to holding, you pass vagabonds, hookers, even a large shirtless man with a misspelled tattoo who's being cuffed and subdued. The police separate out your cell, taking each of you one at a time to the interrogation room, which is just like in the movies: a sterile concrete rectangle with a wooden table, two chairs and a large glass one-way window. Even innocent people sometimes say things that cause trouble with the law; keeping the Vigil while evading legal troubles may be a real trick here.

Remember that when the police interrogate the hunters, they record everything and they question the hunters one at a time. The police ask why the hunters are in town (if they're not residents), what they were doing at the store, whether they'd ever met the clerk before, what they do for a living and where they were going next. In short, it's a full-on interrogation, and unless the hunters answer everything to the satisfaction of the police, it's jail time.

Storyteller Goals

The hunters will be put under pressure by the police here—all kinds of pressure. The police make a range of threats including fines, jail time and the hint of a sound beating when nobody's watching. Worse still, hunters with special equipment may have some of it confiscated. The hunters can't reveal the truth about the Vigil, so they're on the spot. The ultimate aim is to provide them with two important goals: first, the realization that they'll have to conduct this hunt carefully and lie low; second, the understanding that since multiple people have died from this supernatural threat, every minute the cell is stuck in a police interrogation room is another minute during which someone might become a victim.

Character Goals

Finding themselves dragged downtown by the cops, the hunters have nothing to do for it but to answer questions, avoid incriminating statements, and try to get out as quickly as possible. If the hunters manage to think on their feet, they may try to pry a few clues from the police as well. Ultimately, though, they have one major goal: to get out of the police station with all their gear and resume their investigation.



Actions

Once in interrogation, the hunters must convince the police of their innocence and try to get back out. This can be complicated by the hunters' gear and any unusual history they may have. Each hunter goes through one interrogation sequence, which takes about half an hour. The hunters are all separated and not allowed to talk to one another during this time.

Counter-Interrogation

Dice Pool: Manipulation + Subterfuge versus the police officer's Wits + Investigation (6 dice)

Action: Contested; each roll represents a half hour of questioning

Hindrances: Each previous time the hunters have been picked up and questioned in the story (-1); the hunters had any suspicious Endowments, such as Elixirs or Thaumatech, the police found (-2); any hunter has a rap sheet (-4); any hunter owns illegal firearms (-4)

Help: A hunter has Police Status or appropriate Professional Training Merits (+2)

Roll Results

Dramatic Failure: The police arrest the hunter on some charge, be it due to an illegal weapon, a mysterious artifact or just a bad story. The hunter is thrown in jail and the team can extract him only by paying bail (Resources ●●●) or bringing in a lawyer (which takes an extra day). This also counts as a rap sheet for any future run-ins with police.

Failure: The police don't quite have enough to stick the hunter in a cell, but they're suspicious. The hunter is fingerprinted, the police confiscate any unusual equipment or firearms and the hunter is warned not to leave town. The police then investigate the next hunter.

Success: The hunter manages to satisfy the police as to his own innocence. The police warn the hunter not to leave town, return his possessions and tell him he's free to leave. The police move to interrogate the next cell member in line, if any still haven't been questioned.

Exceptional Success: The hunter manages to convince the police of the team's innocence. The police take a cursory statement from the rest of the team then let the hunters go with their gear without further interrogations.

Consequences

Depending upon how the hunters deal with the police, they might find themselves cooling their heels in jail for a while. In that case, the hunters either have to make bail (which requires Resources ●●●), go before a judge (and use Manipulation or Intelligence + Politics to make their case) or break out of jail.

- If the hunters post bail, they'll be free to go, but they're on bond—they will be arraigned to go before a judge in a month. If they're picked up and arrested again, the bond is forfeited (which may cost the hunters some Resources for the month).

- If the hunters choose to go before a judge, they have to wait in jail for at least three days (which is remarkably fast); during this time, at least one other person dies from the attacks of the Spearfinger. Unless your players have an interest in roleplaying out the court scene, this is as simple as making a case with a single die roll and then sending the hunters back out with a fine and probation (and a rap sheet).

- Hunters who are on a second or third conviction, or who have insufficient money or patience, may try to break out of jail. The hunters are kept in holding cells downtown until they can be transferred to County. Getting into a police station under the presumption of authority isn't too hard for resourceful hunters, especially those who might actually be law enforcement officials. The hunters can talk their way through (Manipulation + Subterfuge) or sneak down during a night shift (Dexterity + Stealth). Of course, anyone who's broken out of jail will have a serious record, and at that point will be a fugitive from justice. Such a character won't be able to escape arrest if a future run-in happens.





Stalking

Mental •• Physical — Social •

Overview

Having dealt with the police (either by evading them or answering their questions), the hunters proceed to investigations of their own. They work to dig up clues, one of which in turn leads them to Margot Keller, a survivor of whatever has been removing peoples' livers. While Margot has precious little information to add, she does have one important clue—and she underscores the urgency of the hunters' need to hurry before more people die.

Description

The focus of this scene is the investigative work the hunters perform in order to follow up upon the mysterious death of the clerk in the prior spot. If the hunters stuck around and overheard the paramedic's comment that this is the third one this week, they should already have a strong hunch this series of deaths is really a series of murders—not that any typical police officer would ever believe it.

How the hunters go about investigating will vary based upon their talents. Even a cursory check of the clerk, the responding officers, the paramedic and any loitering townspeople at the scene will prove to be a dead end. Instead, the hunters should follow the major lead they already have: a dying victim rushed to the hospital with specific symptoms. Checking those symptoms against other recent hospital admissions may provide some clues.

With a lone lead in hand, the hunters must eventually pay a visit to County General in hopes of speaking with Margot Keller. As she is in serious condition and deteriorating, she is normally kept resting and not permitted visitors besides her immediate family. The hunters' best bet is to visit during the day, within visiting hours—10 AM to 4 PM. Hunters who finished their investigations quickly in the previous scene might show up the same day the clerk keeled over. If the hunters come in at night, they'll note the hospital still has staff and security guards (since people show up in the emergency ward all the time).

Your description of County General may vary depending upon your game's location, but in the World of Darkness hospitals are morbid places, full of overworked staff, discouraged patients, greedy lawyers

and human waste. Once the hunters get past the shift nurse and arrange to see Margot Keller (by trick or by stealth), they will quickly realize her situation is dire.

Margot Keller's room doesn't even have her name on the door; a simple blue curtain partitions the room, and labored breathing and snoring comes from the outline of a shape in the bed on the other side. Margot herself is a middle-aged woman, sitting up slightly against a pair of pillows with yellow stains. Her skin is equally yellow, and an intravenous tube snakes into her arm. The bedside table holds a metal sample bowl full of thick sputum as well as a tray with a tuna salad sandwich minus a single bite. The white-painted walls are peeling and the smell of sweat and rubbing alcohol lingers in the air.

Storyteller Goals

Every aspect of this scene should evoke a feeling of hopelessness. The shift nurse who greets the characters is bored, harried and uncooperative, which causes the hunters to feel powerless to reach the victim. Even once the hunters have passed the gate, so to speak, they will be constantly overwhelmed by the scenes of people who are suffering, care providers who are indifferent and surroundings that are badly underfunded (doubtless as a result of bureaucratic mismanagement). Once the hunters meet Margot Keller, it is clear she is in a bad way, and there is probably nothing they can do for her. At each step, hunters with any compassion or humanity left should feel the gnawing sense of helplessness at their inability to really help the people around them—how much good does it do to kill a monster if everyday folks will still die from car crashes, cancer and carelessness?

Once the hunters have been suitably shaken by the bleakness of their surroundings, they should focus upon prying as much information as possible from Margot. While she is weak and dying, the woman still has some spirit. Her ability to help is limited, but she engages the characters in banter to the best of her ability. The hunters will likely start by asking whether she has been involved in “anything unusual,” but the real hints from this scene come from humanization—asking Margot about her own life and her hobbies is what causes her to really open up in a useful way. Hunters who prove themselves to be too vicious, too obsessed or too ready to overlook the simple humanity of their fellow women will have a hard time learning what they want to know.

In spite of these hurdles, the hunters should eventually learn two major things from Margot: first, that her husband has (against her

SPEARFINGER

STALKING
DARKTALES



wishes) hired a private detective to look for “foul play”; and second, that she does have one connection to the supernatural world, through the trashy occult bookstore called *The Painted Page* and its patrons.

Character Goals

Investigative work is the name of the game; the hunters need to find out how many people have suffered these symptoms, whether they have any connection, what brings on the complications, and whether there are any witnesses to oddities. As the hunters uncover more information, they may realize time is of the essence, which will prompt them to work quickly.

Once they know of her existence, the hunters will want to meet with Margot Keller quickly and discover what she knows. The frustration of dealing with hospital bureaucracy will serve only to whet their appetite. Discussion with Margot can lead to some good roleplay, especially for hunters who open up to her or feel a sense of kinship due to their own losses and tribulations.

Actions

The first item on the characters’ agenda is a straightforward investigation. Instead of forcing the hunters through a series of boring rolls, simply let the players know that most of the people from the prior scenes ring no bells. If the hunters exhaust their options or don’t figure out they should check up on similar cases, they can learn the ailing clerk wasn’t the first death with a single success on a check of Intelligence + Investigation, or they can use Manipulation + Persuasion + Allies or Contacts to get a push in the right direction.

