

SILENT HILL

A CALL OF CTHULHU
D20 SUPPLIMENT



SILENT HILL

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CONTENTS

INTRODUCTION	3
PROLOGUE	4
WHAT IS SILENT HILL?	4
SILENT HILL AREA	7
TULUCA LAKE MAP	7
SILENT HILL TOWN MAP	8
SILENT HILL AREA LOCATIONS	9
HISTORY OF SILENT HILL	14
HISTORY OF ALESSA GILLESPIE	16
THE ORDER	18
SECTS WITHIN THE ORDER	21
NEW RULES	25
NEW FEATS	25
NEW PSYCHIC FEATS	26
NEW EQUIPMENT	27
NEW TOMES AND SPELLS	28
NEW ARTIFACTS	32
SILENT HILL CHARACTERS	35
CREATURES	57
CREATING CUSTOM SILENT HILL CREATURES	58
MENAGERIE OF NIGHTMARES	61
LEGAL INFORMATION	100

SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

INTRODUCTION:

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he Silent Hill franchise has been around since 1999, spawned three sequels, a prequel, an Arcade game, and a feature film, and yet a role-playing supplement could not be found. Being a role-playing enthusiast, I tried to find any information I could on Silent Hill, and it's monsters in order to begin a modern campaign set in the town; but aside from some monster stats which I discovered on various RPG forums, I was disappointed to find that nobody had compiled the information, and made it into a comprehensive guidebook.

This book has been designed to give you all the information you need to run a campaign in the tainted town of Silent Hill, or simply add the locale into your existing Call of Cthulhu campaign. Because the D20 version of the Call of Cthulhu RPG has been out-of-print for years, and is hard to find, even used; I'm also including certain rules in the OGL Horror format, which is

published by Mongoose Publishing, as that book should be easier to obtain than the D20 Call of Cthulhu book.

This book is an unofficial supplement for Call of Cthulhu d20 by Wizards of the Coast and Chaosium, and OGL Horror by Mongoose Publishing. It allows players and GMs to run campaigns or single scenarios in the Silent Hill universe, or incorporate the Silent Hill universe into the greater Cthulhu Mythos.



This supplement will feature:

- Background Information on the town of Silent Hill and its mythos
- Background Information and stats on the Characters from the Silent Hill games
- Maps of the important buildings and areas in Silent Hill taken directly from the games themselves
- Rules for creating your own Silent Hill monsters, and stats for a few of the ones you already know

This supplement was created without license, and was created for fans of the Silent Hill series by fans, and should therefore remain free.

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SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

PROLOGUE:

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he name of that town is Silent Hill. Although it is known as a scenic resort area, it is a cursed place where the town's former inhabitants were once driven away, brutal executions were once carried out, and a mysterious plague was once prevalent. The town is centered around Toluca Lake, from which a thick fog perpetually enshrouds the area and makes vague the reality and dreams of those who visit the town. According to those who have seen them, there are also times when "things" that should not naturally exist appear. While a great number of mysteries remain, a few incidents that have occurred in this town up to this point have been ignored. Here and now, looking back on it all, let's elucidate these mysteries one by one.

WHAT IS SILENT HILL?

The exact nature of the source of Silent Hill's evil power hasn't been fully confirmed due to the various endings of each game, and the non-canonical explanation from the film. I will list, and briefly explain each of the scenarios which are possible from the games and film and explain how that scenario can be worked into an existing Call of Cthulhu campaign.

SILENT HILL AS PURGATORY (SILENT HILL FILM): In this scenario, the campaign begins with the death of the PCs, although they may not realize that they're dead. When they "awake", they are trapped in the town of Silent Hill, which appears as a land of punishment, created by the town's zealotry, and the demonic power of Alessa Gillespie. If running a Call of Cthulhu campaign, introduce the PCs to Silent Hill before their deaths, and have them wake up in a hospital (Brookhaven or Alchemilla) seemingly rescued, and healed of their wounds, but now they must investigate why the hospital and town have been abandoned, and where all these monsters came from. In this scenario, the town of Silent Hill is connected indirectly with the world we know.



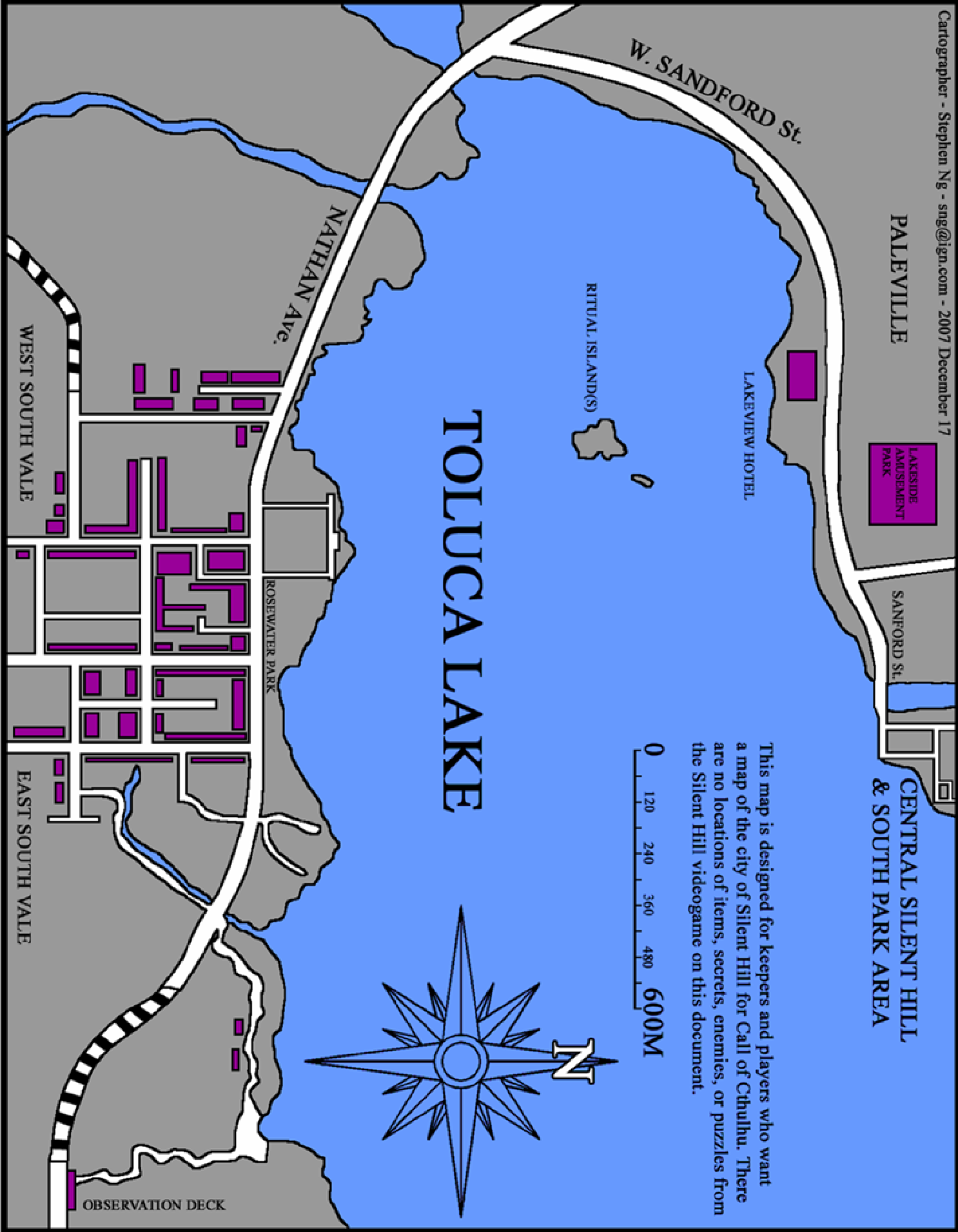
SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

SILENT HILL AS AN ALIEN EXPERIMENT (SILENT HILL 1-3 “UFO ENDING”): In this scenario Silent Hill exists as a grand experiment on the human psyche; while the towns inhabitants were all abducted, and changed into monsters which match the fears of the PCs, in order that their reactions to the monsters may be observed and recorded. The cult in Silent Hill is nothing more than a Red Herring, designed by the Aliens to throw the PCs off the trail of the truth. Once the experiment concludes, the Aliens return to take their subject for further experimentation. In a Call of Cthulhu campaign, the Mi-Go are the most obvious antagonists for this scenario, and members of Delta Green may be lured here for an investigation into mass alien abductions. If one or more of the PCs were abducted previous to the introduction of Silent Hill, then basing Silent Hill on the fears of the abducted PCs specifically, and making them personally the subject of the experiment makes even more sense.

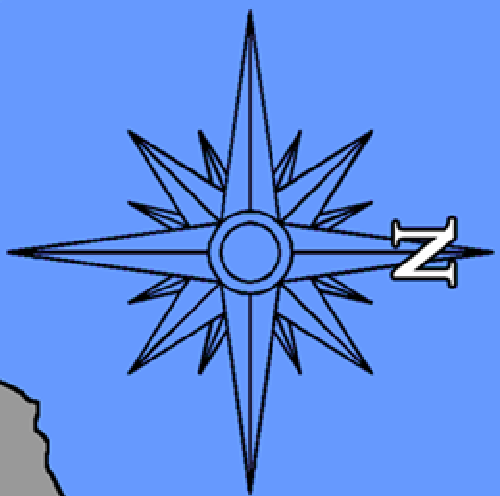
SILENT HILL AS A TAINTED HALLUCINATION (SILENT HILL 2-3): Hiroyuki Owaku, the writer of SH2 and SH3, once said that the concept of the series is based around philosophical theories of subjective perception of reality. The gist of it all is that every person sees the world differently, depending on their personality and world-view. In this scenario the monsters and supernatural phenomena appear only to the one(s) who have been “touched” by Silent Hill. The monsters may appear differently to different people simultaneously, as their fears are projected onto the monsters appearance, and they may exist solely in the minds of the observer. In other instances, human enemies may take on monstrous properties in the minds of the PCs, but may otherwise be normal to other observers. In a Call of Cthulhu campaign, the PCs may be investigating the town of Silent Hill due to a recent surge in violent homicides being perpetrated by previously law-abiding citizens. The town has been “abandoned” for reasons of a suspected disease or virus being the cause of the behavior, and the roads being destroyed, preventing the PCs from leaving once they arrive is all part of the hallucination.

