

Camarilla ‘Monster’ Creation Manual

Credits: Mark Lewis, Mendel Schmiedekamp, MST Staff

Introduction: This is an optional guide that can be used by Camarilla Storytellers to add flavour to mysterious and unpleasant creatures that player characters encounter throughout the game. Usage of this guide for NPC creation is primarily meant for the Mortals Venue, although it may be used with Low Approval in any venue. Remember that endless hordes of faceless monsters add little to the horror of the game. Similarly, all of those nasty things come from *somewhere*. Although you may run across fiendish slithering beasts lurking in the sewers, finding out that a mortal voodoo practitioner is corrupting normal animals and unleashing them on an unsuspecting populace is much more sinister.

Part One: Inspiration

“Fear is the oldest and strongest emotion of mankind.”

-- Howard Philips Lovecraft

World of Darkness: Antagonists gives examples of the myriad urban legends and primal fears given form. However, that book does not give guidelines as to how to stat your own creations. For the Camarilla Chronicle, this document will provide you with guidelines and resources to help you create custom terrors to plague your players with. This document assumes that you have read **Antagonists** and have it available to reference the various example monsters mentioned therein. When trying to breathe life into unique monsters or urban legends, there are a number of readily available resources:

- 1) Most municipalities will have a historical center, visitors center, or similar tourist spot where they collect pamphlets, books about local stories, etc
- 2) If (1) isn't available to you, odds are your local library will collect such books
- 3) The Net is your friend. Net resources:
 - a) www.paraseek.com (paranormal search engine)
 - b) www.snopes.com (urban legends abound)
 - c) www.forteantimes.com
 - d) urbanlegends.about.com
 - e) www.theshadowlands.net

Once you find a legend that you like, you need to classify it. Does it match a creature already given stats in the book? Does it fit best as a Spirit out of **Forsaken**? Does it fit best as an existing creature type (ghost, gargoyle, etc)? Or should it be something unique? Once you decide to make a terror given form, you have to decide on the type and power level of the creature.

Part Two: Types and Approvals

There are four types of monsters that we are concerned with under these rules: minor, major, incorporeal, and legendary.

A *minor* monster is one that, while capable of causing harm and creating a horrific story, is not a significant threat to a well prepared group of mortals who have discovered what they face. Examples of this type of monster include: Groetnich and the Toxicum Mold.

A *major* monster is one that even once their secrets are uncovered, they are still a significant threat and defeat/removal of the threat will be difficult and dangerous. Examples include: The Living Web, The Thief, and Witch Cats.

An *incorporeal* monster is one with no body, capable of spreading itself through drones, and whose defeat is incredibly difficult because of its bodiless nature. Examples are: The Hunger,

and The Virus. Great care should be exercised in using such contagious monsters, with Storytellers working together to coordinate a potential spread.

A *legendary* monster is one who has a place in the folklore of a given people, and because of this, is dangerous and powerful beyond the normal mortal's ability to contend. Examples include the Aswang.

Unless noted otherwise for specific canonical creatures in the Camarilla Addendum (e.g. the Thief), *minor* and *major* monsters require Low Approval, and *incorporeal* and *legendary* monsters require High Approval. If an incorporeal or legendary monster is actively hostile and involved in a protracted struggle with player characters in a venue, Top Notification is required three months after it entered play (since its actions and possible infestation may spread quickly if not contained by then).

Note: *Places* that have a malign intelligence should be created as per ghosts. Please see **Ghost Stories** for an example of this.

Part Three: Creation

Storytellers may use Build Points for creatures according to the type of creature:

Minor: 30- 50 Build Points (Groetnich 36, Toxicum Mold 28)

Major: 50 - 90 Build Points (Thief 78, Witch Cat 60, Living Web 58)

Incorporeal: 5 - 10 Build Points (Virus 8, Hunger 5)

Legendary: 90+ Build Points (Aswang 103)

Build Point Costs:

Attributes: 2 per dot, (3 at 5th, 4 at 6th and so on). All Attributes start at 1 automatically.

Skill: 1 per dot (2 at 5th, 3 at 6th, and so on).

Merit: 1 per dot

Initiative: 1 per +1 bonus

Skill Specialization: 1, no more than one per skill.

Minor Power: 1 Build

Medium Power: 3 Build

Major Power: 5 Build

Species Factor for Movement: 1 Build per level above 5 (up to 8 maximum)

Size: 1 Build per level above 5 (up to 8 maximum)

Morality: A monster's morality defaults to 10 for any power/situation that requires it.

Monsters do not suffer degeneration unless dramatically appropriate to the story.

Note on powers: Powers that require approval in their home venue require the same approval on a monster. For example, a power from a High Approval Discipline, even on a minor monster, requires High Approval. Monsters cannot buy the powers of spirits in **Forsaken**. However, spirits may be used as antagonists using the **Forsaken** spirit creation guidelines.

Minor Powers:

- 1) Any specific sensory power such as sense death, territory sense, and so on.
- 2) Mimic a level one or two Discipline or Gift. If this Discipline or Gift requires blood or essence, the monster must have a power pool (see Medium Powers, below) and expends this pool to use this power.

Medium Powers:

- 1) Mimic a level three Discipline or Gift. If this Discipline or Gift requires blood or essence, the monster must have a power pool (see below) and expends this pool to use this power.