The characters must perform two tasks: They have to talk their way past the hospital’s shift nurse, and then secure what information they can extract from Margot Keller.

Hospital Bureaucracy

Dice Pool: Manipulation + Medicine + Medical Status (to talk the way in as a medical specialist) or Presence + Persuasion (to charm the shift nurse with a sob story about being a distant family member)

Action: Instant

Hindrances: The hunters look bedraggled and disheveled (-1); the hunters are rude or bossy with the shift nurse (-1); the hunters show up after visiting hours (-4)

Help: The hunters dress and pose as doctors, specialists or nurses (+1); the hunters have personal information about Margot that would help them pose as family or professional acquaintances (+2)

Roll Results

Dramatic Failure: The shift nurse refuses to let the hunters in at all, and calls for security to escort them out. If any hunters have given their names, these are put down on a list so they won’t be allowed in later. Once escorted out, the hunters proceed to the next scene.

Failure: The shift nurse is not convinced the hunters should disturb the patient. She tells them to come back tomorrow.

Success: The shift nurse grudgingly allows the characters to visit Margot Keller. She provides them with visitor badges and the room number.

Exceptional Success: The shift nurse chats up one of the characters and, in addition to offering access to Margot and the appropriate information, offers to have a doctor explain the charts. The doctor brusquely explains to the hunters that her liver was apparently removed without her knowledge, and without leaving any major scarring. He indicates that the precision would have required extreme care, and there’s no way it could have been done without her notice unless she was sedated. (He doesn’t know the Spearfinger operates under no such limitations.)

The Dying Woman

Instead of putting everything in the hands of a social dice roll when the hunters speak with Margot Keller, have them roleplay the process of talking through the dying woman’s experiences. When the hunters first show up, if they’ve claimed to be relatives, she looks a bit confused, but the shift nurse leaves quickly, before she can be dragged into the sordid business. If the hunters claimed to be medical staff (or if one of the hunters is actually a doctor), Margot asks outright who bothered to bring in a specialist, since she certainly doesn’t have health insurance.

Margot knows she’s dying, and she’s afraid. Her husband Geoff is still working—he comes and visits during his lunch break and calls her in the evenings, but his company won’t let him have time off (they think he’s exaggerating about his wife’s condition) and he needs the money to pay the mounting medical bills. This is a worst-case scenario that is killing her and destroying her husband. In spite of it all, she is somewhat upbeat, though she has acquired a severely morbid sense of humor.



When the hunters come barreling into the room, Margot knows something is up. If they're pretending to be doctors, she suspects the worst and asks whether her prognosis has worsened. Otherwise, she tries to lighten the mood slightly with some arch humor: "I may have had a few nephews who weren't exactly born in wedlock, but you ain't here on family business, are ya?" Either way, she's as curious about the hunters as they are about her. She can be quite a chatterbox, although she occasionally finds herself interrupted by a need to expectorate (noisily and messily).

The hunters are likely to get straight to business, asking how she came to be in this condition. She honestly doesn't know. While the hunters might suspect she's holding something back (with a Wits + Empathy roll, perhaps), she really has no idea what happened. Utlunta stole Margot's liver so quickly she didn't realize it was missing until she became sick a short time later.

SNIPPETS OF LIFE

To establish Margot Keller as a character, use pieces of dialog such as the following:

When the hunters first enter the room: *I think I already reached my quota of doctors today.*

If any of the hunters has a gun: *That bad? Is this going to be like Old Yeller?*

If asked whether she's seen any monsters: *The only monster I see is served up on a plastic tray at around six each night.*

If asked about her family: *My husband Geoff, bless his soul, is worried sick about me. Almost as sick as I am. He says the government did it to me. Maybe my liver is hiding out in an undisclosed location with Cheney.*

If asked about her sickness: *Doctor says my liver is missing. I swear I didn't trade it for smokes, and I've never been to Central America.*

If asked about the occult: *I read a few books at the Painted Page—old bookshop out on Ivy Lane. Full of Atlantean crystal-waving wizards of Lemuria. You'd think a wizard of Lemuria could dress better and maybe get a shave and a shower.*

Once the hunters establish that she really doesn't know what happened, they'll probably move on to asking about strange occurrences or recent history. Before she was hospitalized, Margot was living a very mundane life. The strangest thing in her life had been her husband's conspiracy theories, but he believes in crazy things like UFOs and fluoridated mind control drugs in the water, which always made her laugh. She rattles off a list of typical hobbies and activities: did laundry on Tuesday, visited Constance at the bookstore on Wednesday, took the sewing machine in for repairs on Thursday. To get any meaty information, the hunters will have to ask for more about her personal life. In the process, they may get to know her a little better, and perhaps empathize with her plight.

The key information lies in her Wednesday afternoon visit. After finishing her morning shift at the grocery store, she drove to the *Painted Page*, a loopy occult bookstore where she likes to play with the resident cats, look at the various crystals and chat with Constance, who is one of the staff. Still, she doesn't know anything that could have caused her problem there—she's not even a regular customer, really. Although Margot can't remember the street address of the store off the top of her head, it's in the phone book and on the Internet: 3200 Ivy Lane.

As the hunters wrap up their interview with Margot, whether successful or otherwise, she becomes maudlin and starts to speak a bit more openly about her fears. She feels very alone, with her children having grown up and moved to another city and even her husband able to visit only for a short time each day. She's afraid of dying so soon, and she starts to fret over what will happen when she's gone. Eventually she breaks down and cries. This may be a very awkward scene for the hunters, but it should fire their conviction to find and destroy whatever wicked creature robbed this woman of her life.

Consequences

Once the characters have finished their investigation and spoken with Margot, they have a new lead to follow. Unfortunately, they will encounter another set of friends as well: Officers Pritnab and Goy, sent to check up on the hunters. Since the hunters have just finished questioning another suspicious hospital-bound liver-missing victim, police suspicions have increased. You can drop the hunters back into another quick round of "John Law," with a -1 penalty for having a second run-in with the police. Before or after the hunters manage to get out (or if you decide to skip the police run-in), they'll encounter someone Margot's husband has hired in the next scene, "Tit for Tat."

Tit for Tat

Mental •• Physical — Social ••

Overview

Either armed with knowledge of Margot's occult bookstore or discouraged by hospital staffers who proved to be an obstacle, the hunters leave County General but find themselves accosted by another interested party. As they discuss the situation, it becomes clear that information sharing could be beneficial, but neither party wants to give out everything it knows.

Description

After the hunters have spoken with Margot Keller, they are approached by a rumpled woman who looks to be in a hurry. This is Ana Zawadzki, who is curious to know what the hunters have invested in Mrs. Keller. As Mrs. Keller's husband is her client, she is eager to earn her pay by getting to the bottom of the middle-aged woman's malaise, although Ana has started to realize Mr. Keller is really a conspiracy nut, a kook who hasn't figured out that sometimes bad things happen for no good reason.

The woman hurrying to catch up with you in the hospital parking lot looks almost as if she's stepped out of a noir detective novel. She's wearing a rumpled gray duster and fedora, and she's hastily grinding out a cigarette with her toe as the only break in her stride when she hails you. Although she's in her thirties, she is reasonably trim and is quick on her no-nonsense flats. She reaches into her coat as she dodges past a hospital admittee and flashes a badge very briefly before running a hand across the brim of her hat and asking, "Mind if I have a few words with you folks?"

Storyteller Goals

Ana is a bit of a stereotype, which she chooses for her own amusement. Since she knows nothing about the characters at first blush, she is slightly brusque and flashes a fake badge in order to try to establish an authoritarian position. She wants to know what the hunters know and why they're talking to Margot (especially under assumed identities, if they pretended to be family members). Conversely, she is willing to help the hunters in their investigation, but she's no slouch at reading people, and probably realizes right off that the hunters aren't telling her everything.

Ultimately, this scene should establish a combination of tension and rapport. Ana can help the hunters somewhat, since she's a trained investigator and she knows the local police. She has to make a living, though, so she tries to ferret out what the hunters are really up to. If they offer her large amounts of cash, she's happy to tell them what she knows, but her curiosity still prompts her to try to get to the truth. Should the hunters tell her what they *really* think—that some kind of monster is responsible—then she plays along, but at the first opportunity she gives them a fake phone number, heads home at nightfall and makes sure never to cross paths with them again. If the hunters keep their cards close to their chest and she sees the Spearfinger, she can be convinced the creature's an actual supernatural monster, which in turn reinforces her desire to have nothing to do with the case from there on out.

Ana gives up handy information, but every step of the way she tries to trip the hunters up. She asks about any strange items they may be carrying (such as Advanced Armory or Elixirs), uses leading questions to pry into their business and looks for suspicious behaviors that might indicate when they're lying or hiding something.

The hunters may just want to get away from Ana, or they may pump her for information. Either way, they'll have to deal with her. If they flee, she'll dog their footsteps, take pictures, and do all of the sorts of things one would expect of a private detective. Should they decide to talk, she simply recommends a local diner and picks a corner booth for the tête-à-tête (and tries to get them to pick up the check, natch). She is a character who should be slightly annoying but also potentially useful.