SILENT HILL AS A MANIFESTATION OF OCCULT RITUALS (SILENT HILL 0-5): This scenario is more of less the canonical explanation. The cult which is, or once was active in Silent Hill tainted the town by conducting bazaar rituals and ceremonies in order to allow the demon they were worshiping to be “born” from Alessa Gillespie. The demon’s power, coupled with Alessa inner fears, and phobias manifest as the monsters which inhabit the town. In a Call of Cthulhu campaign, the cult may be worshippers of Nyarlathotep, or Hastur, who use their powers to lure investigators into the “Otherworld” so that they may make sacrifices. Another scenario is that one of the PCs has a tie with the cult itself (perhaps a relative in a member, or they themselves were once a member) and as they entered the town, they and their companions were drawn into the “Otherworld” of Silent Hill. In this scenario, the “Otherworld” can literally be a separate planet or dimension similar to the city Carcosa of the Hastur Mythos.

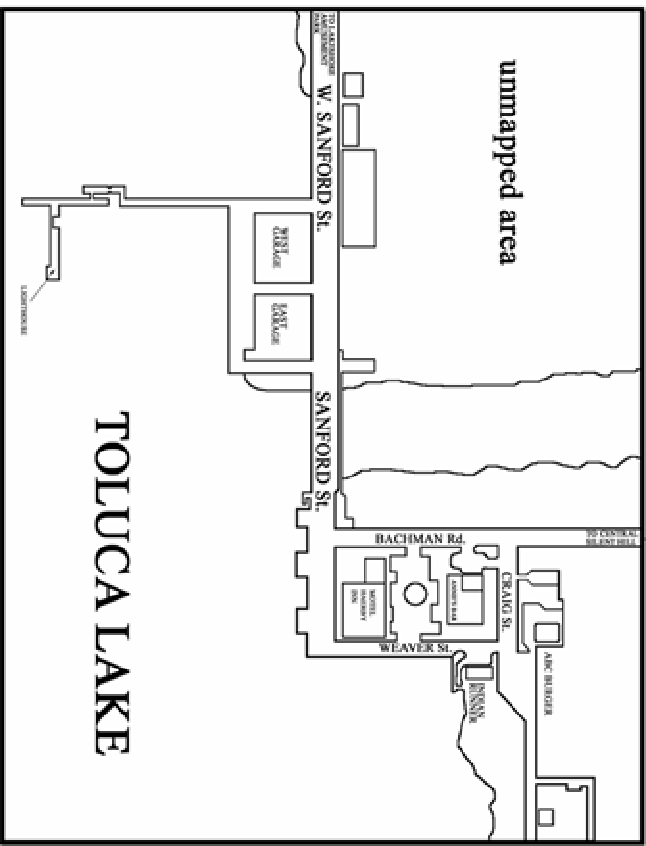
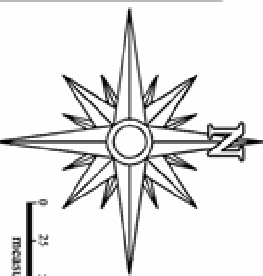
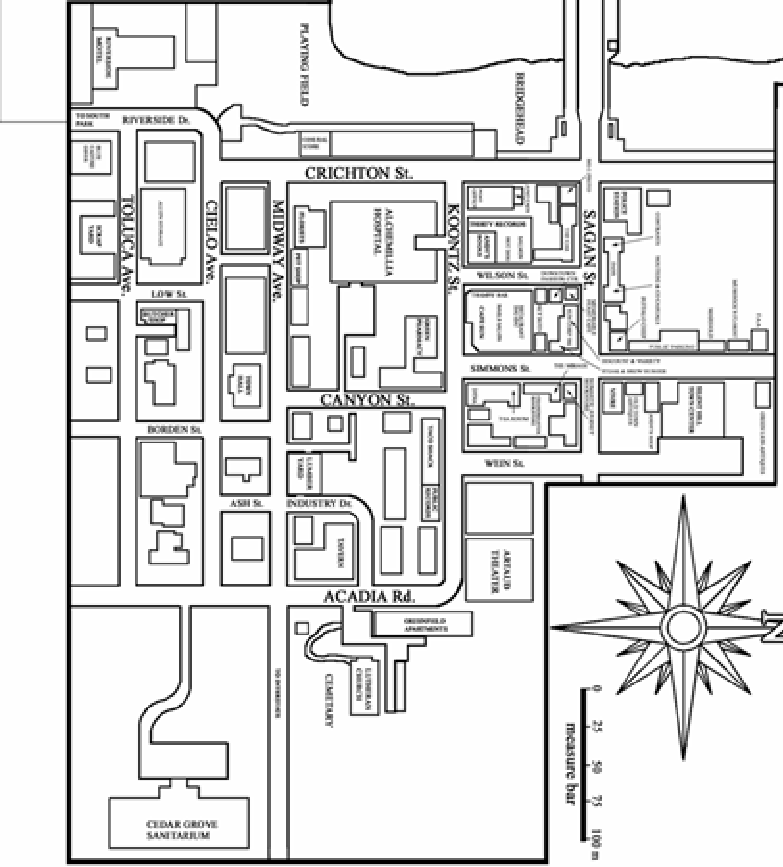
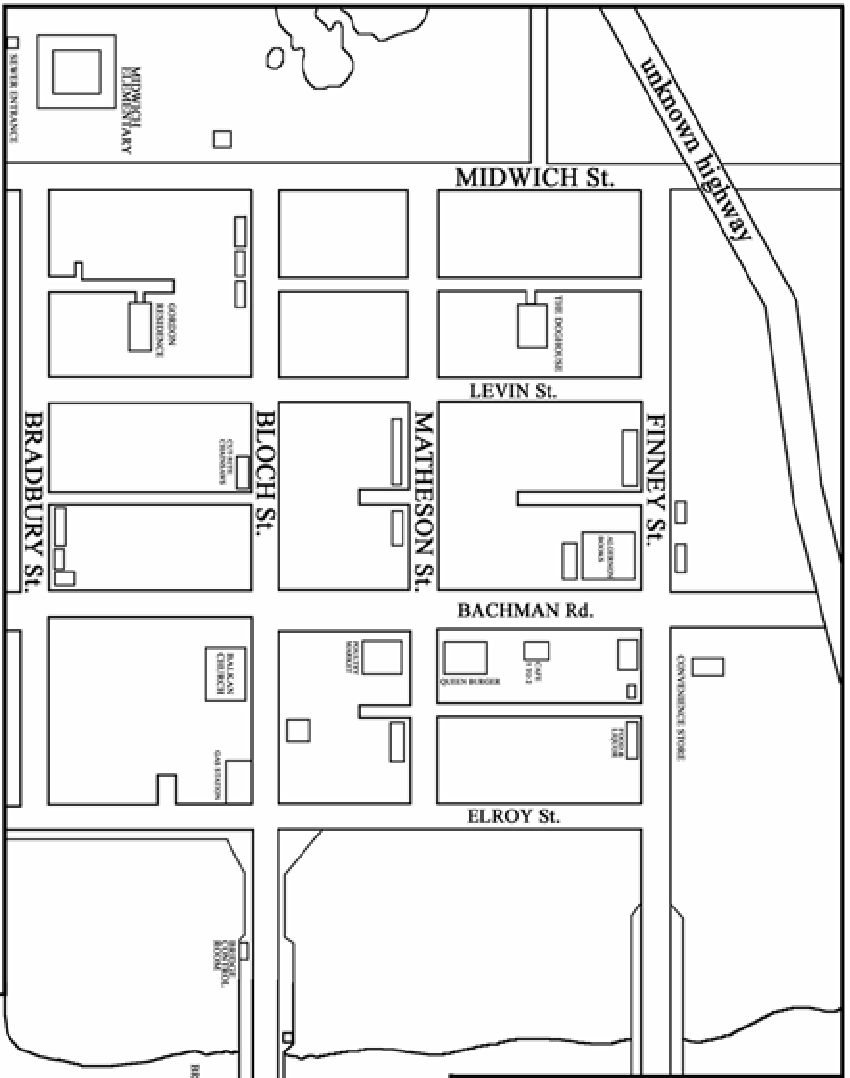


TOLUCA LAKE

This map is designed for keepers and players who want a map of the city of Silent Hill for Call of Cthulhu. There are no locations of items, secrets, enemies, or puzzles from the Silent Hill videogame on this document.



SILENT HILL



TOLUCA LAKE

This map is intended for keepers and players who want a reference of the city for a Call of Chulhu campaign and does not include locations of items, secrets, puzzles, or enemies in any Silent Hill videogame.

Cartographer - Stephen Ng - sng@ign.com - 2007 December 21

SILENT HILL

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SILENT HILL AREA LOCATIONS

Silent Hill is a rural town located in northeast America. To start with, let's look at a summary of the buildings and locations that have become the setting for the series.

Paleville - The northern half of the town, the counterpart to South Vale. Contains Old Silent Hill, Central Silent Hill, and the resort area.

Old Silent Hill - Primarily a residential area, usually ignored by people on vacation.

Central Silent Hill - Business district made primarily for the use of tourists.

Silent Hill (resort area) - The tourist destination on the north side of Toluca Lake.

South Vale - The mainly residential, non-tourist part of town on the south side of Toluca Lake.

Cafe 5to2 - A small diner located on the North side of town.

Convenience Store 8 - A general store in the north of Old Silent Hill.

Balkan Church - A legitimate church, possibly Eastern Orthodox, in Old Silent Hill. Virtually ignored by members of The Order. Henry Townshend has a photograph of the church in his bedroom.

Gas Station - A Gas Station, with a small garage.

Cut Rite Chain Saws - A small shop near Blooch St.

Bridge Control Room - A two floor building where the bridge from Old Silent Hill to Central Silent Hill can be raised and lowered.

Queen Burger - A Fast Food Restaurant.

