

CHAPTER NINE: SPIRIT MONSTERS



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In addition to the regular monsters every child faces, the blessed attract other types of nasty critters. These monsters will hunt regular kids as well but they have a particular tie or attraction to the blessed, whether it's a need for all that sweet sweet Spirit, a twisted kinship with those whose body-soul connection are different than others, or an ability to home in on whatever it is that makes blessed children who they are.

First, we'll address the powers these monsters have that are different than regular creatures from Closetland and then we'll talk about each monster in detail.

Monsters who target the blessed specifically are build the exact same way any other monster is. Any difference they have manifests as Qualities or Stuff (or Stuff Qualities) the monster has.

PART ONE: SPIRIT DRAIN REVISITED

The Little Fears Nightmare Edition core rulebook details the basic Drain Spirit ability but given that we're dealing with characters who are defined primarily by their soul we should look at it in further detail.

Drain Spirit

The core book gives the basic rules for this: a monster has Stuff with the Drain Spirit Quality. When an attack using that Quality is successful, the character loses Spirit instead of losing Health. So, this is the old way and should still be used for Regular monsters. For Scary and Big Bad monsters, check out what's below.

Spirit Attack

This is the new way and, as said above, applies only to Scary and Big Bad monsters.

Create a monster per usual, giving them Abilities and Qualities based on whatever concept you have for them. When it comes to their Stuff, pick one piece that serves as how they siphon away something's Spirit. Each monster gets only one—but it's always the last piece of Stuff that can be taken away. All other attacks, bonus, and modifiers must go before this Quality can be taken out.

Now, give that Stuff the Quality "Spirit Attack" and spend points on it. What you get for those points depends on the rank of the monster.

Scary Monsters

Mid-level monsters get Spirit Attack (Spirit -1) per usual but they don't have to choose between doing damage or draining Spirit. They do both. Calculate damage depending on whatever best fits the Stuff (a small club, a large blade, whatever) and also remove Spirit because of the attack.

Big Bad Monsters

The highest rank of monster also gets the highest benefit. For every point put into Spirit Attack, they get Spirit -1 and Damage +1. In addition to doing both physical and spiritual damage, this type of monster gets a damage bonus on top of it.

EXAMPLE: *I'm writing up a session for a group of players where one of the PCs is a changeling whose soul is actually that of a werewolf. I think it'd be fun to create a monster who hunts monsters living out in the open.*

I decide I'm going to make a Moon Ghoul, a lanky filth-covered creature who only hunts on the three days of the full moon. I like how this ties to the werewolf soul inside the one character.

The Moon Ghoul is a Scary monster and I imagine it'll be the capstone of a multiple sessions. I'll send some of the Moon Ghoul's servants—the Mini-Ghouls—after the characters first to tease at what awaits them.

I see the Moon Ghoul as having a three-foot long tongue that dangles from its toothless maw like a snake sniffing the air for prey. It goes after souls and latches its tongue onto the faces of its victims to suck away their life force.

Here's a stat the creature. It's Scary so I get 15 Ability points. I see it as really skinny—skeleton thin—and really fast. It also uses its tongue to snare those it gets close to. It's dirt- and mud-covered face is unsettling but not super-scary. I give it this:

Fight: 000000

Grab: 000000

Chase: 000000

Scare: 000000

Next up, I figure out's Terror. It's Scary plus highest other Ability (Chase) gives me 8 points to put into its Stuff. I fill out the Qualities (see the end of this chapter for the details) and move onto its Stuff.

I already know the tongue is how this thing steals Spirit so I write "Long Writhing Tongue" and put 4 points into it. I then give it "Latches Onto Stuff (Grab +2)" and put the other two points into Spirit Attack. Those two points give the tongue "Spirit Attack (Spirit -2)." Every time the Moon Ghoul lands an attack with its tongue, it plants its tongue digs in its little bladed edges, doing small blade damage (lowest Success Die) to the target's Health and draining two points of Spirit. That's pretty severe. The kids will be up against a heck of a fight with this one.

PART TWO: POSSESSION

Possession is the act of taking control of another thing. Most of the time, this is a living creature but it doesn't have to be. Poltergeists are the most notable exception; they take over objects or houses or offices or schools and wreak havoc by running cars into buildings or tossing knives across the living room or levitating the dining room table six feet above the floor.

Between taking over an inanimate object and seizing control of a living creature, the latter is much harder. What trips things up is that, most likely, there's already a soul embedded in the body, whether human or not.

Before a disembodied soul can take over, they must first push the old one out. Or maybe room for itself at the very least.

In order to take over a living creature, the spirit must be without a body at the time of possession. If they're currently in a body, they can leave that body to jump into another but they can not do it directly. They must leave the current body, be completely with a body while trying to possess, and then, if successful, they take over the new body.

Only a single living thing can be possessed at one time, and a spirit inside a living creature can not simultaneously possess an inanimate object.

Possessing People

Human beings are both the hardest to possess and most-commonly targeted objects of possession. The trick with people is the high level of Spirit. Regular characters in Little Fears begin play with ten points of it—that's a full body right there with no room for