Character Goals

The characters will likely either take Ana up on her information trade, or else just try to ditch her. If they want to escape her notice, they can try to sneak away or lose her in traffic; either way she'll leave them be after a few hours of dogged tailing. Otherwise, they'll want to pry information from her. Their primary goal should be to find out what clues she holds that can help them with their investigation, of course.

It's possible the hunters will try to intimidate her into cooperating. In such a case, Ana either tells them what she knows or else lies convincingly (if she thinks she can get away with it), takes the first opportunity to get away from them, then calls the police and provides



descriptions of the characters. Thanks to her police allies, this means the hunters will have a run-in with some cops when they arrive at the site of the *Painted Page* (in “Ivy and Ash”).

Actions

Meeting with Ana provides the hunters an opportunity to trade information. While Ana has little useful material, the hunters don’t know that.

Trade Information

Dice Pool: Manipulation + Persuasion (if trying to convince Ana to be helpful) or Strength or Manipulation + Intimidation (if trying to browbeat her into talking)

Action: Extended and contested. Ana uses her Investigation dice pool of 7. Each time the hunters ask a question, make a roll.

Hindrances: The hunters refuse to tell Ana their names (-1); the hunters refuse to answer any questions (-2)

Help: The hunters offer to pay Ana (+dots in Resources); the hunters have Law Enforcement Status (+1)

Roll Results

Dramatic Failure: The characters let slip something important—accidentally mentioning the name of a hunter organization, perhaps, or the fact that they are monster hunters—and manage to make Ana suspicious. After a few more questions, she begs off and then avoids them.

Failure: Ana manages to get some sort of information out of the hunters, but she also gives up a fact in return.

Success: Ana explains a fact to the hunters in hopes of getting them to answer her questions.

- The first case was admitted to the hospital four days ago, and likely had her liver removed approximately eight days ago.
- All cases have thus far happened within five miles of the uptown suburbs (which happens to be near the occult bookstore).
- All cases involve a very small incision and little scarring with no knowledge on the part of the victim, which implies the victim was insensible.
- The victims are never robbed and there are no signs of forced entry at their homes, so the attacker wanted only their livers, nothing else.



• Nobody has turned up any livers on any sort of organ black market, nor is there any sort of high-profile person in or near the city in need of a transplant, so this is not a case of organ theft for the wealthy.

• Ana has a listing of Margot’s activities from the last week, including her various stops. (This listing includes Margot’s visit to the *Painted Page*.)

Exceptional Success: The hunters not only get Ana to give up what she knows, but she offers to help them further their investigation, or to tag along to the next stop and work together with them.

Consequences

Depending upon how well the hunters negotiate with Ana, they might drive her off skeptically, or turn her into an enthusiastic participant in their hunt. Ultimately, Ana’s leads are thin. She has no desire to compromise her client, either, so she won’t willingly give up any information about Geoff Keller. Her primary use is the lead on the *Painted Page*, in case the players missed it while speaking with Margot (which leads to the scene “Ivy and Ash”). Beyond that, she is both a foil (because of her nosy investigation) and a potential ally.



Ivy and Ash

Mental • Physical ... Social —

Overview

With only one remaining lead—the *Painted Page* at 3200 Ivy Lane—the hunters must investigate further. Their nosing around produces two unexpected results: first, the realization that the store is destroyed; second, a run-in with the monster herself.

Description

At 3200 Ivy Lane, the hunters discover the burned-out remnants of a recently destroyed store. Once a house, then converted into a retail shop, the *Painted Page* served for several years as an occult bookstore and curio shop. Now it's ashen rubble, with police tape surrounding the block. The store was set apart from the block, back from the street some distance with heavy trees set around it, but now the square is simply a demolished mess.

Set back from the street by a small parking area, the remnants of this store are little more than blackened husks and rubble. Bits of charred wood and stone poke up from the remains like the grisly ribcage of a burned corpse. Pieces of scorched paper float about the lumpy parking area, and even the trees surrounding the lone edifice have been kissed by the fire. Trees all along the roadside block line of sight from the street and surround the parking lot with overhanging dappled shade.

Storyteller Goals

The hunters are likely just looking for other clues, not yet aware of what they're about to confront. This scene sets up terror for them, as they are unprepared for the vicious attack of the Spearfinger. While some hunters might expect to open fire and defeat any opponent, the reality of the situation is that the Spearfinger outclasses them severely; the monster's appearance should severely test their morale before her sudden exit.

Character Goals

Upon arrival, the hunters are simply looking for clues. Once the Spearfinger makes her entrance, their goal shifts to confrontation, and then likely to survival.

Actions

At first, the hunters will probably pick through the rubble to see what clues they can find. Since the building burned down several days before (at the behest of Ruben Washte), the police have already combed the place. The hunters will have enough time to turn over some rubble and pick up some broken chunks of crystal and badly-burned books—including one with a small note in it that says “hold for Wanahton Janus”—before the Spearfinger arrives.

Dealing with the Spearfinger

When she first appears, Utlunta is in her usual guise as an old Cherokee woman with a bent back, a hooked nose and a heavy blanket thrown over the arm with the deadly stone finger. She proceeds along the sidewalk to the store's parking lot, chuckles and says in a wavering voice, “Did you lose something, dear?” Then, without further ado, she springs to the attack.

The Spearfinger enjoys the hunt as much as the kill, so in this encounter she's not interested in stealing a liver; she moves from ruined wall to tree to ashen heap, using the grounds and her speed for cover. She cackles as she lashes out at the hunters, while the trees surrounding the area keep anyone driving the nearby boulevard from seeing what transpires.

At this point, the Spearfinger should provide a serious threat to the hunters. Though she isn't out to kill them, she should be able to inflict quite a bit of injury to several members of the team—she switches targets as she runs from cover to cover. Thanks to her supernatural resilience, it's very hard for the hunters to hurt her, even with Tactics.

After a few turns—once the Spearfinger has injured half the team, or if it looks as if they will somehow kill her—she suddenly turns and flees. The hunters don't know it yet, but Ruben has called and Utlunta must answer. Thanks to her shapeshifting skills, her stealth and her speed, she should be able to outrun and evade the hunters if they give pursuit.

Once the Spearfinger is gone, the characters can lick their wounds, and likely slink off to recuperate and do research. They have two potential routes: they can look up Wanahton Janus, whose name was in the book, or they can do some legwork based upon the creature they just encountered. In the former case, proceed to the scene “Two-Faced.” Otherwise, skip to the scene “Legwork.”

Two-Faced

Mental •• Physical — Social ••

Overview

Having survived an attack by the Spearfinger, the hunters probably need some rest. They also likely have another lead: Wanahton Janus, the name on a hold note in one of the books. Looking up Mr. Janus will provide them the information they need.

Description

Wanahton Janus, it happens, is in the phone book, along with his address. If the characters call him up and ask to talk with him, he seems a bit bemused, but agrees to meet them at a neutral location—a café or other public place during the day. (Since Wanahton sometimes has visionary dreams, he is not really surprised by the arrival of the hunters.)

Wherever Wanahton chooses to meet with the players, it's a slightly tense scene. In the background are normal people going about their normal lives, while the hunters and their contact are clearly no longer part of the normal world. If the hunters are so brash as to actually show up at his home (a small townhouse in the suburbs), Wanahton is waiting out front for their arrival.

Your “contact,” such as he is, is a late middle-aged man with an expensive and tasteful Brooks Brothers ensemble. He sits inside, back to the wall, hands cupping a modest cup of coffee that rests on a wire-framed table as he glances occasionally out the window. The line of people waiting to buy coffee reminds you uncomfortably of the convenience store where this all started.

Storyteller Goals

Wanahton knows the hunters are coming, and he knows the Spearfinger is active in the area. He isn't sure he can stop the Spearfinger's controller, but he knows with some help it may be possible. The goal for the scene, then, is to set up the tension as the hunters quickly realize Wanahton is a shaman with supernatural powers, but that he may be necessary for their war effort. Hunters who try to spy on Wanahton or ambush him will discover he already knows of their impending arrival.

Wanahton is a bit spooky, since he doesn't hide his shamanic abilities from the hunters, but he is also not nearly as powerful as the hunters might suspect a witch to be. He claims he is not the summoner of the Spearfinger, but that he might know how to confront the creature. This scene should throw the hunters into some doubt—he can help, certainly, but can he be trusted?

Character Goals

At first, the characters probably just want to know a little about this customer of the Painted Page. When Wanahton makes his position clear, the hunters must decide whether to trust him, fight him or leave him behind. This is, in essence, a moral quandary for the hunters, exacerbated by the ethics of their particular organization (if any).

Actions

The players needn't make any social rolls with Wanahton; he knows they're coming and is ready to work with them. He is also keenly aware that a misstep on his part could bring the hammer down. Thus, he offers up what information he has freely, and he is unsurprised by the team's appearance at his door (or their phone call, if they try that first).

Wanahton will share his knowledge of the Spearfinger, including her speed, shapechanging and liver-stealing skills. He will note she is probably too dangerous to confront with conventional modern weapons. Wanahton doesn't know who summoned her (the spirits won't tell on the other shaman), but he knows the other magician must have some kind of trace—a tutor, a set of materials for his workings, a secret lodge somewhere.

