



### Subtle Devil

It is said that God works in mysterious ways, but so does the Devil. The Devil is forced to operate very subtly. For instance, causing humans to engage in a genocide might bring the Devil the souls of many genocide perpetrators (and of a few victims who choose to curse God in their final moments). Yet the same genocide might cause many victims to turn to faith and might cause the whole world to react in horror and to try to reject evil on a massive scale, thus losing the Devil more souls than he gains. The Devil finds it more effective to act subtly and secretly, making minor, rather than major, changes in people's lives that make them more likely to live sinfully.

Every once in a while, however, the Devil will want something so badly and so urgently that he will call on a Diabolist for a favor. The Diabolist often hears whispers in his or her ear at a Diabolist ceremony or finds a handwritten note on his or her pillow. The Diabolist must immediately comply or face severe punishment from an angry Devil. The Diabolist is never privy to why the Devil wants a certain thing done. In fact, it may make no sense to the Diabolist at all (the Diabolist may be told to give a pony to a young girl, not knowing that the Devil plans to have the girl break her ankle so that the father is called away from his office just as he is needed).

Most times the Diabolist can do his or her mission using only the influence and wealth already granted by the Devil. For instance, the Diabolist may be asked to give a gift, bribe an official, get someone fired, get the charges against someone dropped, push through a piece of legislation, etc.

When a mission involves danger and physical violence, the Devil can grant superhuman abilities, including: near invulnerability, enhanced physical abilities and the ability to become invisible at will.

## MONSTERS

### GRAVEYARD SNAKE

*In Brief- Evil snake, its parts can be powerful conjure components.*

This is a supernatural animal found only in graveyards at night. Legend says that when the Devil succeeded in tempting Adam and Eve he laughed so hard he split in two. One half was his spirit, one half was his physical body. The physical body became the Graveyard Snake. The Graveyard Snake is hunted by supernatural practitioners for its powerful parts.

The Graveyard Snake is a large (up to 4 feet long) snake, mostly black but with yellow splotches. It has a rattle like a rattlesnake. It bites when threatened and its bites are very poisonous. It is smart enough to aim for exposed skin when biting.

A practitioner of Hands can do the following with the body of a dead Graveyard Snake: The skin of the snake, tied around one's waist, will give one luck in defeating or outcompeting an enemy. The grease of the snake, put on one's hands, will give one the ability to steal without being noticed. The rattle, when shaken, will summon the Devil. The meat, if eaten, allows the Devil to possess the eater (see p.139). The oil of the snake, added to the components of any hand meant to hurt someone, makes that hand much more efficacious. If a human figure, representing an enemy, is made from flour and snake grease baked on an open fire, the maker can stick pins in the doll and cause pain remotely to the victim.

### RAW HEAD AND BLOODY BONES

*In Brief- Animated pig bones with human intelligence.*

In the Ozarks of Missouri, an old conjure woman lived alone in the woods, her only friend a large razorback hog that ate scraps from her kitchen. She called it "Raw Head." It ate enough leftovers from her conjuring that it got conjured, gaining some human intelligence. People would occasionally see it walking on two legs like a human, others claimed it sometimes spoke. Everyone in the valley knew Raw Head was her hog, but one day a thieving hunter decided to poach Raw Head. She used divination to find her missing hog and found him just a pile of bloody bones and a severed head. Enraged, she conjured the bones, using the Bloody Bones skill (p.147). The resulting creature, however, was more intelligent than most bones animated via this trick. The bones and the head assembled themselves into hog shape, and the bloody, undead creature started walking around on its hind legs. It went into the forest, stealing the teeth from the corpse of a panther, the claws from the corpse of a bear and the tail of a beaver. It then went and found the hunter, it tormented him (hiding in the shadows and speaking with a hissing human voice) and killed him. The undead thing still roams the Ozarks and brave or desperate conjurers sometimes summon it to do their will.

Raw Head appears to be a dirty old pig skeleton (the flesh has long since been eaten off by maggots) with sharp teeth and large claws, wearing tattered old overalls, riding atop a sickly, emaciated horse. By this point Raw Head does little unless summoned by a conjurer. If successfully summoned, it will do whatever its summoner wishes of it. Unlike other Bloody Bones, it has the ability to understand and use human speech, although it can only discuss very simple concepts.





## RAVEN MOCKERS

*In Brief- Take shape of old people or huge ravens. Toy with and eat victims or frighten them to death.*

Known as Kalona to the Cherokee, these are some of the most feared monsters in Cherokee legend. Even Cherokee Hags, who terrify normal Cherokee, are afraid of Raven Mockers.

**Found:** Raven Mockers live by themselves in remote wilderness areas.

**Appearance:** From a distance, they make calls that sound like that of ravens. Most of the time Raven Mockers look and act like normal humans. They appear as either extremely old Cherokee people in traditional clothing or as huge ravens (the size of large dogs). It is in huge-raven form that they typically attack. In human form, they appear almost impossibly ancient.

**Behavior:** Raven Mockers travel out to find and prey on the dying. They also prey on people they meet in the wilderness. Sometimes they pretend to be regular people when met, but if their secret is discovered they attack.

They typically speak only the Cherokee language.

When they meet a victim alone in the wilderness, they approach looking like normal humans, then turn into huge ravens. They delight in toying with their victims: tossing

victims around, pecking out their eyes, making them think they are about to escape and then catching them, offering them mercy they have no intention of giving, etc. When the victim finally dies they rip open the stomach with their beaks to drink blood and eat entrails.

Sometimes they travel around as invisible spirits, looking for someone who is dying. Today this means mostly haunting hospitals. They are invisible to everyone except the dying person. They frighten their victims so much that they cannot breathe and die of suffocation.

**Weaknesses:** Every time the Raven Mockers prematurely end a life, their human form becomes more old and withered looking. If a person was destined to live another year, the Raven Mocker will age by one year. Yet they will not die of old age, and the added years do not make them any less powerful.

## LETICHE

*In Brief- Abandoned children that became part alligator.*

The Cajuns warn against abandoning unwanted babies in the Bayou. Most drown, or die of exposure, but some, if they are un-baptized, are taken in and raised by the alligators. These become Letiche, forever prowling the dark waters of the Bayou by night, looking for revenge on those who left them to die.



*Raven Mocker*