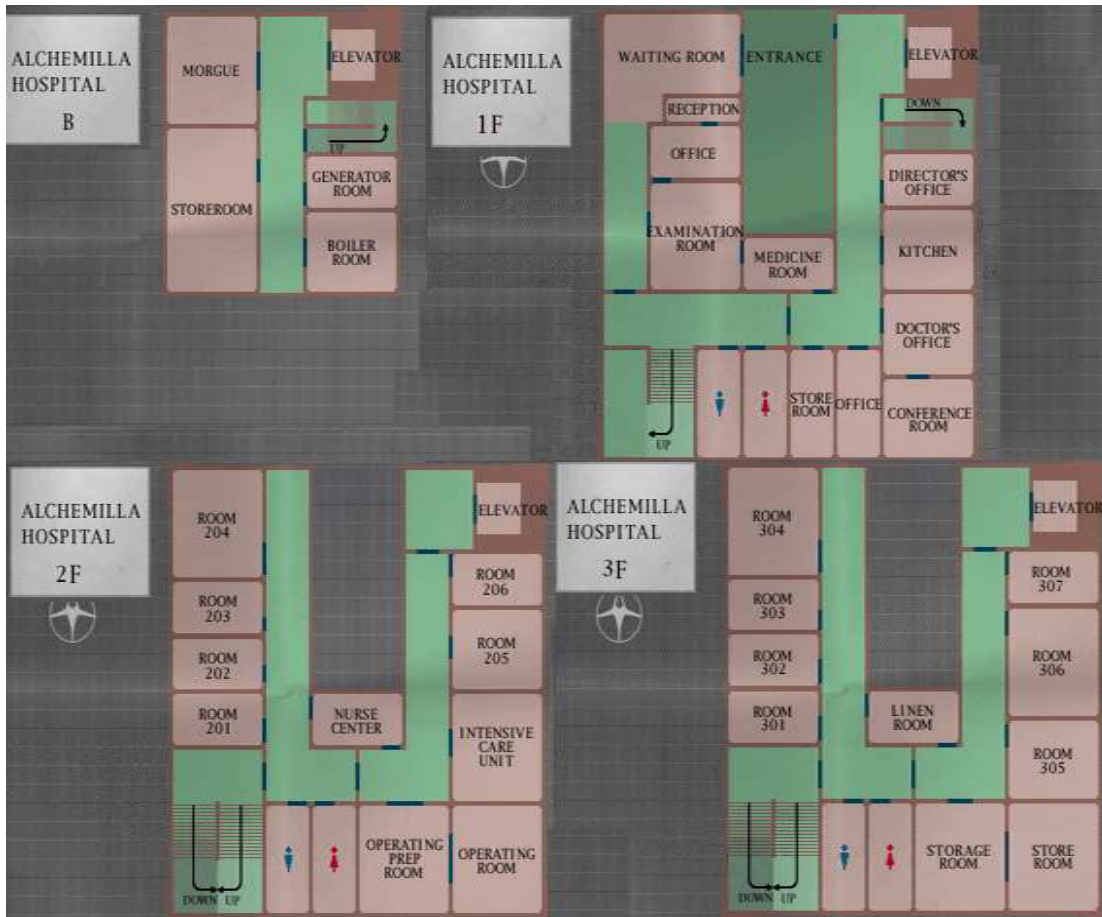
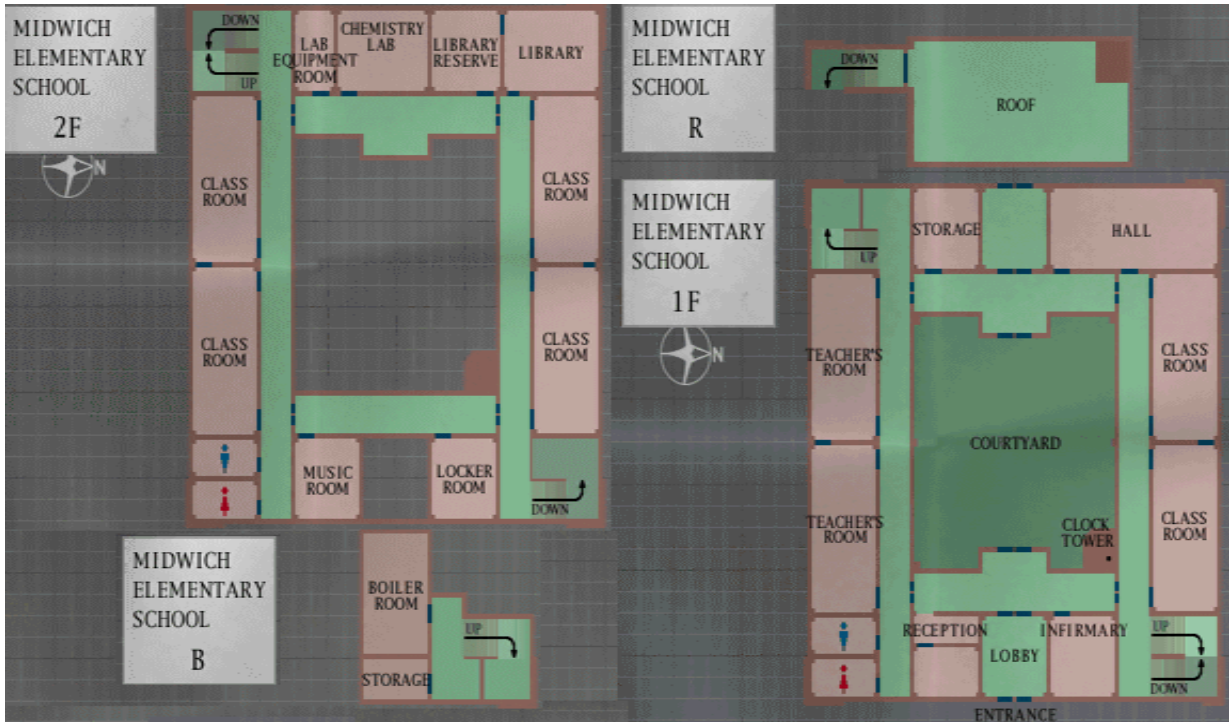
Midwich Elementary School - An elementary school located on the south-west side of town.

Police - The headquarters of the Silent Hill police.

Silent Hill Post Office - A normal post office.

Silent Hill Town Center - A shopping mall located in the northwestern section of Central Silent Hill. Dahlia Gillespie's antique store (and secret chapel) is next door to the mall.

Alchemilla Hospital - A hospital located in Central Silent Hill. The hospital serves as a front for the production and distribution of White Claudia. Alessa was once a patient there. The workplace of both Lisa and Kaufman. Contains rooms underground where they stored "specialized" patients. Alessa spent her time in one of these rooms.



SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

Nathan Drugs - The Local Drug Store seen in Silent Hill 1 and Silent Hill (film)

Antique Green Lion - Dahlia's business/base of operations for The Order.

Cedar Grove Sanitarium - Mental hospital on the edge of Silent Hill.

Artaud Theatre - A playhouse in Central Silent Hill.

Lakeside Amusement Park - A theme park overlooking the lake. Connected with the church, and contains a passage to it behind the merry-go-round.

The Lighthouse - The lighthouse on Toluca Lake, one of the town's oldest structures.

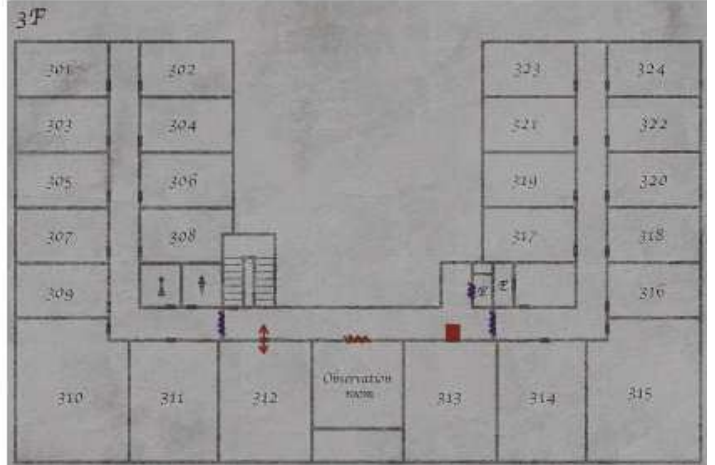
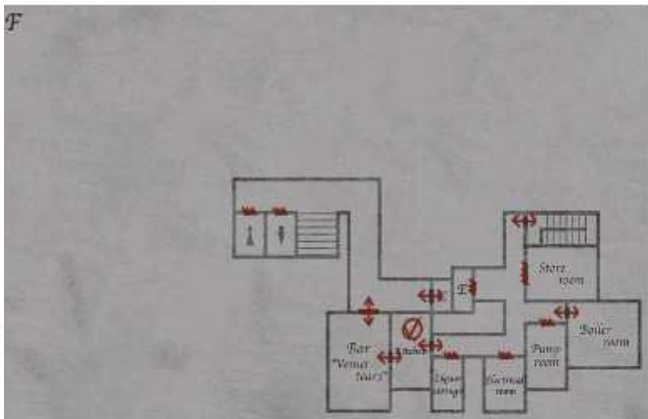
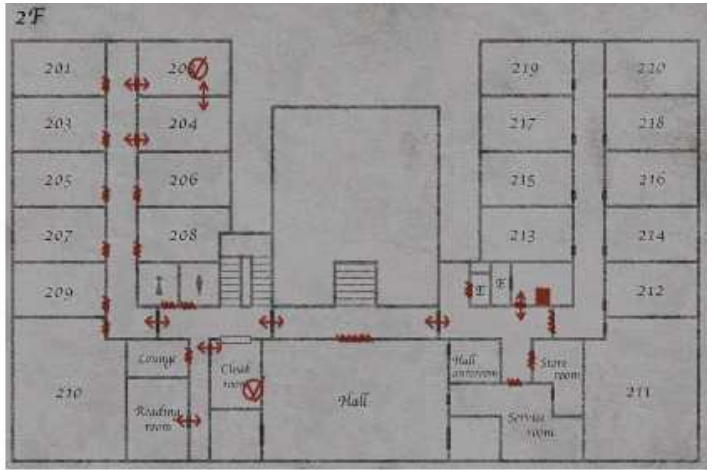
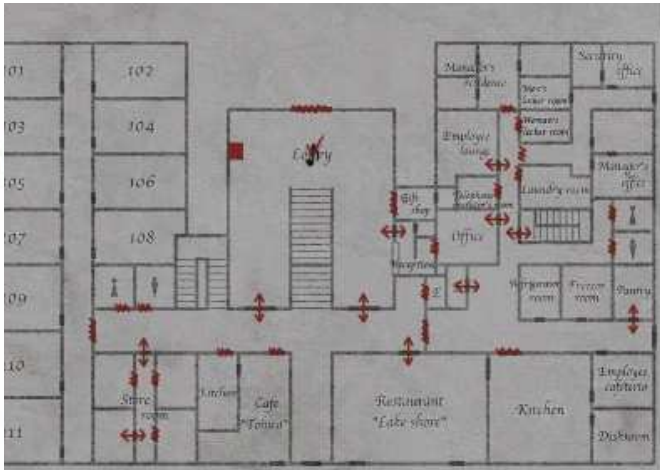
Annie's Bar - A bar.

Indian Runner - A general store owned by a member of the local drug syndicate who knows Kaufmann.

Norman's Motel - A motel on the north shore of Toluca Lake.

Lakeview Hotel - Before the second game took place, the hotel was completely destroyed by a fire.

Woodside Apartments



SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

Toluca Lake - the Lake, surrounded by forests, upon which the town of Silent Hill was founded; there is a watchtower with a radio on the far side of the lake.