Wanahton Janus offers to aid the hunters in their work as well. This will not only make some hunters uncomfortable, but also might actually violate a hunter's Code (**Hunter: The Vigil**, pp. 325-333). This could lead to a conflict between the shaman and the hunters.

Because the hunters may spare no love for Wanahton, it's entirely possible they'll decide to attack the witch. Assume Wanahton was prepared for their coming, so he will have an Armor rating of 2 and a +5 bonus to his Initiative roll, thanks to his spells. Since he agrees to meet only in a public place, the hunters will have to deal with the surrounding crowds, unless they were very clever in finding a way to track and ambush him. Wanahton's goal in this case is escape. He'll use his Fortune magic to jinx the hunters as he tries to get out a back door and cut through a maze of strip-mall alleyways in neighborhoods



SHAMAN IN A SUIT

Wanahton will likely trip all the hunters' mental alarms, since he is wealthy, helpful and a witch. It's a combination that rouses suspicion. His answers to questions are similarly helpful yet evasive. The tone of his conversation should cause the hunters to feel he's useful, but not necessarily trustworthy. While the hunters might expect him to spout stereotyped "Indian shaman talk," he actually speaks much like a savvy businessman who also happens to dabble in magic as a hobby (which is, after all, what he is).

When he first meets the hunters: *I had a dream about you. You all walked the streets of a dead city while diseased dogs stalked in your wake. Before you ask, no, I don't know what it's supposed to mean. It was just a dream.*

If asked about the Spearfinger: *She's a monster of antiquity, fast and dangerous. You would be lucky to survive an encounter with her... you say you already fought her? Yes, lucky, then.*

If asked about his witching: *I commune with spirits. I hold to the ancestral ways. I practice the magic of my people. Is that a problem? I seem to remember that when Europeans first came here they killed the people for it. Are we back to that again?*

If asked about the summoner of the Spearfinger: *He must be a man with no scruples. An old spell. Not one that I know, but I have heard of it. Bad medicine.*

If asked about his job: *Yes, middle management. The great American dream. What, you were expecting a bone rattle or something?*

If asked why he's helping: *This may come as a shock to you, but not everyone who practices magic thinks that killing people with a summoned monster is copacetic. The Spearfinger must be stopped. Whoever called her up is probably an asshole of epic proportions.*

If asked about teaching his skills: *Are you kidding me?*

with which he's familiar. The hunters will find themselves having to chase him down, and he's smart enough to stick to populated areas where the hunters will have to fight him in front of witnesses.

If Wanahton is attacked, regardless of whether or not the hunters kill him, they'll have to answer to the cops again, and return to "John Law." If Wanahton gets away, he will call the police to charge the hunters with assault; otherwise, the police will investigate Wanahton's attack, death or disappearance and start asking the hunters questions because they're already associated with other mysterious deaths. If the

hunters actually kill Wanahton in public, of course, the police will show up in full force if there are any witnesses who survived—not great for the hunters!

Consequences

If the hunters refuse Wanahton's help, he simply shrugs and lets them go, but he shows up again in the final confrontation ("The Ulun'suti"), having sent spirits to tell him where the hunters went. Either way, they will require more information—go to "Legwork."

SPEARFINGER

TWO-FACED



Legwork

Mental ... Physical — Social —

Overview

Whether with or without Wanahton Janus, the hunters need information: They need to know how to fight the Spearfinger and its summoner, and where to find him. Their research is covered as a descriptive overview of their work in this scene.

Description

As a montage scene, “Legwork” may take place in libraries, Internet research forums, even gym training areas if the hunters start working on their Tactics. In each case, the important elements are to provide a hint of the legendry behind the Spearfinger and exactly how bad she will be in a confrontation, and to remind the hunters they have little time left before the monster kills again. This scene is also an opportunity for the hunters to use their Practical Experience (see **Hunter: The Vigil**, pp. 209-211). A training montage can intercut with the investigative work to give the hunters a chance to brush up on their combat abilities and to prepare any plans they may have for the final confrontation.

Since these scenes are montages, description is the goal, but keep it short. The players need to feel they continue to have input, and not that they’re just watching the story from the outside. A few brief lines summarizing their efforts should be sufficient. More importantly, have each player contribute to the description. Start off the scene with a hunter at work, let the player fill in some of the details, then move on to the next hunter in the team. Some of the work the hunters might perform includes:

- Hunched around the computer terminal, the hunters look for esoteric information about the Spearfinger. One of the hunters reads aloud from an old Cherokee legend about the monster as the others lean in close. (This works best if you look up a story about the Spearfinger, print it, and hand it to the player to read.)
- As the hunters dig through musty books and archives, they read and discard a variety of tomes: *Myths and Legends of the American Colonies*. *Vampires, Cannibals and Hungry Ghosts*. *101 Ways to Prepare Liver*. *The Way of Spirits*. Each book is another half hour of



LEGWORK

SPEARFINGER



page-flipping and dust-covered pages. Some are in unfamiliar languages; others are so badly damaged as to be barely readable. (As with the prior scene, a print-out of a story can go a long way here.)

- The tribal councilman shakes his head, looking puzzled. “No, that’s Cherokee,” he says. “We’re Osage. Different tribe, different legend.” He smooths his tie and looks at his watch. “What, did someone threaten you with this? Was there some kind of legal action involved? My specialty is in tribal representation and law, after all.” (Hunters who use Allies or Contacts extensively may have a side-scene roleplaying their interaction with other parties who might have bits of information.)

- The bait crouches slightly, arms spread wide in a wrestler’s stance, heavy work gloves at the ready. The attacker pauses... pauses... then lunges suddenly, corkscrewing a trade punch to the bait’s midsection. From out of the corners of the room, the rest of the cell leaps into action while the bait staggers backward, heavy gloves trying to ward off the telling blow. (From this description, slide into a combat scene with one of the hunters simulating the role of the Spearfinger and attacking the bait, while the other hunters wait and attack after the “monster” is committed—practice for the Cover Your Heart Tactic.)

Storyteller Goals

This scene is a montage through which the hunters dig up information about the Spearfinger. As usual, the goal is to provide information that moves the story forward. In this case, the hunters will need to figure out that someone summoned the Spearfinger, and see about tracking down that witch and finishing him.

Character Goals

Now that they’ve encountered the Spearfinger, the characters have an overriding goal of finding out what she is, what she does, and how to kill her.

Actions

As with the scene “Stalking,” the hunters must perform investigative research to learn more about the Spearfinger and her possible origins. Typically, they will use Intelligence + Investigation, Intelligence + Occult, or possibly Presence + Persuasion + Contacts or Manipulation + Persuasion + Allies. Whatever methodology they use, the hunters will likely gain the same sort of knowledge Wanahton Janus would explain to them: that the Spearfinger is a shape-changing, liver-eating

monster, probably called by someone as part of a ceremonial pact. If Wanahton is along to help the team, he can cooperate with the hunters to aid them in their investigating, which grants a +2 bonus to an appropriate dice pool.

The hunters may also uncover information about the Cover Your Heart Tactic, which allows the group to lure the Spearfinger (or another monster) in for an organ-removing strike, then avoid it at the last minute while leaving the monster open to a counterattack.

Once again, time is the enemy of the hunters. The dice rolls they make to perform investigations each require an hour of work. The hunters must accumulate a total of ten successes (on whatever various forms of investigating they do) in order to track down the totem stand (see Consequences). If they take too long, they’ll have to sleep on it... and someone else will be attacked overnight, although they won’t know it until much later (when a report crops up of another mysterious death).

Consequences

The most important information the hunters need is that of the existence of a totem stand. To perform the summoning of the Spearfinger, the shaman needed a ceremonial place to do his work. While book investigations may turn up the existence of such a place, it’s through canvassing neighborhoods, asking seedy people for leads, and spying on various abandoned buildings that the hunters will close in on the location at last, at which point it’s time to move the group to “Totem.”





Totem

Mental •• Physical •• Social —

Overview

After much detective work, the hunters will eventually find the totem stand of Ruben Washte—either thanks to spirit guidance by Wanahton Janus or due to their own stakeouts and interrogations. The hunters find evidence of Ruben’s malicious streak, as well as some uncomfortable pictures... and an unfortunate visitor.

Description

Once the players have come to the conclusion that the summoner must’ve had some special place in which to do his magic, they will have hit the streets or called in favors to try to find it. This scene assumes the hunters’ previous work, or their connection with Wanahton Janus, led them to the appropriate place.

From the outside, this building is just a rundown apartment complex, a basement room down a rickety stairwell with a front stoop covered in garbage. The small bare light bulb over the door is shattered and the doorjamb is twisted and swollen from weather, easily forced or picked.

Once the hunters are inside the building—a trivial task, given its relative lack of security—they find the interior is no better maintained than the outside.

The tiny studio apartment is filthy. Clearly, it was never intended as a living space in any case. The smell of something rotten lingers in the air. At the back is a small window, cracked; before the center of the back wall is a pile of animal bones, stacked into some sort of tower or post, topped with a skull. Smearred on the wall are crude paintings and depictions of animals. Thumbtacks secure charcoal sketches of people—including a member of your own team.