- 2) Attack Forms such as teeth, necrotic touch, poison, etc.
- 3) Special feeding ability that boosts abilities such as blood digestion, passion feeding, etc.
- 4) The ability to spread through easily curable means.
- 5) *Power pool*, which acts like blood or essence to power Mimicked Disciplines and Gifts. Creatures can only have ONE type of power pool. The base power pool starts at 8 points, but Build Points may be spent to raise this, one for one, to a maximum of twenty.
- 6) The ability to spend power points to raise attributes in one category (mental, physical, social) by 2 dots per power point spent, lasting for one round, as per vampires spending blood to increase physical attributes.
- 7) Regeneration as per Forsaken. While this power does not require a power pool, lethal damage cannot be regenerated without the expenditure of power points.
- 8) Ghost Numina. Numina that require essence expenditures, use a power pool as per Disciplines and Gifts.

Major Powers:

- 1) Mimic a level four or five Discipline or Gift. If this Discipline or Gift requires blood or essence, the monster must have a power pool (see Medium Powers, above) and expends this pool to use this power.
- 2) One power that mimics multiple first and second level Disciplines or Gifts.
- 3) The ability to spread through means that are difficult at best to cure (incorporeal and legendary only).
- 4) Immunity to one creature type's mental or social powers. Each creature type and each power type must be bought separately. For example, Vampiric social, Forsaken social, Vampire mental, etc
- 5) Powers not mentioned elsewhere in the listing or with unique mechanics. Unique mechanics always require TOP approval.

Weakness:

The last, but perhaps the most important part of creating a monster is to determine the monster's weakness. While a monster may be particularly vulnerable to some weapon or situation, such as silver or fire, the weakness goes much deeper than this. Monsters often have a fundamental flaw, a piece of hope that the monster cannot escape. This can manifest in many ways. Perhaps it is incapacitated with pain when it hears the sound of church bells. Perhaps the warped monster who was once a normal human will feel remorse if it is told the name of the first person it ever fell in love with. Maybe a thorough dousing with water will cause the boogeyman to crumble into mud. Terror is when an unstoppable monster rampages through the city. Horror is when it is defeated only by a dying child's kiss. It is the horror of realizing on what a thin strand the mundane world relies. It may not be easy to find the weakness, but it should be there. After all, horror and mystery is exactly the kind of story we strive to tell. *You should strive for each of your monsters to have one specific, discoverable weakness not related to violence or weaponry.*

Part Four: Samples

The Storyteller decides that he wants to utilize a legendary monster in his venue. In reviewing the venue and some of the dangling threads and NPCs out there, he focuses on a number of his players who have connections amongst Latino gangs and politicians. Trying to come up with a way to link these two ends of the spectrum, he decides on the following back story:

Miguel Lopez-Corasco came up on the streets, but his older brother Eddy wouldn't let any of the gang's trouble to stick to his little brother. As time went by, Eddy made sure that Miguel went to school and got good grades so he could get out of the neighborhood.

Miguel worked hard and graduated, entering into the political arena to try to help his neighborhood. Or so he said in public. In reality, it was a way to take the gang to the next level. Combining legitimate interests with the ready capital that the gang's illegal activities provided, Miguel and Eddy were soon living large. But sometimes, people get sloppy. Miguel needed to replace a lost shipment of produce, and fast. So he hired a trucking group that Eddy had neither checked out or put the muscle on. They got him the fresh produce, but their sloppiness brought something else along, the Goat Sucker...el Chupacabra. Eddy was the first to die, exsanguinated by the creature. Now, it prowls the neighborhood for its food.

Chupacabra (84 pt Major)

Stats (40 points)

Int 2 Wits 4 Resolve 3

Str 4 Dex 4 Sta 4

Pres 3 Manip 2 Composure 3

Species speed factor 7 (2pts)

Skills (24 pts) Brawl 5, Stealth 5, Persuasion 4, Survival 4, Athletics 4

Powers (18 pts)

Heightened Senses (minor) - Always on.

Claws (med) - +1 to pool

Teeth (med) - +2 to pool

Immobilizing Stare (med) - As per Entrancement

Digest Blood (med) - Gains blood pool by draining blood

Utilize blood (maj) - Use blood pool for healing and stats per vampire

Example 2:

Bloody Mary (132 point Legendary)

<http://www.miaminewtimes.com/issues/1997-06-05/feature.html>

Stats (73)

Int 3 Wits 5 Res 4

Str 6 Dex 5 Sta 5

Pres 6 Man 3 Comp 4

Skills (16)

Stealth 4, Intimidation 4, Brawl 4, Empathy 4

Merits (4)

Iron Stamina 3, Fast Reflexes 1

Powers: (39)

Major - Immune to fear effects including Vampiric Nightmare

Major - Aspect of the Predator - If Mary sees your face, she can track you anywhere

Major - Reproduction - Each child she kills comes back as a zombie per the "Antagonist" rules

Medium - Regenerates as per Forsaken

Medium - Essence Pool (10)

Medium - Feeding - Mary can drain Willpower from her victims and turn it into Essence, one for one. This requires a successful Grapple, after which Mary can begin draining Willpower at the rate of two per round

Medium - Teeth

Medium - Claws

Medium - Obfuscate level 3 - For her pool, Mary's total Obfuscate level is considered 3 even though this is the only Obfuscate power that she has

Medium - Nightmare 3 - for her pool, Mary is considered to have 3 levels of Nightmare

Minor - Nightmare 1 - for her pool, Mary is considered to have 3 levels of Nightmare