Blue Creek Apartments

Observation Deck - A scenic overlook along County Road 73 adjacent to a wooded hiking path; the entirety of Toluca Lake is visible from the viewing platform.

Woodside Apartments - A neighboring complex of Blue Creek Apartments.

Blue Creek Apartments - A small apartment building.

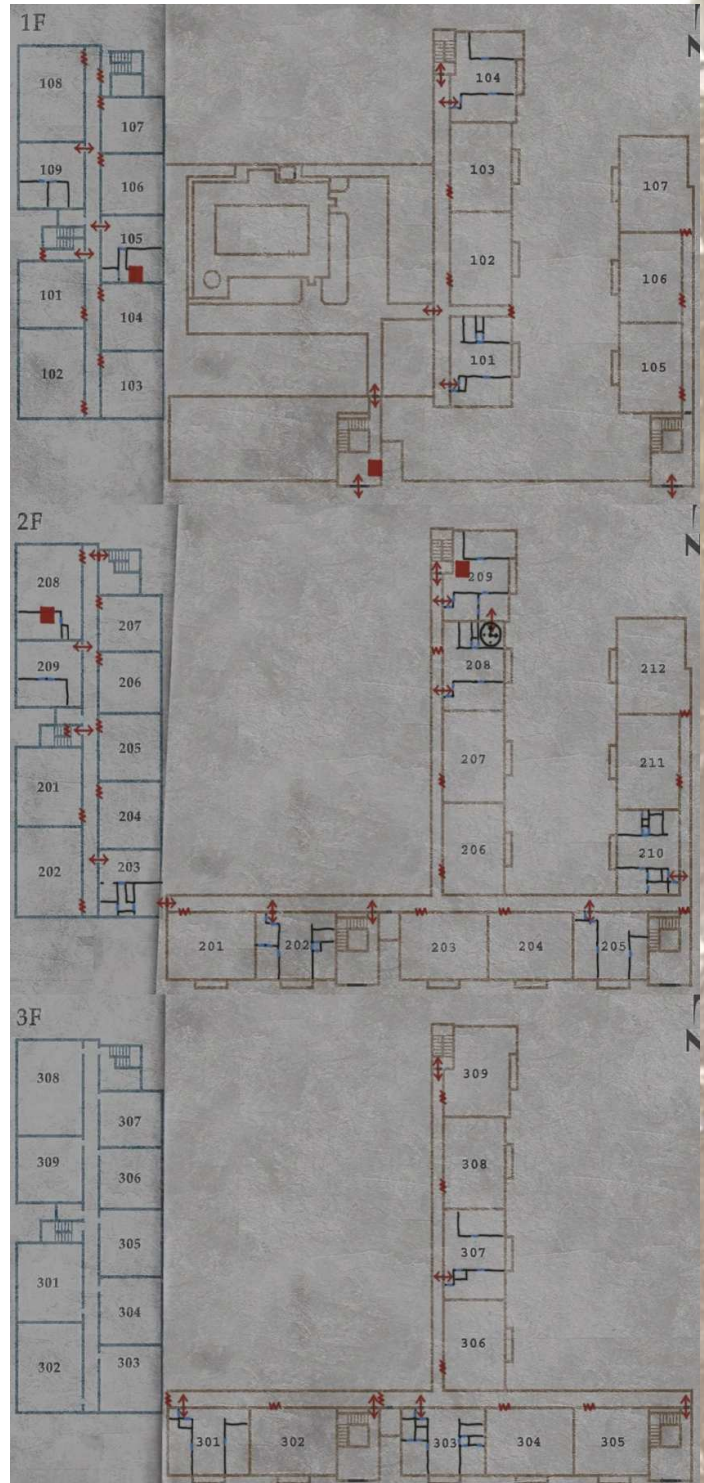
The Baldwin Mansion - A large, stately mansion located very close to Blue Creek Apartments.

Rosewater Park - A park on the south shore of Toluca Lake; Contains a memorial to the people lost in the 1918 disappearance of the Little Baroness.

Heaven's Night - A gentleman's club enjoying moderate fame in South Vale.

Brookhaven Hospital - A hospital/mental institution in South Vale. Founded in the 1860s as a Civil War field hospital and in response to a mysterious disease which plagued the town. This hospital also contains a hidden underground room which is referenced in document and possibly serves a similar function to the 'Alchemilla Hospital' rooms.

Silent Hill Historical Society - A historical museum on the edge of South Vale; Appears to be built on the ruins of Toluca Prison; Contains portrait of 'Pyramid Head'.



SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

Toluca Prison - A now-defunct prison originally used to house Civil War POWs. It appears to be located beneath the Historical Society building. Possibly the building was built over the site of the unused prison.

Jack's Inn - A small motel located just South of Rosewater Park.

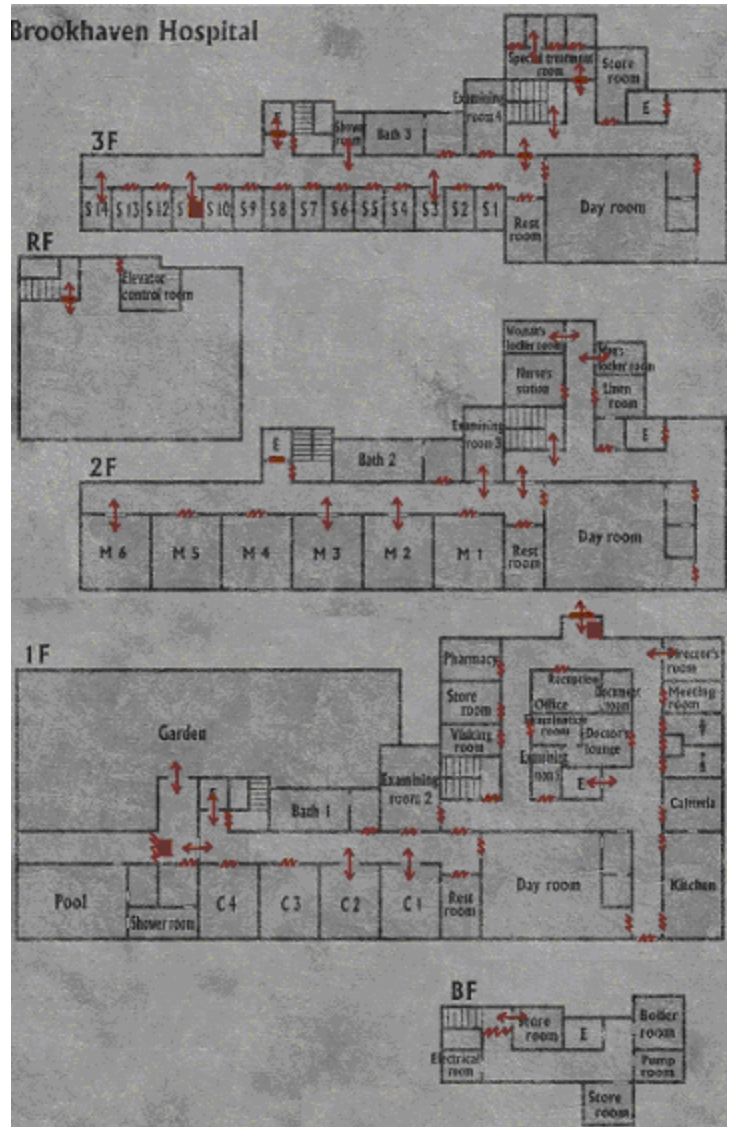
Neelys Bar - A Bar located on the corner of Neely St. and Sanders St.,

Pete's Bowl-O-Rama - A Bowling Ally.

Texxon Gas - A Gas Station.

Wish House (A.K.A. Hope House) - A secluded, Order-run orphanage in the woods outside of Silent Hill.

The Water Prison (A.K.A. Cylinder Prison, A.K.A. Panopticon) - A jail used by The Order to punish and brainwash the children living in the Wish House. While a stay there was used as a form of punishment, most of the children's stays were scheduled; most likely situated within a mile or two of Wish House.



SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

HISTORY OF SILENT HILL

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town that possesses a mysterious power, Silent Hill; This timeline attempts to provide a foundation for the facts introduced into the game concerning the history of this town.

YEAR	IN AMERICAN HISTORY	RELEVANCE TO SILENT HILL
Before 1600		Native Americans conduct rituals here. This land is valued as a sacred place in active American religion (<i>see: folklore</i>)
Around 1670	England begins colonizing North America	
Late 1600s		Settlers begin to come to Silent Hill
1692	Salem Witch Trials in Massachusetts	
Early 1700s		A mysterious epidemic breaks out, and the town is abandoned
1776	U.S. declaration of independence	
1789	First presidential inauguration of George Washington	
Around 1810	War of 1812 breaks out	The town is resettled as a penal colony. Silent Hill Prison is constructed (<i>see: prison</i>). Brookhaven Hospital is constructed in response to the outbreak of an epidemic (<i>see: epidemic</i>)
1820	Maine becomes a state	Allen Smith paints "Waterfront landscape"
1830	Beginning of forced removal policy for Native Americans	
Around 1840		Silent Hill Prison closes
Around 1850		A coal field is discovered and Wiltse coal mine opens, which leads to the activation of the town
1861	Outbreak of the American Civil War	A man called Chester and his son both participate in the war (<i>see: the Civil War</i>)
1862		Toluca prison camp is constructed for POWs
1865	Culmination of the Civil War	
1866		The prison camp is converted into Toluca Prison
Around 1890	End of Native Americans' organized resistance	At this time people everywhere in the town mysteriously disappear one after the other
Early 1900s		Toluca Prison closes and Silent Hill becomes a sight-seeing area
Nov. 1918		A sightseeing ship called the Little Baroness goes missing
1939		Strange events take place at Toluca Lake (<i>see: Toluca Lake</i>)
19XX		the mayor of Silent Hill dies suddenly, and one after the other the staff at a development group die accidental deaths

SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

FOLKLORE

Sacred ground where Native Americans conducted mysterious rituals before settlers came from Europe, Silent Hill was a holy place. Even then, the land seemed to possess a mysterious power. They revered the town as «The Place of the Silenced Spirits». However, they were driven away by settlers and had to abandon the town.

PRISON

After the spread of an epidemic, resettling of the town as a penal colony begins many people lost their lives on this abominable soil. Consequently, the town was used at first as a penal colony. It was at this time that it was given the name "Silent Hill".

After the closing of the prison, the Historical Society was built on its former site. It conveys a sense of the town's history.



EPIDEMIC

Once more, the threat of a plague steadily wraps the town in darkness. The town was stricken by an epidemic. It may be that because of the unforeseen deaths of the town's population, as well as the thoughts and feelings of the prisoners, the original power that the town held was gradually distorted.