Pick one of the hunters to be the subject of the sketch. It’s fuzzy and in an untrained hand, but clearly one member of the team. If Wanahton is with the hunters, he’s pictured, too, which makes him look uneasy and nervous.

Storyteller Goals

The hunters are looking for more information about the summoner of the Spearfinger, and this is the place to find it. Ruben has strewn

about old ritual implements, used-up pipes, animal bones and scrawled drawings from his visionary trances. He’s left notes about the summoning of the Spearfinger, about his burgeoning magical prowess and about his discovery of the Ulun’suti. Armed with this knowledge, the hunters know where to find their witch (in the mountains at an abandoned fire tower), and that they’d best stop him quickly.

Once the hunters discover this information, though, the Spearfinger makes another entrance. She drops in through the back window and lunges with a high-pitched cackle for the nearest hunter. She’s not pulling in her claws this time, and the hunters will either need to cleverly find a way to trap her, drive her off or flee in a hurry.

Character Goals

The players want answers, and now they’ll get some. Their search should be quick and surreptitious, of course. Once the Spearfinger arrives, their goal should shift to survival. Armed with information about Ruben’s hiding place in the mountains with the Ulun’suti, they’ll know they must confront him there.

Actions

Ruben’s conjuring room is a mess, but the hunters have time to sack it. The police won’t respond (indeed, nobody will even call the police if the hunters raid the place), and the Spearfinger won’t show up until the hunters have the clues they need. Call it dramatic timing.

Once the Spearfinger arrives, she slips in through the back window, then attacks at once. While the hunters may have tried to avoid tampering with the evidence, the Spearfinger has no such compunction. She picks up random items such as the bone totem and uses them as weapons; she lashes out with her spear talon to impale hunters against walls; and flits into the bathroom and out when she needs cover. If the hunters back off and fire guns at her, she leaps out the back window again, then climbs over the roof and comes down behind them. Her whole goal is to inflict serious harm upon the hunters until driven off, and she is smart enough to use terrain to her advantage. She tries to force hunters to come in after her by using doorways and halls to block line of sight; then, when they are inside, she closes rapidly to melee range so their guns are a liability. She also maneuvers to keep the hunters from getting multiple lines of attack on her. If the hunters demonstrate the use of a new Tactic, such as Cover Your Heart, she narrows her eyes, then flees immediately afterward—wary of prey that learns too quickly.

SPEARFINGER

TOTEM



In the unlikely event that the hunters kill the Spearfinger, they should still finish the story because the presence of the Conjuring Room indicates the witch who summoned the monster is still out there. Her body turns into a moldering heap quite quickly, and (if the players are stuck long enough in traffic in the scene “Pursuit”) Ruben summons her back from her otherworldly torment to face the hunters one last time in “The Ulun’suti.”

Ransack the Conjuring Room

Dice Pool: Intelligence + Investigation (looking for clues) or Intelligence + Occult (puzzling out the various items)

Action: Instant. Ransacking the room takes about ten minutes.

Obstacles: The hunters work at night without an overhead light (-2).

Assets: One of the hunters has a similar room for studying occult phenomena (+1).

Roll Results

Dramatic Failure: As the characters are searching, the Spearfinger drops in while they’re distracted. The shapeshifting crone automatically goes first in the ensuing combat.

Failure: The hunters find little of use before the Spearfinger arrives, although they find some of Ruben’s notes about the “old fire tower in the mountains” along with the name of a fire access road.

Success: The hunters discover the address of the fire tower (on a fire access road) before the Spearfinger shows up. They also discover a note about the Ulun’suti, an artifact of the Uktena that can give its owner command of fire. If Wanahaton is with the hunters, he looks pensive at the mention of the Ulun’suti, and explains that it is a “conjure tool of great power,” but doesn’t explain that it could theoretically be taken by another shaman.

Exceptional Success: The hunters capture the information about the Ulun’suti and the old fire tower, as in “Success,” and are alerted to the Spearfinger’s presence as she arrives. The hunters gain a turn to prepare as the Spearfinger leaps through the window.

Consequences

No matter how events pan out, the hunters should have information about Ruben’s new hiding place for the Ulun’suti. Now they need to evade the Spearfinger and make their way to the old fire road and the watchpost to finish the conjurer (in “Pursuit”).



TOTEM

SPEARFINGER



Pursuit

Mental •• Physical ••• Social —

Overview

The hunters must confront Ruben before he can send the Spearfinger to finish them off. Without time left, they have little choice but to use the clues they've discovered to try to find the shaman. As they chase him down, though, his spirit conjuring harries them with bad luck.

Description

The hunters (hopefully) have some sort of vehicle. If they're stuck on foot, it will take them several hours to hike to Ruben's location. Driving, they discover everything has turned against them: traffic is snarled; cops pull them over because their car is the same model as one used for a getaway in a recent home invasion; rain starts up and makes the driving difficult; a street sign for a vital turn has blown down.

Describe the city as claustrophobically as possible. While the hunters will reach Ruben eventually, everything seems to conspire to make them fail. Hunters with knowledge of the occult may suspect a curse at work. They're right, of course, in the form of spirits summoned to harass the hunters. At each turn, something slows the hunters down. Ideally, this scene will set the stage for the final encounter, by placing the hunters' (and players') nerves on edge.

Some details of the curses that befall the hunters include:

- Two blocks after starting the car, the engine starts to shudder. The vehicle comes to a halt, and the hunters suddenly realize the gas gauge is on empty, even though it was filled up earlier in the morning. When the hunters pop the gas flap, they find the cap under it is missing and there's a small piece of rubber tubing stuck in the gas port.

- As the hunters sit in traffic, a motorcyclist passes on the driver's side. The cyclist clips the rear view mirror, breaking it off. Two blocks later, a police car turns and pulls into space behind the hunters, then immediately pulls them over for a broken mirror.

- Rain starts to pour down—thick, fat drops filled with dirt. The droplets smudge and smear on the windshield, making visibility difficult, and the windows start to fog up from humidity. As the driver tries to clear the windshield, the hunters realize they missed a turn; the street sign blows right by as they pass through the intersection. At

the very next block, the entire left lane is closed for construction as pipe-laying goes on, and for the next half mile the hunters are unable to make any turns.

- As the third light in a row turns red, the hunters pull to a stop. Cross traffic drags across the intersection, then a skinny old woman with a walker and a hunched back steps into the crosswalk. She drags herself halfway through the walk, then seems to drop something. With shaking hands, she releases her grip on the walker to lean down, then falls over in the middle of the street, right in front of the hunters' car.

Storyteller Goals

The hunters have likely either fled from the Spearfinger or driven her off again. If Spearfinger has done her job well, several of them are wounded. The tension is ratcheting up as the hunters now know their shamanic enemy knows of them and is trying to hunt them down before they can reach him. The goal is to put pressure on the hunters and force them to confront Ruben, even if they're injured or uncertain. Furthermore, the hunters may have yet another run-in with the police, which could send them back yet again to "John Law" for another agonizing set of interviews, accusations and threats of jail.

Character Goals

The hunters have no time; they must find and finish Ruben. His conjuring starts making life difficult, though, as they try to reach him. The characters will either try to get out of town (which is no defense against the Spearfinger) or else drive to the old fire watchtower to confront Ruben.

Actions

The hunters have one major goal—ditch the Spearfinger and find Ruben. Knowing the shaman has their identity (from the picture found in his conjure room), they also know he can send the Spearfinger to kill them at any time.

Reaching the fire watchtower is primarily an exercise in driving. The hunters' plans for getting there unnoticed can help, though. If the hunters have a good route, a plan to avoid notice and an innovative approach, they may find the task slightly easier.

Reach the Old Fire Watchtower

Dice Pool: Dexterity + Drive

Action: Instant, although the drive is about a half hour long.

SPEARFINGER

PURSUIT



Hindrances: The hunters' vehicle is damaged or in poor condition (-2); any of the hunters have a criminal record leading to extra police attention (-2)

Help: This is the home town of one of the hunters (+1); the hunters have planned an alternative route in case of problems (+1)

Roll Results

Dramatic Failure: The hunters' car blows two tires after hitting some leftover screws near a construction site. The hunters must hitchhike, take backup transit or walk, all the while wondering whether the Spearfinger will jump out again. The strain and the damage to morale cost each hunter a point of Willpower.

Failure: The hunters are caught in snarled traffic and pulled over by police who check the people in the car briefly before making a radio call and finally letting the hunters go. Getting to the site takes an hour.

Success: The hunters navigate some of the worst traffic and avoid any major hazards, although their car is scraped in a near miss; they notice police cruisers slowing down to watch them and a flock of birds manages to completely obscure the windshield with droppings at one point. They arrive at the site in half an hour.

Exceptional Success: The hunters evade the worst effects of Ruben's curses through crack driving, and reach the site in fifteen minutes. When the hunters arrive in the next scene, Ruben is at the foot of the fire tower instead of at the top.

