

THE NIGHTMARE – ARC 6

DESCRIPTION: Fear incarnate. It has the ability to look like whatever you fear the most. Its actual form is that of a wispy, ghostlike apparition with far-reaching, shadowy black tendrils enveloping it and floating around it.

MONSTER TYPE AND MOTIVATION: Torturer (motivation: to hurt and terrify)

SUPERNATURAL POWERS:

- Hallucinations: The monster has the ability to force its victims to see what it wants them to see, hear what it wants them to hear, feel what it wants them to feel. Basically, it can take over a hunter's senses completely.
 - The only way to escape the grasp of the creature is to ask the Keeper to try to see through the illusion. Roll sharp.
 - On a miss, the hunter is stuck in the illusion. Nothing changes.
 - On a mixed success, the hunter's mind begins to clear, but illusions still plague them. (Do not go on to the next room.)
 - On a full success, they are able to see through the illusion. (Go on to the next room.)
 - If two misses in a row, the hunter takes a point of psychic harm and loses 1 point of sharp for 24 hours.

ATTACKS:

- Brainsplatter: 2 harm of psychic damage, armor-defeating. The monster gives the victim a massive headache. Blood comes out their ears.
- Hallucination attack: The monster controls the victim's mind. It can make them believe the thing they are seeing is real. Their body reacts accordingly, bleeding, burning, freezing, bruising, etc. as if every hit they take is real. 1-4 harm. Armor defeating. Cannot use this if the hunter has seen through the final illusion.

ARMOR: Semi-incorporeal and shielded by illusion magic, making it hard to hit.

- +2 armor against all physical attacks.
- +1 armor against magical attacks
- Heals +2 every 12 hours.

HOW MUCH HARM WILL KILL IT: 8

WEAKNESSES: If a hunter is able to fully see beyond the Hallucination ability (full success), they gain +1 on physical attacks, and magical attacks work as normal for the duration of the fight.

COUNTDOWN:

Instead of a countdown, I recommend creating 6 rooms, each one corresponding to one of the characters' fears, and number them 1-6. You can make it more suspenseful by splitting up the characters and making 6 rooms for each one, which is more work, but also more fun. One of these rooms should have the exit, which can only be seen with a full success. If they miss this room, they will have to go through all of the rooms. Each room will have some kind of exit, usually a door.

Every time the player the players make it through a door (unless it's the real exit), roll a d6 and send them to the room associated with that number. If you get a room they've already been through, roll again.

If you run out of rooms, the character will enter into a **VOID**. They will be unable to exit the void until they think to try to see through. They must make a successful illusion roll (as explained in the Supernatural Powers section).

After the characters escape from the grasp of the Nightmare, then they must fight the monster.