The current incarnation of Brookhaven Hospital has existed since it became large-scale in the late 1800s.

THE CIVIL WAR

The town is drawn into the Civil War that divided the nation in two. The Civil War occurred in 1861. The stone statue by the lake is a memorial to Patrick Chester, a soldier who fought in the war at this time.

Although the conflict was originally born from political opposition, it was distorted by future generations into an issue concerning religious worship.

TOLUCA LAKE

After becoming a sightseeing area, a series of misfortunes befalls the town with the closing of Wiltse coal mine came; the attempted reinvention of the town as a tourist attraction. However, due to a succession of boating accidents the town gained a poor reputation as a sightseeing area. The famous Toluca Lake is a place of powerful emotions. It is known as an ominous lake that has become completely shrouded in a pervasive mist.

SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

HISTORY OF ALESSA GILLESPIE

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ilent Hill is a town where an ominous god is worshipped, and where those who hold darkness in their hearts gather. This is a look back at half of the lifetime of the young girl from whom it all originated.

AROUND 20 YEARS AGO: one after the other, the staff at a development group dies accidental deaths

MYSTERIOUS CONSECUTIVE DEATHS

The staff of a company that was working on developing the town as a sightseeing area died mysteriously one after the other. Because of the extent of the mystery surrounding the cause of these deaths, it was rumored that there was some connection to the town's religion. It was thought that the mysterious deaths overlapped with the strange faith from the town's past.

AROUND 14 YEARS AGO: Alessa is born. Alessa had unique abilities since she was very young. In school they called her a witch and tormented her by excluding her and scribbling on her desk. In «nowhere» of the first game, we catch a glimpse of the pain that characterized Alessa's childhood.

AROUND 12 YEARS AGO: Claudia is born. Two years after Alessa, Claudia is born. The parents of the two girls were of the same faith, and it seems that they were on extremely good terms during their childhood. In Alessa's room, memories of the two of them remain.

AROUND 11 YEARS AGO: Harry suffers the death of his wife

AROUND 7 YEARS AGO: Cheryl is born

DAHLIA'S RITUAL

A fire breaks out that burns down six houses in the business district. It was arranged so that Alessa's dead body was found at the Gillespie house, which was the origin of the fire. However, the cause of this fire was a ritual that Dahlia conducted using her daughter Alessa in order to bring about the coming of God. Lisa nursed Alessa, who was made to continue living by means of an incantation. Kaufmann probably replaced the body.

LESS THAN 7 YEARS AGO:

DRUG CIRCULATION

After the fire in the business district, a drug known as «PTV» becomes prevalent in town. First a criminal investigator and then the mayor, who had redoubled efforts to impose control, met with mysterious deaths one after the other. PTV was circulated among tourists and the town was corroded. An unseen alliance existed between the hospital and the religious organization.

SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

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- Alessa (14 years old at the time) suffered from the burns inflicted upon her since the ritual that brought about the descent of God. In order to escape Dahlia's control, she calls out to Cheryl, her other self (7 years old at the time) to return. Due to the power of Alessa's thoughts, the town is transfigured into the otherworld.
- In his attempt to rescue his daughter, Harry becomes involved in the events that take place in Silent Hill.
- After the two girls became one, a new life was born.
- "HEATHER" is born.

5 YEARS LATER:

- A murder case in Portland
- After the events of Silent Hill, Harry took Cheryl (Heather) and moved to Portland. However, her whereabouts were discovered by a cult member who was searching for her. Apparently at this time Harry kills the perpetrator.

THE MATERIALIZATION OF DELUSIONS

Starting with the first game, the power that the town holds has intensified greatly. It has reached the point that those who hold darkness in their hearts are called to gather, and each of their unconscious minds is manifested.

Deep "holes" appear to those who hold darkness in their hearts.

AROUND 17 YEARS LATER:

Silent Hill 3

A PRIESTESS BEHAVES RECKLESSLY

Claudia, a priestess in the Order, discovers Heather, who is the reincarnation of Alessa. In order to bring paradise to the world she tries to resurrect the god that sleeps inside Heather. Claudia attempts to nurture the god that sleeps inside of Heather with hatred.



SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

THE ORDER

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rom time immemorial there was the special religion in the city, started by the ancient Native American stories; a religion of pain and suffering, of self-sacrifice, and of rescue. It is thought, that belief supports a person in their life, gives them Hope... but what can a religion of Pain give to the person? Whether it is able to clear the person's from suffering of from sin; from the corruption of the material world and to make them better; to open the Gates to Paradise?

In the beginning people had nothing. Their bodies ached and their hearts held nothing but hatred. They fought endlessly, but death never came. They despaired, stuck in the eternal quagmire.

A man offered a serpent to the Sun and prayed for salvation, a woman offered a reed to the Sun and asked for joy. Feeling pity for the sadness that had overrun the earth, God was born from this two people.

God made time and divided it into day and night. God outlined the road to salvation and gave people joy and God took endless time away from the people.

God created beings to lead people to obedience to Her. The red god - Xuchilbara; the yellow god - Lobsel Vith; many gods and angels. Finally, God set out to create Paradise, where people would be happy just by being there.

But there God's strength ran out and She collapsed. The entire world's people grieved for this unfortunate event. Yet God breathed Her last, She returned to the dust, promising to come again.

So God has not been lost. We must offer our prayers and not forget our faith. We wait in hope for the day, when the path to Paradise will be opened.



SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

HISTORY OF THE ORDER (19TH CENTURY — MID-20TH CENTURY)

The history of the religious organization can be counted from the middle of the 19th century when believers attempted to summon God. In those days the doctrine of the cult was a mix of Christian doctrines and traditional beliefs of the natives, who lived on the territory of Silent Hill (along with cruel ceremonies inherited by them).

The society of Silent Hill split in two because of the religious oppositions to the cult from the Christian church around the time of the Civil War. Jennifer Carroll was one of the victims of this opposition...

Was this cult legal during that period when the government had struggled with it? The monument of Jennifer Carroll in Rosewater Park explains the situation - when "the Order" has been formed - the Christians of Silent Hill were angry when a lot of people went after this new religion - and they tried to punish the leaders of the cult. But, the government was against this idea - and had even established a monument in Rosewater Park to the member of the occult organization, even when the burning of witches was still being practiced (for example, in Massachusetts located not so far from SH). As we can see, the Christian church of SH was seriously damaged by this cult in 19th century. It is probable, that the city government included some of the followers of the cult, or the government was bribed by the cult.

Eventually, the cult gathers huge power, and its religious traditions begin to have a serious influence to the life of

the city, particularly on the kinds of executions that are performed in the local prison and the uniform of the executioners.

The Order was the owner of the shelters: Hope House\Wish House (the official owner was the charitable organization "Silent Hill Smile Support Society" which was simply a front for the cult) which subsequently would be used for the indoctrination of orphans, and recruiting them into the Order's religion.

Nevertheless, during this period the cult starts to separate into different sects, and as a result loses its former authority, and begins changing into the underground organization of Satanists and drug-dealers, periodically kidnapped young girls with the purpose of giving birth to their god, and also secretly imparting to orphans their beliefs.

Periodically members of a cult tried to make rituals to summon their god, but for some reasons these rituals failed. Such turn of failures proceeded until the coming of a fanatical woman named Dahlia Gillespie to the Order, who starts to propagandize the idea of the destruction of everything for the ultimate clearing of suffering...



HISTORY OF THE ORDER (MID-20TH CENTURY — LATE 20TH CENTURY)

17 years prior to events of SH3 Dahlia Gillespie was lost. The cult was effectively decapitated for some years. After the death of Dahlia the Order was in utter confusion, but soon the cult's high post was occupied by a friend of Dahlia Gillespie - the sadist Leonard Wolf, who subsequently was sent to Brookhaven after killing a person with a knife during a religious dispute. Vincent (a high-ranking member of the Order himself) takes advantage, and Claudia Wolf becomes the head of this cult (Vincent only pretends, that he shares all the beliefs of Claudia, who trusts him). Vincent had the position of Father and at the same time serves as the main accountant of the Cult.

Claudia, having received authority over the cult, first of all (to spite her father) replaces the dogma that only the Order's members will receive paradise, but instead teaches the more liberal "We'll rescue all mankind!" She also engaged in reformatory activity with the purpose to humanize (Christianize) the Order to attract more members. Because it was impossible to read all the literature needed for this process she invited Vincent who supposedly shared her insight, who participated in processing the religion of Silent Hill, and gave him the opportunity to subordinate the religion for his own benefit.

HISTORY OF THE ORDER (EARLY 21ST CENTURY)

What happened with the cult after events of SH3? This letter from Joseph Schreiber gives us the answer to this question ...

"April 8: Although the cult itself is gone, I'm sure the spirit of it is still alive"



SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

SECTS WITHIN THE ORDER

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he Order was divided into various sects; each has its own image of God which found different ways of aspiration to Him (or to Her). Let's look closer on these sects. Most likely, there are three primary sects (which are specified only in Victims List from Konami - there are no names given in the games), as well as the recently created sect of Valtiel.

SAINT LADIES SECT



Led by Dahlia Gillespie, sometimes called the "yellow" or "Holy Women" sect; the Saint Ladies sect was initially a part of "the Order" and specialized in the ceremony of self-sacrifice, and sacrificial burning, their patron was

the yellow deity named Lobsel Vith. The dogma of the "Saint Ladies" sect was that of approaching their god through suffering and pain. That's why Dahlia Gillespie had a high post in this sect - she knows about using intimate pain to reach her goals as demonstrated by her abuse of her own daughter Alessa.

The sect also often kidnapped girls to make them "incubators" for their god through cruel ceremonies. Here the special role was given to fire and martyrs - "and the martyrs will burn in the fires of hell" - tells Dahlia Gillespie. Following traditions of American natives, the Sun was especially esteemed in the sect.

Due to Dahlia's Kabalistic background, the sect's god took on the names of "Samael" the mythical Angel of Death, and also Metatron, the highest of the angels. However, the actual appearance of the sect's god is reminiscent of Baphomet, the winged goat demon of occult lore.



SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

HOLY MOTHER SECT



Led by Leonard Wolf, sometimes known as the "red" sect, whose goal was the incarnation of their god through violence, and causing pain. As we know from SH4, the basic ritual for their god's summoning in this



sect was the cruel and bloody "21 Sacraments for the Descent of Holy Mother" which brightly reflects the sadistic orientation of the Holy Mother's sect. The patron deity of this sect is a red god with a pyramidal head named Xuchilpaba (sometimes spelled Xuchilbara).