Dealing with the Spirits

If Wanahton has decided to accompany and help the players, he recognizes quickly that they're being harried by spirits. He will offer to banish some of the spirits if the hunters are willing, but doing so requires him to perform a cleansing rite in a private space for at least ten minutes. This may be too much for them to stomach. If he does the ritual, though, they arrive at the watchtower without further incident, reaching the site in half an hour but not requiring a "Reach the Old Fire Watchtower" roll.

Consequences

If the hunters are trying to get out of town, they might well succeed, but Ruben will send spirits and the Spearfinger to dog them until he masters the power of the Ulun'suti (at which point he heads off for bigger plans). If the hunters are trying to reach Ruben, they'll get to him eventually regardless of how badly the curses impact them, although their nerves may be quite frayed, at which point they move to "The Ulun'suti."

The Ulun'suti

Mental ... Physical ... Social —

Overview

In the mountains outside of town, the hunters finally confront Ruben. He's cornered in a fire watchtower, but he has the Ulun'suti and the help of the Spearfinger. The hunters have little choice—Ruben must be stopped and the Spearfinger banished or killed (if she hasn't been already). Then the hunters must decide what to do with the magical stone that caused so much strife.

Description

When the hunters finally take the old fire road, they find themselves on a barely-paved causeway on the side of a mountain with tree and brush cover. The road snakes for a good mile and a half along the mountainside, and reaches a low peak with a fire watchtower on the side.

The trees and brush could hide all manner of monsters, but there's no hiding the old fire watchtower on the side of a low mountain peak. With a commanding view of much of the valley and the entire mountainside, the tower is an excellent place from which to see someone coming. It's nearly 30 feet tall, with a small roofed room at the top and a wooden-railed balcony. This must be the place in which the conjurer has hidden away the Ulun'suti.

Storyteller Goals

This is it—the final battle. The Spearfinger will press the hunters mercilessly, and may try to swipe a liver in combat (perfect timing for the hunters to use the Cover Your Heart Tactic, if they learned it). Ruben fires from his hiding place atop the watchtower, cursing at the hunters and telling them their blood will only fuel his powers. Wanahton tries to help, but proves to be a fickle ally. Everything's on the line now, and the hunters will either finish off the witch and the monster, or die in the attempt.

Note that even if the hunters “killed” the Spearfinger in an earlier scene, she functions much like a summoned demon (as described for the Shadow Mystery on p. 158 of *Witch Finders*). This means Ruben is capable of re-summoning her for the final confrontation—and she will remember how the hunters killed her before and do her best to nullify their advantages.

Character Goals

The final confrontation has arrived, and the hunters know the only way to stop Ruben is to capture or kill him. With the Spearfinger pressing the attack, they probably need to kill the witch, then find a way to dispose of the Ulun'suti and the witch's body.

Actions

Three major actions take place in this scene.

Fighting Ruben and the Spearfinger

First, the hunters must fight Ruben and possibly the Spearfinger. Unless the hunters scored an extraordinary success during the “Pursuit” scene, Ruben is at the top of the old fire watchtower. This gives him a great vantage point from which to pick off hunters with his pistol, conjuring fire from the Ulun'suti, and taking cover behind the wooden railing (adding +1 to the difficulty to attack him with ranged weapons). The Spearfinger comes charging out of the tree line to protect Ruben by facing off hunters at the base of the fire tower. If the hunters manage to kill or incapacitate Ruben, then the Spearfinger vanishes into the underbrush from which she came, cackling madly.

Unlike a cheap movie villain, Ruben does not gloat or deliver mocking diatribes. Instead, he is uncertain, even panicked, when the hunters confront him. He has suffered too much and worked too hard to see his gains slip through his fingers. If his magical abilities and the Spearfinger are not enough to stop the hunters, he falls back on the violence he used as a street hoodlum.

Summoning the Stone Man

If Wanahton is with the team, he will mention that he can summon the Stone Man to fight the Spearfinger. Should he do so, the battle between the Stone Man and the Spearfinger should be cinematic, not a matter of dice rolls: the Stone Man impales the Spearfinger with his stone staff, but she shifts form several times and manages to writhe off the implement. She slashes the Stone Man and the two beasts do battle in the background while the hunters face off against Ruben, who is now alone in the fire tower.

Then the hunters must deal with Wanahton, who decides to try to claim the Ulun'suti for himself; the Stone Man, bleeding but unbowed, aids the turncoat shaman. The hunters can kill Wanahton, or convince him of the error of his prideful ways through an extended test of Pres-



ence + Persuasion against Wanahton's Composure + Occult. If the hunters' speaker accumulates five net successes before two turns are up, Wanahton can be convinced to let the stone go, and he sends the Stone Man to destroy it and then banishes the creature; otherwise, he refuses to back down. Fortunately for the hunters, in such a case the Stone Man will leave if Wanahton is killed.

Dealing with the Ulun'suti

If Wanahton hasn't acquired or destroyed the Ulun'suti, the hunters must deal with it somehow. Depending upon their affiliation, they might try to take it, destroy it or bury it somewhere. Hunters who know its powers and past may try to put it to sleep. Aegis Kai Doru hunters may swipe it for their team. Hunters from various religious factions will probably try to destroy it. See the description of the Ulun'suti in the mechanics section, p. 7.

Consequences

Once the various witches and monsters are killed or banished, the hunters can deal with the Ulun'suti as they like. Then they'd best bury the bodies and get out of town. They may not be able to heal the people who have already lost livers to the Spearfinger, but at least they've kept anyone else from dying.

Aftermath

After the hunters have dealt with Ruben Washte and Wanahton Janus, the Spearfinger is either dead or gone. Either way, the hunters have likely ended the reign of liver-eating terror, and probably prevented a witch or two from gaining significantly dangerous magical powers. The effects upon the lives of the various participants are probably minimal, except of course for those who have died...

- **Margot Keller:** If the hunters exercised some clout and found some money to arrange a liver transplant for Margot, she survives her harrowing ordeal, and likely becomes the first person to survive an attack by the Spearfinger. Although she is doubtful of the hunters' story if shared, she takes them at their word if she knows of their role in securing a replacement liver. While her transplant and the accompanying side-effects take their toll and render her much more fragile, her children (Samantha and James Keller) may become useful connections for the hunters, or even choose to take up the Vigil if mentored.

- **Ana Zawadzki:** The private detective may well have more on her digital camera than she bargained for. If the hunters paid her well for her help, she is quick to call them up if she finds useful information, and equally quick to ask whether they have other jobs she can do. She could become a useful Ally Merit to one of the hunters. While she is not convinced she should be out hunting monsters, her investigative skills may come in handy.

- **Ruben Washte:** If the hunters didn't kill Ruben, he is not connected to the murders (because no jury will ever convict him of summoning a shapeshifting monster to perform killings), but he did have an illegal firearm, a criminal record and bloodstains from a dying person on his shirtsleeves. Whether he returns to jail is up to your needs for future stories. If the hunters skip town, Ruben probably manages to walk, and holds a grudge; if they stay to make sure he's put away, he likely winds up in jail for a few more years (especially if the hunters have any halfway decent legal connections). If the hunters killed Ruben, then his part in their story is over, but they'd better have a way to dispose of his corpse...

- **Wanahton Janus:** If Wanahton turned on the hunters in order to grab the Ulun'suti, then he is probably knocked out or killed by them. Since he has no criminal record, his involvement in these "strange events" simply merits an interview with the police and a ride home after some bad police station coffee. If the hunters killed Wanahton, then disposing of his body will be key, especially since he's a well-to-do businessman and communities tend to come down hard on crimes committed against the middle and upper classes. Should the hunters have convinced Wanahton not to give in to temptation, he may be a sometime ally for them in the future, although he will never be wholly reliable; he is more likely to avoid the hunters if possible.

- **Utlunta, the Spearfinger:** Since she's incredibly tough, Utlunta probably survives her encounter with the hunters, unless they used a strong Tactic against her or had a lot of persistence and firepower. She returns to wandering the hinterlands and hillsides, occasionally popping into a small town for a morsel (when not hunting animals). She might show up in the future to harass the hunters.

- **The Stone Man:** If the Stone Man was summoned by Wanahton, then he probably destroyed the Spearfinger, but this leaves the hunters with a bigger problem (although they don't know it right away). The Stone Man resides in the deep mountains and hills and travels via his stone staff, so it's hard to pin him down or follow him—but *he* has no



trouble following the hunters. His motivations, ever inscrutable, mean he might sneak in to devour them at some future point, or just stand off and watch as they find themselves in combat with some other creature, lending some additional tension to the encounter.

- **The Ulun'suti:** If the hunters managed to destroy the Ulun'suti, then they've rid the world of an occult temptation. More likely, though, they whisk it away from Ruben, and then aren't sure what to do with it. Aegis Kai Doru hunters may turn it over for safekeeping and examination. Hunters with less common sense might keep it for themselves. By legend, if the Ulun'suti is not fed blood once per week (although animal blood will do), it awakens the power of the Uktena and kills its owner. Hunters who understand its dangers may be tempted to lull it to sleep (see the item description) and then bury it, lock it in a safe deposit box, or throw it into the ocean.

Experience

Completion of Spearfinger should take two or three game sessions. Follow the usual guidelines on p. 216 of the *World of Darkness* book; in general, giving each player an experience point at the end of each game session is a good start. Additional awards may be appropriate at the end of the story.

- +1 **Success:** If the characters keep Ruben from using the power of the Ulun'suti and they manage to drive off the Spearfinger to put a halt to her killings, this is definitely a victory, and the players should be rewarded appropriately.

- +1 **Innovation:** The hunters probably know right from the get-go that they'll be thrown into a mix of danger and mystery. If they tackle the situation doggedly and just try to hunt down and kill the Spearfinger, they may miss the bigger picture. If, on the other hand, they pursue the investigation with rigor, ask many questions, set up traps and ambushes, and try to use Tactics and their brains, then they've definitely tapped into the mindset of those who keep the Vigil—a cautious, clever defense of humanity is far superior to thuggish gunplay. Reward hunters who show foresight, planning and preparation.

- +1 **Growth:** The confrontation with the Spearfinger may teach the hunters a little about when to fight and when to run. Their interactions with Wanahton Janus may give them some insights into who they can trust, and when they have no choice but to rely upon the untrustworthy. If the hunters learned something about their own limitations or broadened their horizons, that definitely merits an additional point.

SCENE: DROP DEAD

16

MENTAL • PHYSICAL — SOCIAL ••

HINDRANCES

Any of the hunters has a rap sheet (-4)

HELP

The hunters have a local police donation tag on the car (+1)

One of the hunters has Law Enforcement Status or Professional Training (+2)

OTHER

STs

Draw the hunters into the action when a clerk dies right in front of them.

PCs

Discover the existence of something terrible in town.

SCENE: JOHN LAW

19

MENTAL •• PHYSICAL — SOCIAL ••

HINDRANCES

Each time hunters previously picked up and questioned (-1)

Any hunter has a rap sheet (-4)

The hunters have strange possessions like Elixirs or Thaumatech (-2)

The hunters have any illegal possessions such as unregistered firearms (-4)

HELP

A hunter has any Police Status or Professional Training (+2)

OTHER

STs

Put the hunters on edge with the police, and hinder their investigation with the law.

PCs

Get out of the police station with all their gear and resume the hunt.

SCENE: STALKING

21

MENTAL •• PHYSICAL — SOCIAL •

HINDRANCES

The hunters look bedraggled and disheveled (-1)

The hunters are rude or bossy with the shift nurse (-1)

The hunters show up after visiting hours (-4)

HELP

The hunters pose as doctors or specialists (+1)

The hunters have personal information about Margot that would help them pose as family or professional acquaintances (+2)

OTHER

STs

Move the investigation forward, let the hunters realize more people will die slowly like Margot, and lead toward Ana Zawadzki or finding the bookstore.

PCs

Learn any clues investigation may be able to provide.
Meet Margot Keller and learn what she knows.

SCENE: TIT FOR TAT

24

MENTAL •• PHYSICAL — SOCIAL ••

HINDRANCES

The hunters refuse to tell Ana their names (-1)

The hunters refuse to answer any questions (-2)

HELP

The hunters offer to pay Ana (+Resources)

The hunters have Law Enforcement Status (+1)

OTHER

STs

Keep the players wondering whether Ana is more trouble than she's worth, or how she might be able to help. Provide further clues about the case.

PCs

Convince Ana to tell the hunters what she knows about the case.

SCENE: IVY AND ASH

26

MENTAL •

PHYSICAL •••

SOCIAL —

HINDRANCES

None applicable

HELP

None applicable

OTHER

Attack by Spearfinger

STs

Terrify the players with a first brush with the Spearfinger.

PCs

Look for clues amid the rubble of the Painted Page.

SCENE: TWO-FACED

27

MENTAL ••

PHYSICAL —

SOCIAL ••

HINDRANCES

None applicable

HELP

None applicable

OTHER

STs

Provide a moral quandary in the meeting with the shaman Wanahton Janus.

PCs

See what Wanahton Janus can tell about the Spearfinger.

SCENE: LEGWORK

29

MENTAL ••

PHYSICAL —

SOCIAL —

HINDRANCES

None applicable

HELP

None applicable

OTHER

Typically rolls for getting information:
Intelligence + Investigation
Intelligence + Occult
Presence + Persuasion + Contacts
Manipulation + Persuasion + Allies

STs

Provide a training montage.

PCs

Learn more about the Spearfinger's weaknesses and strengths, and plan for fighting her.

SCENE: TOTEM

31

MENTAL ••

PHYSICAL ••

SOCIAL —

HINDRANCES

The hunters work at night without an overhead light (-2)

HELP

One of the hunters has a similar room for studying occult phenomena (+1)

OTHER

Attack by Spearfinger

STs

Give the hunters information about Ruben's final location, then ambush again with the Spearfinger.

PCs

Discover Ruben's real location and motives, then escape.

SCENE: PURSUIT

33

MENTAL ●●

PHYSICAL ●●●

SOCIAL —

HINDRANCES

The hunters' vehicle is damaged or in poor condition (-2)

Any of the hunters have a criminal record, leading to extra police attention (-2)

HELP

This is the home town of one of the hunters (+1)

The hunters have planned an alternative route in case of problems (+1)

OTHER

STs Put the hunters on edge with various complications as they try to reach Ruben.

PCs Reach Ruben's hideaway in the mountains.

SCENE: THE ULUN'SUTI

35

MENTAL ●●●

PHYSICAL ●●●

SOCIAL —

HINDRANCES

None applicable

HELP

None applicable

OTHER

Attack by Spearfinger and Ruben

Potential to summon the Stone Man

STs Stage the final confrontation in which Ruben tries to use the power of the Ulun'suti.

PCs Finish off the witch(es), hide or destroy the relic and banish the Spearfinger.

SCENE:

○

MENTAL

PHYSICAL

SOCIAL

HINDRANCES

HELP

OTHER

STs

PCs

SCENE:

○

MENTAL

PHYSICAL

SOCIAL

HINDRANCES

HELP

OTHER

STs

PCs

Name: Ruben "Wash" Washte Virtue: Hope Profession:
 Concept: Ex-con Summoner Vice: Envy Compact:
 Conspiracy:

Intelligence ●●●●●	Strength ●●●●●	Presence ●●●●●
Wits ●●●●●	Dexterity ●●●●●	Manipulation ●●●●●
Resolve ●●●●●	Stamina ●●●●●	Composure ●●●●●

SKILLS

- Investigation ●●●●●
- Occult (Magic) ●●●●●
- Athletics ●●●●●
- Brawl ●●●●●
- Drive ●●●●●
- Firearms (Pistols) ●●●●●
- Larceny (Security Systems) ●●●●●
- Stealth ●●●●●
- Survival ●●●●●
- Weaponry ●●●●●
- Empathy ●●●●●
- Expression ●●●●●
- Intimidation ●●●●●
- Persuasion ●●●●●
- Socialize ●●●●●
- Streetwise (Gangs) ●●●●●
- Subterfuge ●●●●●
- _____ ○○○○○

MERITS

- Brawling Dodge ●●●●●
- Contacts ●●●●●
- Fighting Style (Boxing) ●●●●●
- Fleet of Foot ●●●●●
- Gnosis ●●●●●
- Language (Cherokee) ●●●●●
- Language (Spanish) ●●●●●
- Resources ●●●●●

FLAWS

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HEALTH

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WILLPOWER

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MYSTERIES

- Foretelling 3 _____
- Fortune 2 _____
- Lore 2 _____
- Shadow 4 _____

Morality _____ 4
 Size _____ 5
 Speed _____ 12
 Defense _____ 3
 Initiative Mod _____ 5
 Armor _____ See Notes

NOTES

Initiative: +5 if Ruben has the chance to cast Foretelling 1
Derangements: Fixation (Morality 5), Suspicion (Morality 6)
Armor: None (but if Ruben has preparation time, he may use Lore 2 to gain an Armor rating equal to his Gnosis of 3 for one scene)
Notes: Ruben carries an illegal light pistol (see World of Darkness, p. 169), with a damage rating of 2. His command of the Ulun'suti gives him the ability to conjure fire, as described in that item's rules. Ruben will also use his Fortune and Shadow Mysteries to confound hunters who attack him.

Name: Wanahton Janus Virtue: Faith Profession:
 Concept: Shamanistic Business Vice: Envy Compact:
 Conspiracy:

Intelligence ●●●●●	Strength ●●●●●	Presence ●●●●●
Wits ●●●●●	Dexterity ●●●●●	Manipulation ●●●●●
Resolve ●●●●●	Stamina ●●●●●	Composure ●●●●●

SKILLS

- Academics ●●●●●
- Investigation ●●●●●
- Medicine ●●●●●
- Occult (Spirits) ●●●●●
- Politics ●●●●●
- Athletics (Bows) ●●●●●
- Drive ●●●●●
- Larceny ●●●●●
- Stealth ●●●●●
- Survival ●●●●●
- Animal Ken ●●●●●
- Empathy ●●●●●
- Expression ●●●●●
- Persuasion (Networking) ●●●●●
- Socialize ●●●●●
- Subterfuge ●●●●●
- _____ ○○○○○
- _____ ●●●●●
- _____ ○○○○○

MERITS

- Allies (Corporate) ●●●●●
- Gnosis ●●●●●
- Resources ●●●●●
- Status (Corporate) ●●●●●
- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○
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FLAWS

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HEALTH

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WILLPOWER

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MYSTERIES

- Foretelling 3 _____
- Fortune 3 _____
- Lore 4 _____

Morality _____ 7
 Size _____ 5
 Speed _____ 9
 Defense _____ 2
 Initiative Mod _____ 5
 Armor _____ See Notes

NOTES

Initiative: +5 if Wanahton has the chance to cast Foretelling 1
Armor: None (but if Wanahton has preparation time, he may use Lore 2 to gain an Armor rating equal to his Gnosis of 3 for one scene)
Notes: Wanahton is typically unarmed. If the situation becomes dire, he will use a special rite to summon the Stone Man (p. 14). Summoning the Stone Man requires several minutes, so this is not something he can do in the heat of battle. If pressed into combat, Wanahton will use his Fortune abilities to protect himself and to aid his allies.