It is necessary to note, that in contrast to the Saint Ladies sect (where the God is esteemed), in this sect the Holy Mother herself is especially esteemed. Therefore, through these rituals, members of the sect summoned not the god itself, but the Holy Mother who will give birth to the god.

We can see a three-stage system of achievement of "Paradise" in doctrines of the sect:

First the Holy Mother is summoned (reborn), then she gives birth to the god, and finally the god creates the desired Paradise.

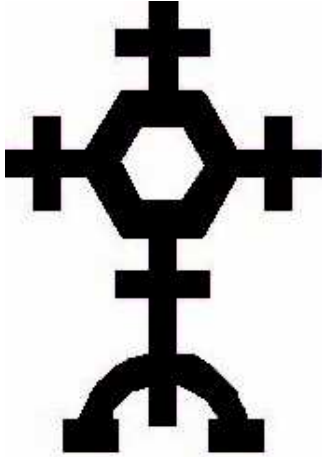
In the religious doctrine of this sect the Holy Mother is not the usual mortal martyr like Alessa, but a separate deity. The Holy Mother sect owns the shelter - Wish House in the forest within the vicinity of Silent Hill where potential "red priests" are studying by learning to become sadists, and by imparting hatred to small orphans.



SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

THE LORD'S SECT



Led by **Christabella**, the sect of the Lord was not a church to the Christian Lord, but to the "Lord of Serpents and Reeds" from the Order's creation mythology. The Lord's Sect held obvious hatred towards their colleagues from the other sects, and authored the "Crimson Tome", an abridged version of the "Book of Crimson Sacrifice", containing many critical statements towards the Holy Mother



sect especially.

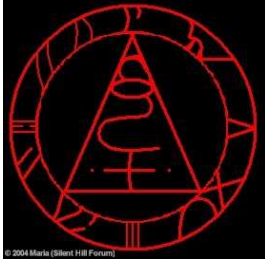
The Lord's sect adapted to the Christian opposition to the Order after the civil war by corrupting the local Christian church from within, and slowly replacing Christian beliefs with those of the Order, and being influenced in turn. Remembering the Order's creation myth: many sectarians trusted, that before the First Coming there was no world (immortal people - souls doomed on eternal hopeless existence), then was born the "Lord of Serpents and Reeds" who started to create the world - day and night, life and death, etc. The Lord's Sect believed that reality is the Lord's unfinished "Paradise". Supporters of the Lord's sect especially esteemed reality and considered that only their Lord is able to construct the ideal "Paradise" They taught that the rituals of the other sects to bring about their gods instead brought about "the descent of the devil", and as the Lord's Sect grew, they began to actively persecute the other sects as witches and devil worshippers. In a rare combined move, the other sects finally had enough and took action despite their superior numbers and prominence in the local community. The Lord's Sect was completely massacred within Silent Hill prior to the events of the first game, with a small remnant escaping to establish the town of Shepherd's Glen. The "Crimson Tome" became their only remaining legacy, which fell ironically into the possession of the Holy Mother Sect.



SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

VALTIEL SECT



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Led by Jimmy Stone, the Valtiel sect was the youngest sect within the Order. Created by Stone approximately 30 years prior to events of SH4, but lasted only about 20 years. The founder of the sect had

a post as the Supreme priest to supervise activity of the sect and to conduct interaction between "red" sect (propagandizing the summoning of the Holy Mother and of their god through the bloody ritual "21 Sacraments for the Descent of the Holy Mother") and "yellow" sect (specializing in the summoning of god through burnings of girls). Certainly, the head of Valtiel sect had "his people" in the other sects. Stone's right hand - priest George Rosten worked in the Wish House (and was a member of the Holy Mother's sect) cultivating the ideal priest of the "red" sect which could perform the bloody ceremony. The Valtiel sect worked with both sects, and it's not hard to guess, that he also had the "left" hand working in the "Saint Ladies" sect who cultivated the "yellow" priest which could give birth to god through the ritual of burning. Thus, Valtiel sect could manipulate the other sects easily, actually making it the unofficial head of the Order as a whole during it's time.

The honorable position of the cult's hierarchy was reflected in the fact that Valtiel sect began to be seen as the sect who was closest to god. Its purpose was to worship Valtiel (an angel, and symbol of affinity to god), but "worship" was expressed in ritual executions; accordingly, the duties of executioners were assigned to the priests of Valtiel sect.

Approximately 10 years prior to events of SH4 Jimmy Stone and George Rosten became victims of their pupil Walter Sullivan, who was initiating his own ritual "21 Sacraments for the Descent of the Holy Mother" for his own reasons. It was a terrible hit to the Valtiel sect, from which the sect never recovered. After Stone's death, the influence of Valtiel sect catastrophically decreased, and gave the chance for Claudia Wolf and Vincent to accumulate all the Order's authority into their hands.



SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

NEW RULES

W

hen playing a Silent Hill themed campaign, there are a few updates to the basic Call of Cthulhu d20 rules. Silent Hill can easily be played using the existing Call of Cthulhu d20 rules, but if you want to run Silent Hill games only, we suggest you use the updated rules.

CTHULHU MYTHOS SKILL VS. SILENT HILL MYTHOS SKILL

A standard Call of Cthulhu game is filled with cults, forbidden tomes, powerful magic, and dreadful gods. A Silent Hill campaign is not that different; However, when running a Silent Hill only game (without incorporating the greater Mythos), the "Cthulhu Mythos" skill may be replaced with the skill "Silent Hill Mythos". The knowledge of the occult influences within Silent Hill

should NOT be confused with the "Knowledge (Occult)" skill. Knowledge (Occult) reflects characters knowledge of occult concepts, but the character may or may not take them seriously or believe in them. True mythos knowledge comes from the study of tomes which bring stark clarity to experienced phenomena that the character has already witnessed, and shakes their presupposed world-view to the core.

NEW FEATS

These additional feats are optional for Silent Hill, or other horror-based game campaign.

IMPROMPTU WEAPON PROFICIENCY

Household items are lethal in your hands

Prerequisites: Dexterity 13+

Benefit: The character only takes a -2 penalty on attack rolls when using any kind of improvised weapon.

Normal: A character without this feat takes a -4 nonproficient penalty when making attacks with improvised weapons.

(REVISED) TWO-WEAPON FIGHTING

You can fight with a weapon in each hand, making one extra attack each round with the second weapon.

Benefit: You penalties for fighting with two weapons are reduced by 4. In addition you are considered ambidextrous for the purposes of calculating penalties for fighting with two weapons.

Normal: Without this feat a character who uses his off-hand suffers a -4 penalty to attack rolls.

Note: As of the updated d20 rules from 3.0 to 3.5, the Ambidexterity and Two-Weapon fighting feats have been collapsed into a single feat.

SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

NEW PSYCHIC FEATS

EMPATHIC

You can project or receive emotions in others nearby.

Prerequisite: Cha 15+, Sensitive.

Benefit: The character can detect or project emotions. When detecting emotions, the character may use their Psychic Focus skill instead of their Sense Motive skill. To Project emotions, the character must make a Psychic Focus check opposed by the target's Will save. Projecting emotion can cause the target to be distracted, giving a -2 morale penalty to attack rolls and skill checks, or give an ally courage, giving a +2 morale bonus to saves.

Cost: 1d4 Sanity points and 1 point of temporary Wisdom damage for each successful use; 1 Sanity point for each failed attempt.

DREAM PROJECTION

You can send hideously unsettling nightmares to a specific character.

Prerequisite: Cha 15+, Sensitive, Empathic.

Benefit: See the "Nightmare" spell. The Dream Projection feat gives exactly the same abilities if the character succeeds a Psychic Focus check opposed by the Target's Will save.

Cost: 1 point of Sanity and 2 temporary Wisdom damage for each attempted use. Every hour of continuous use after the first 10 minutes costs an additional 1 Sanity Point and 1 point of temporary Wisdom damage.

PHOTOKINESIS

You can mentally control nearby light sources.

Prerequisite: Cha 15+, Sensitive.

Benefit: You can brighten or dim light sources at a range of 30 feet. This means that you can manipulate light sources such as flashlights, lamps, or even fire, but not distant source such as the sun.

A Psychic Focus check is required, the DC set by the Gamemaster depending on depending on the light sources' starting brightness (or dimness) and the desired brightness (or dimness). A "0" Scale light source emits no light. A "5" Scale light source is considered blinding (see rules for blindness). Manipulating a light source is a DC of 5 for every category you want to move it (either up or down).

For example, to extinguish a candle, it would only require a DC of 5 because a candle is a scale "1" light source. However to make a candle as bright as a Floodlight, the DC would be a DC 20 (+5 for each scale).

Action: This power requires a full round action to activate.

Cost: 1d4 Sanity points and 1 point of temporary Wisdom damage for each successful use; 1 Sanity point for each failed attempt. Every minute of continuous use after the first minute costs an additional 1 Sanity Point and 1 point of temporary Wisdom damage.

Note: Fires that give off no light continue to burn, and intensely-bright candles remain easily extinguished.

LIGHT SOURCES AND ILLUMINATION

OBJECT	BRIGHT	SHADOWY	DURATION	SCALE
Candle	n/a*	5 ft.	1 hour	1
Disposable Light Stick	10 ft.	5 ft.	2 hours	2
Camplight	15 ft.	30 ft.	6 hr./battery	3
Flashlight	20 ft.	40 ft.	6 hr./battery	3
Torch	20 ft.	40 ft.	1 hour	3
Lantern, oil	30 ft.	60 ft.	6 hr./pint	4
Floodlight**	60-ft.cone	120-ft.cone	2 hr./battery	5

* A candle does not provide bright illumination, only shadowy illumination.

** A floodlight lantern illuminates a cone, not a radius.

NEW EQUIPMENT

EXOTIC WEAPON	COST	DMG (S)	DMG (M)	CRITICAL	RANGE INCREMENT	WEIGHT	TYPE	PURCHASE DC
Great Cleaver	\$2000	2d10	3d6	x3	-	30 lb.	Slash	15



GREAT CLEAVER

The Great Cleaver is a large meat cleaver that is wielded by The Butcher. The blade is usually covered with a degree of blood from a previous kill. The Butcher himself wields the blade proficiently and does not slow down when using it. In fact he swings it with great speed.

The Great Cleaver is an extremely large meat cleaver or knife that faintly resembles the Japanese Zanbatō (horse-slaying sword), or Eku (Oar). Due to its extreme weight, it requires the Exotic Weapon Proficiency Feat to wield two-handed as well as a Strength of at least 12. Small Creatures and those with a Strength of 11 or less, or those who attempt to use the weapon single-handedly take a -4 penalty even with the Exotic Weapon Proficiency Feat. A Strength of at least 20 is required to wield single-handed without a penalty along with the Exotic Weapon Proficiency Feat. Using this weapon in combat is a full-round action without a Strength of at least 26.