Name: **Utlunta, the Spearfinger** Virtue: **Fortitude** Profession:
 Concept: **Shapeshifting Monster of Cherokee Legend** Vice: **Gluttony** Compact:
 Conspiracy:

Intelligence ●●○○○	Strength ●●●○○	Presence ●●○○○
Wits ●●●○○	Dexterity ●●●○○	Manipulation ●○○○○
Resolve ●●●○○	Stamina ●●●○○	Composure ●●●○○

SKILLS

<input type="checkbox"/> Medicine	_____	○○○○○
(Organs) ●●●○○	_____	○○○○○
<input type="checkbox"/> Occult ●●●○○	_____	○○○○○
<input type="checkbox"/> Athletics ●●●○○	_____	○○○○○
<input type="checkbox"/> Brawl (Talon) ●●●○○	_____	○○○○○
<input type="checkbox"/> Stealth ●●●○○	_____	○○○○○
<input type="checkbox"/> Survival ●●●○○	_____	○○○○○
<input type="checkbox"/> Empathy ●●○○○	_____	○○○○○
<input type="checkbox"/> Intimidation ●●●○○	_____	○○○○○
<input type="checkbox"/> Subterfuge ●●●○○	_____	○○○○○
<input type="checkbox"/> _____ ○○○○○	_____	○○○○○
<input type="checkbox"/> _____ ○○○○○	_____	○○○○○
<input type="checkbox"/> _____ ○○○○○	_____	○○○○○
<input type="checkbox"/> _____ ○○○○○	_____	○○○○○
<input type="checkbox"/> _____ ○○○○○	_____	○○○○○
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<input type="checkbox"/> _____ ○○○○○	_____	○○○○○
<input type="checkbox"/> _____ ○○○○○	_____	○○○○○
<input type="checkbox"/> _____ ○○○○○	_____	○○○○○

MERITS

_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
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FLAWS

HEALTH

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WILLPOWER

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MYSTERIES

_____	_____
_____	_____
_____	_____
_____	_____
Morality _____	NA
Size _____	5
Speed _____	18
Defense _____	8
Initiative Mod _____	13
Armor _____	3

NOTES

Dread Powers: Blinding Speed 5, Dread Attack 3 (Spear-like Talon), Drain 1 (variant, see below), New Face 3, Stealthy Attack 4

Notes: Utlunta's Drain ability is a special variant. If she manages to steal a victim's liver with her Dread Attack (by using Stealthy Attack in conjunction), the victim suffers the Drain each night while sleeping until dead. This represents the gradual deterioration of the victim due to organ failure.

Name: **The Stone Man** Virtue: **Fortitude** Profession:
 Concept: **Mythic Cherokee Monstrosity** Vice: **Gluttony** Compact:
 Conspiracy:

Intelligence ●●○○○	Strength ●●●○○	Presence ●○○○○
Wits ●●○○○	Dexterity ●●○○○	Manipulation ●○○○○
Resolve ●●●○○	Stamina ●●●○○ ●●○○○	Composure ●●●○○

SKILLS

<input type="checkbox"/> Medicine	_____	○○○○○
(Organs) ●●●○○	_____	○○○○○
<input type="checkbox"/> Occult ●●●○○	_____	○○○○○
<input type="checkbox"/> Athletics ●●●○○	_____	○○○○○
<input type="checkbox"/> Brawl	_____	○○○○○
(Grappling) ●●●○○	_____	○○○○○
<input type="checkbox"/> Survival ●●●○○	_____	○○○○○
<input type="checkbox"/> Weaponry	_____	○○○○○
(Staff) ●●●○○	_____	○○○○○
<input type="checkbox"/> Intimidation ●●●○○	_____	○○○○○
<input type="checkbox"/> _____ ○○○○○	_____	○○○○○
<input type="checkbox"/> _____ ○○○○○	_____	○○○○○
<input type="checkbox"/> _____ ○○○○○	_____	○○○○○
<input type="checkbox"/> _____ ○○○○○	_____	○○○○○
<input type="checkbox"/> _____ ○○○○○	_____	○○○○○
<input type="checkbox"/> _____ ○○○○○	_____	○○○○○
<input type="checkbox"/> _____ ○○○○○	_____	○○○○○
<input type="checkbox"/> _____ ○○○○○	_____	○○○○○
<input type="checkbox"/> _____ ○○○○○	_____	○○○○○
<input type="checkbox"/> _____ ○○○○○	_____	○○○○○
<input type="checkbox"/> _____ ○○○○○	_____	○○○○○

MERITS

_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
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FLAWS

HEALTH

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WILLPOWER

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MYSTERIES

_____	_____
_____	_____
_____	_____
_____	_____
Morality _____	NA
Size _____	5
Speed _____	13
Defense _____	2
Initiative Mod _____	7
Armor _____	3

NOTES

See p. 7 for the description of the Stone Man's special stone staff.

Name: Ana Zawadzki Virtue: Justice
Concept: Hardboiled Detective Vice: Greed

Profession:
Cell:

<p>Investigation ●●●●●●○○○○</p> <p>Ana's a skilled detective. She knows where to get leads and what legwork to do to make the most of scant clues.</p> <p>Police Connections ●●●●●●○○○○</p> <p>Although she was never a cop, Ana has a few connections on the force, including an ex-boyfriend.</p> <p>_____○○○○○○○○○○</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p>	Notes
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Name: Margot Keller Virtue: Fortitude Profession:
Concept: Dying Victim Vice: Sloth Cell:

<p>Trivia ●●●●●○○○○○</p> <p>Margot spends a lot of time reading a variety of books. She is full of anecdotes and is a fair hand at trivia games.</p> <p>Medical Knowledge ●●●●●○○○○○</p> <p>Margot has learned a great deal about her condition since being admitted to the hospital.</p> <p>_____○○○○○○○○○○</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____○○○○○○○○○○</p> <p>_____</p> <p>_____</p> <p>_____</p>	Notes
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Name: Virtue:
Concept: Vice: Profession:
Cell:

<p>_____○○○○○○○○○○</p> <p>_____</p> <p>_____</p> <p>_____○○○○○○○○○○</p> <p>_____</p> <p>_____</p> <p>_____○○○○○○○○○○</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p>	Notes
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Name: Virtue:
Concept: Vice: Profession:
Cell:

<p>_____○○○○○○○○○○</p> <p>_____</p> <p>_____</p> <p>_____○○○○○○○○○○</p> <p>_____</p> <p>_____</p> <p>_____○○○○○○○○○○</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p>	Notes
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ANA ZAWADZKI

CHARACTER RELATIONSHIPS

NAME Margot Keller
Unfortunate victim.

NAME Ruben Washte
Suspicious.

NAME Wanahton Janus
Man with a hidden life.

NAME Utlunta, the Spearfinger
Serial killer.

NAME _____

NAME _____



MARGOT KELLER

CHARACTER RELATIONSHIPS

NAME Ana Zawadzki
Desperate hope of her husband.

NAME Ruben Washte
Eccentric and self-absorbed book browser.

NAME Wanahton Janus
Who?

NAME Utlanta, the Spearfinger
Just another harmless old woman.

NAME _____

NAME _____



RUBEN WASHTE

CHARACTER RELATIONSHIPS

NAME Ana Zawadzki
Nuisance.

NAME Margot Keller
Disposable.

NAME Wanahton Janus
Dangerous rival.

NAME Utlunta, the Spearfinger
A pawn, but a very dangerous one.

NAME _____

NAME _____



WANAHTON
JANUS

CHARACTER RELATIONSHIPS

NAME Ana Zawadzki
Too nosy for her own good.

NAME Margot Keller
An unfortunate casualty.

NAME Ruben Washte
Too amoral to be entrusted with power.

NAME Utlunta, the Spearfinger
A wicked legend that must be stopped.

NAME _____

NAME _____



UTLUNTA, THE
SPEARFINGER

CHARACTER RELATIONSHIPS

NAME Ana Zawadzki
Just another fleshy morsel.

NAME Margot Keller
Lunch.

NAME Ruben Washte
Partners... for now.

NAME Wanahton Janus
Tricky shaman.

NAME _____

NAME _____



CHARACTER RELATIONSHIPS

NAME _____

NAME _____

NAME _____

NAME _____

NAME _____

NAME _____