JUNK DEVICE

Junk Devices encompass a wide variety of communication and receiving devices (walkie-talkies, cell-phones, radios, etc). The energies of Silent Hill's Otherworld prevent these device's normal use (cell-phones and walkie-talkies cannot be reliably used to communicate with those outside of Silent Hill), but these devices still serve an important purpose. When "monsters" are nearby, these devices begin to emit static or white-noise to alert those nearby. Generally the louder the noise, the closer or more powerful the monster(s), but this isn't always the case. Some monsters have the ability to avoid detection completely. Communication devices have a 5% chance of being able to be used to reach someone outside of Silent Hill's Otherworld. However, even if communication is established, most messages will be incoherent due to the amount of static and white-noise.

SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

NEW TOMES AND SPELLS

BOOK OF CRIMSON CEREMONY (Three Versions)

Book of Crimson Ceremony, In English, by various authors, mid 19th century. Handwritten compilation of the words of a god known as "The Crimson One". or Xuchilpaba. Contains both scripture from the god, and the activities of the Silent Hill Order throughout the years. Only one copy of the complete tome exists, although several abridged copies of the spells themselves are rumored to exist. Believed lost along with its last owner Dahlia Gillespie. The tome was later found by James Sunderland, but its current location is unknown. *Examination Period*: 2d10 weeks (DC 24). Contains 3d6 spells. *Sanity Loss*: 1d8 initial 2d8 upon completion. *Cthulhu Mythos*: +3 ranks.

Crimson Tome, In English, author unknown, mid 20th century. Abridged and altered version of the Book of Crimson Ceremony. Used as the scripture, spell book and journal by the Lord's Sect of the Order before becoming the possession of the Holy Mother sect. Only one handwritten copy is known to exist. Found by Joseph Schreiber and later Henry Townshend. Current location in unknown. *Examination Period*: 2d6 weeks (DC 23), Contains 1d4 spells. *Sanity Loss*: 1d4 initial and 1d6 upon completion. *Cthulhu Mythos*: +2 rank

The Book of Praise, In English, by Saint Stephen, 20th century. Abridged version of the Book of Crimson Ceremony. Given to Claudia Wolf by Father Vincent as a gift. Several copies are rumored to exist. *Examination Period*: 2d6 weeks (DC 23), Contains 1d3 spells. *Sanity Loss*: 1d4 initial and 1d6 upon completion. *Cthulhu Mythos*: +2 rank

Book of Lost Memories, In English, author unknown, c. 18th century. Written by an unidentified colonial settler. A book about the history and legends surrounding the town of Silent Hill and the surrounding area. There are at least two copies in existence; one is kept by the Silent Hill Historical Society building, and the other is kept in the private libraries of the Order. *Examination Period*: 1d4 weeks (DC 20), Contains no spells. *Sanity Loss*: 1 initial, 1d3 upon completion. *Cthulhu Mythos*: +1 rank.

Otherworld Laws, In English, author and trans. unknown, early 19th century. An obscure book of magic and witchcraft collected by the Order. Likely translated from an unidentified Kabbalah source due its subject matter. *Examination Period*: 2d8 weeks (DC 23), Contains 1d3 spells. *Sanity Loss*: 1d4 initial and 1d8 upon completion. *Cthulhu Mythos*: +2 rank.

Silent Hill's Ancient Gods: A Study of Their Etymology and Evolution, In English, author unknown, c. 20th century. An excerpt from a larger book called "**About Syncretic Religions**". An academic study of the Order of Silent Hill. It details the beginnings of the cult's worship, and the Order's evolution and influence by other religions such as Kabala and Christianity. *Examination Period*: 1d6 Weeks (DC 20), Contains no spells. *Sanity Loss*: 1 initial, 1d2 upon completion. *Cthulhu Mythos*: +1 rank.

SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

21 SACRAMENTS

Components: V, S, M

Cost: 3 Int damage and 1d10 Sanity points

Casting Time: 10 minutes

Range: Close (25 ft. +5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Also known as the "Descent of the Holy Mother", the "Holy Assumption", "Ritual of Rebirth", or some combination thereof. Practiced by the "Holy Mother" Sect of the Silent Hill Order; it allows one to "birth" their own god or bring back the dead through a trail of violence and sacrifice. 21 victims are required, and each victim must be selected in accordance with the order of the Tarot, and must be sacrificed in exact order.

The ritual doesn't actually bring back a person from the dead per se, but instead allows a new entity to be "born" based wholly on the caster's memories and expectations (which may be skewed or inaccurate based on likely insanity). The entity created can be as simple and mundane as a lost loved one, or as powerful as a god. It's wholly dependant on what qualities the caster expects the entity to possess.

The ritual requires a "Holy Mother" host to give the entity physical substance. The entity can be "born" naturally or explode violently from the host Mother's womb upon completion of the ritual. The entity then rapidly matures to suite the caster's expectations.

A byproduct of this ritual is that the caster may commit suicide themselves as one of the 21 sacraments as long as they meet the criteria (correspond appropriately with the next Tarot). Performed correctly, the caster becomes a ghost (add the ghost template), and can continue the ritual as an immortal spirit.

Material Components: A flask of pure White Chrism drunk from the Obsidian Goblet as part of the ritual initiation.

THE TAROT AND THE 21 SACRAMENTS:

The occult tarot deck has 22 Major Arcana cards. The first Arcana (the Fool) represent opportunity and are embodied in the being the ritual is bringing into existence. The other 21 Major Arcana represent the victims required to complete the ritual. The victims must be chosen in the order of the Arcana for the ritual to be successfully completed. Here is a list of the other 21 Major Arcana, in their correct order:

1/21	-	The Magician
2/21	-	The High Priestess
3/21	-	The Empress
4/21	-	The Emperor
5/21	-	The Hierophant
6/21	-	The Lovers
7/21	-	The Chariot
8/21	-	Strength
9/21	-	The Hermit
10/21	-	Wheel of Fortune
11/21	-	Justice
12/21	-	The Hanged Man
13/21	-	Death
14/21	-	Temperance
15/21	-	The Devil
16/21	-	The Tower
17/21	-	The Star
18/21	-	The Moon
19/21	-	The Sun
20/21	-	Judgment
21/21	-	The World

CALL DEITY

Components: V, S, F

Cost: 20 Wis damage and 1d10 Sanity Points

Casting Time: 1d% minutes

Range: Close (25 ft. +5 ft./2 levels)

Effect: One summoned deity

Duration: Instantaneous

Saving Throw: None

This spell summons an avatar, Outer God, or Great Old One. A 50%, chance, + 1 %, per level of the caster(s), exists that the deity will heed the call (if more than one caster is involved, caster level is the total of all casters). The deity appears where you designate and acts on your initiative count. A called deity is free to act as it wishes, remain for as long as it wants, or leave immediately, if it chooses. Those foolish or desperate enough to cast such a spell often have some sort of offering to appease the deity, perhaps in hopes th at it will do something in return. Each deity requires the use of a specific *call deity* spell. The specifics for each spell vary. Some are listed below.

Lobsel Vith: The spell can be cast *only* on clear nights under the light of a large bonfire. Lobsel Vith appears as a medium sized humanoid figure wearing a soiled yellow apron. The Yellow One is often accompanied by 1d6 Valtiels.

Metatron/Samael: Can only be brought into our world by being "born" through the Ritual of Burning or the 21 Sacraments ritual.

Xuchilpaba: Can only be called following a particularly bloody sacrifice. The Crimson One appears as a large Pyramid Head Executioner covered in dripping flesh blood. He is often accompanied by 1d6 average Pyramid Heads.

CONTACT DEITY

Components: V,S

Cost: 1 Wis drain (permanent) and 1d10 Sanity points

Casting Time: 1d4+5 full rounds

Range: Unlimited

Target: One deity

Duration: Instantaneous

Saving Throw: None

A spell of this sort can be used to get the deity to do something for the caster or find out what the deity wishes of the caster. A 50%, chance, +1%, per level of the caster(s), exists that the deity will heed the call. (If more than one caster is involved, add up the total levels of all casters and add it to 50%.) The manifestation of the deity appears magically 1d4 hours after it is contacted. The deity is never actually controlled by the caster, but initially, the deity is at least neutral to the caster. The deity is unlikely to give non-worshipers anything of value. If the caster bores the deity-perhaps simply by doing or offering nothing the deity can notice-the deity kills the caster or drives him insane. The specifics of these spells depend on the creature involved (more such spells are sure to exist for other deities).

Lobsel Vith: If the spell is successful, the deity sends dreams and visions concerning the current or next future "Holy Mother" (see 21 Sacraments or Ritual of Burning).

Metatron/Samael: If the spell is successful, Metatron/Samael speaks through the caster to those in attendance.

Xuchilpaba: If the spell is successful, the deity possesses the caster and speaks to those in attendance. If a sacrifice is not offered for the possessed caster to slay, the possessed caster will attempt to slay the nearest person within 1d6 rounds.

RITUAL OF BURNING

[Fire]

Components: V, S, M

Cost: 4 Str damage and 3d10 Sanity points

Casting Time: 1 minute

Range: Close (25 ft. +5 ft./2 levels)

Target: One creature

Duration: Concentration

Saving Throw: Fort negates

Similar to the 21 Sacraments, taught to the "Saint Ladies" sect of the Silent Hill Order by St. Nicholas. Rather than the sacrifice of 21 separate victims, only one victim is required. One innocent victim (almost always a girl, as they are viewed as more susceptible to emotional manipulation), is chosen, given white chrism from the obsidian goblet, and then tortured over the space of a long period of time (possibly years beginning with subtle to severe child abuse) in order to foster emotions such as pain and fear. This process can be sped up with direct physical torture as well. Once suitably "fostered" the essence of "god" begins to grow within the victim, similarly to the "Holy Mother" of the 21 Sacraments ritual.

The victim is eventually burned alive, both as a means of inflicting unspeakable pain, and to facilitate the "assumption" of the mother. If the mother is lucky, she simply dies from her tortures, but if enough emotion has been fostered, and the spirit inside has become strong enough, it can sustain her mortality, feeding on her constant pain and agony to grow stronger. At this point the victim begins to show tangible powers, and is kept by the Order in a safe place until the entity within her is ready to be born.

Material Components: A flask of pure White Chrism drunk from the Obsidian Goblet as part of the ritual initiation.

SEAL OF METATRON / MARK OF SAMAEI

Components: V, S, M, F

Cost: 1 Con drain (permanent)

Casting Time: 1 full round

Range: Touch

Area: 1-mile radius (see text)

Duration: 50 years unless destroyed (see text)

Saving Throw: None

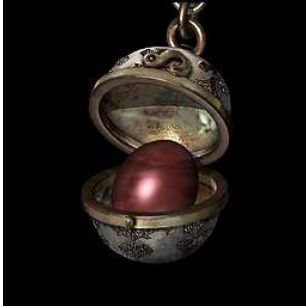
Similar to the Elder Sign, but rather than protecting a single location, the Seal/Mark creates a node. Alone, it only affects a 1-mile radius. However, when two nodes are created within two miles of each other, they create an effect similar to a "wall". When three nodes are created within six miles of each other, the nodes create a triangle-like protective shield encompassing the area. Each subsequent node allows the shield to become larger. The shield (or wall) is invisible, but will keep creatures and their cultist allies from entering or leaving the area as long as the nodes remain in tact. Creatures and Cultists are repulsed by the nodes, and cannot affect them. However, they can persuade non-cultists to remove the seals for them.

Material Components: The Caster must sacrifice an innocent child whom they genuinely love. The child's body is buried or placed in the area of the node and it is in fact the child's innocent spirit that powers the node.

SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

NEW ARTIFACTS



AGLAOPHOTIS

"Red liquid or crystals resembling blood. According to the Kabala, the name is taken from an herb with the power to dispel evil spirits"

Aglaophotis is named after an herb in Kabala mysticism, which is used to expel and guard against demons. In actuality, it is a byproduct of the creation of White Chrism, and can be used to nullify its effects. It can cure the hallucinogenic effects of White Claudia, as well as dispel "god"

from the "Holy Mother" (see Spells). Due to the powerful effects of Aglaophotis, the Order tightly controls its supply.

Weight: 1 lb; Study Time: 1d4 days.



FLAUROS

"Here, The Flauros, A cage of peace. It can break through the walls of darkness and counteract the wrath of the underworld"

The Flauros, is named after a Duke of Hell, who can fulfill the wishes of its summoner once compelled to enter a magical triangle. This pyramidal object allows

the user to dispel or destroy a placed ward or magical barriers such as those created through the spells "Elder Sign" and "Seal of Metatron/Mark of Samael". The artifact can only be used once before it is destroyed.

Weight: 3 lb; Study Time: 1d4 days.

HOLY CANDLE

"Just light the candle near where [the ghosts are] coming in and its holy power is activated."

Holy Candles were created by the Order by mixing wax and White Chrism (see below). When burned they drive off spirits and ghosts from any area where the light of the candle is visible. If the spirit cannot leave the area (due to Sword of Obedience (see below)), the ghost will cry out in obvious pain, but will not be otherwise damaged.

Weight: 1 lb; Study Time: 1d6 days.

OBSIDIAN GOBLET

"The black cup with a leg as the snake; symbolizes night and darkness"

The Obsidian Goblet is a highly coveted prize of the Order. It doubles the potency of any liquid drank from it. Alcohol, medicine, and even poison are twice as effective. However, it's most powerful application is when it's combined with the rare substance known as White Chrism (see below).

Weight: 4 lb; Study Time: 1d4 days.

SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

SAINT MEDALLION

"The Saint Medallion seems to repel unholy energy when it's worn. I'm starting to gain some hope."

Created by the Order to protect them against the attacks of spirits; Saint Medallions are created from a mixture of clay and White Chrism (see below). When worn, they give the wearer 2d6+5 temporary ability points to absorb magical attacks. The Wearer does not actually gain, these ability points themselves, but attacks that would otherwise have damaged them are redirected into the medallion. The medallion begins to age and crack, during its use, and shatters once its reserves of spent. *Weight: 2 lb; Study Time: 1d4 days.*



SPEAR OF THE HOLY MOTHER

"Spear with "Holy Mother " carved into it. The "Crimson Tome" says that I have to stick eight of these spears into Walter's body."

Created by the Holy Mother sect as a contingency against the possible heretical use of the 21 Sacraments ritual by a wayward priest or uncooperative Holy Mother. They are similar to Swords of Obedience, but are made with Aglaophotis (see above) rather than White Chrism (see below). They have the ability to permanently destroy spirits, but are otherwise statistically identical to a common spear or bayonet. They cannot bypass a spirits ethereal and incorporeal immunity. *Weight: 4 lb; Study Time: 1d4 days.*



SWORD OF OBEDIENCE

"It's a sword blade with a hand-made, triangle-shaped wooden handle that has some kind of spell written on it. As a weapon, it's heavy and hard to carry. But somehow it seems to change in response to the ghost-victim's power."

These ornate, delicately crafted swords made from silver were created by the Holy Mother Sect to attack and tame spirits for use in their rituals. The blades were alchemically coated in a layer of White Chrism (see below). They can attack spirits, and are even able to "pin" spirits in place. A *Sword of Obedience* otherwise has stats identical to a saber (see equipment) but it's triangular handle design makes it unsuitable for normal combat (requires Exotic Weapon Proficiency Feat). Its main use is to "pin" ghosts to one place. All but the most powerful of spirits will be permanently struck unless the sword is removed. These swords completely ignore the immunities of ethereal and incorporeal creatures. *Weight: 4 lb; Study Time: 2d6 days.*

SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT



WHITE CHRISM

This milky-white liquid contains the essence of "god". In ancient-times, the blood of the "Holy Mother" was used as a crucial ingredient in important rituals. Due to the clinical expertise of Doctor Kaufman, who was the doctor of Alessa Gillespie (then the Holy Mother), the anomaly which made the Holy Mother's blood so potent was able to be identified and isolated. It remains a crucial ingredient in the Order's most powerful rituals, and the Order's limited supply of White Chrism is closely guarded. Before Alessa Gillespie's "death", the Order had a more stable supply, and was able to use the substance to increase the potency of the drug "White Claudia" (see below). Since their supply has been cut off since that time, the remaining White Chrism is used strictly for ritualistic purposes. The substance can affect spirits through a variety of applications.

Weight: 1 lb; Study Time: 1d4 days.



WHITE CLAUDIA

A flower related to white swamp milkweed (*Asclepias incarnate*). White Claudia only grows in and around the area of Silent Hill, and has minor hallucinogenic effects when ingested. Native Americans used the plant for religious ceremonies. Although only minimally potent, the flower extract's properties can be multiplied by combining it with the essence of "god" (see White Chrism). The results are a powerful and addictive drug, also known as White Claudia. Unlike other narcotics, White Claudia doesn't simply affect the physical and mental faculties of the user, but due to the god's essence, the spiritual as well.

WHITE CLAUDIA	INITIAL DAMAGE	SECONDARY DAMAGE
Ingested DC 15	1d6 Wis	2d6 Wis + 1d6 San



SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

SILENT HILL CHARACTERS

A

young father, Harry Mason, is on a road trip with his daughter Cheryl; their destination - the sleepy town of Silent Hill; a seemingly pleasant area that was once blighted by fire. Engine trouble delays Mason and, as his daughter sleeps in the passenger seat, they approach the town at night. Suddenly, a motorcycle cop roars past Mason's car, but as he continues onwards he sees the bike discarded on the side of the road.

A shadow suddenly appears in front of his vehicle, he swerves to avoid the figure and into a gully. When Mason wakes up, Cheryl has disappeared from the back seat. With no other choice, Harry ventures into the town where he encounters the female police officer forced to leave her bike. Together they learn that all communication to the town has been lost - and that disfigured creatures lurk within its foggy streets...

HAROLD "HARRY" MASON

Age: 32

Sex: m

Job: writer

Profile: Harry Mason is a 32 year old writer who lost his wife Jodie four years ago. Three years before she died, they found a child on the side of the road outside of Silent Hill; took the child home and named her Cheryl. For the next four years, he is caring for his daughter with all his love. He takes Cheryl to Silent Hill in order to spend a long vacation with her. With the occurrence of a sudden car accident, he finds himself involved in strange events. Harry is clumsy, uncoordinated and untrained with weapons; however, he is both dim-witted and brave.

Character Relationships:

Cybil Bennett: Cybil Supports Harry in his search for Cheryl

Cheryl Mason: Cheryl is Harry's adopted daughter

Heather Mason: Child that was born anew (Heather), picked up and raised by Harry



Harry Mason: Male 3rd level; HD 3d6+3; hp 13; Init +1 (Dex); Spd 30ft.; AC 11; Atk +3 melee or +4 ranged; SV Fort +2, Ref +2, Will +4; Str 10, Dex 13, Con 12, Int 14, Wis 12, Cha 12.
Skills: Craft (photography) +6, Craft (writing) +6, Diplomacy +8, Gather Information +7, Innuendo +4, Knowledge (art) +6, Knowledge (history) +6, Knowledge (law) +6, Knowledge (local) +6, Knowledge (philosophy) +6, Repair +3, Research +7, Search +8, Sense Motive +6
Feats: Dodge, Mobility, Skill Emphasis (Search).

SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

CHERYL MASON

Age: 7

Sex: f

Job: elementary school student

Profile: Harry's adopted daughter who he found when she was a baby. After Harry's wife died, he continued to take care of and love Cheryl. One day, they took a trip to Silent Hill on Cheryl's request, but she disappeared after an accident.

Cheryl is no ordinary girl, as she is tied to the dark power that has taken the town. She turns out to be the other half of Alessa Gillespie's soul and is used to give birth to the Incubus. Cheryl was called back to Silent Hill then in order to join with Alessa into a single body once again.

Character Relationships:

Harry Mason: Cheryl is Harry's adopted daughter.

Alessa Gillespie: Cheryl is Alessa's "other-half" created by Dahlia's ritual.

Dahlia Gillespie: Performs the technique used to bring about the descent of God on Alessa, and creates Cheryl in the process.

Heather Mason: Cheryl and Alessa were restored to one body and reborn as Heather



Cheryl Mason: Female child; HD 1/2d6-2; hp 1; Init +0; Spd 20ft.; AC 9; Atk None; SV Fort -2, Ref +0, Will +0; Str 5, Dex 10, Con 6, Int 11, Wis 10, Cha 12.



CYBIL BENNETT

Age: 28

Sex: f

Job: police officer

Profile: A police officer from Brahms, a town neighboring Silent Hill. Due to a sudden interruption in communication, she comes to Silent Hill to investigate. After an accident, she meets Harry, who is looking for his daughter, and decides to help him find her. Soon afterwards, she realizes the nightmare that they both are trapped in.

Cybil is determined and good-hearted; however, he is skeptic and has difficulty accepting the paranormal activity in town. She quickly befriends Harry Mason and helps him to

find his daughter, Cheryl.

Character Relationships:

Harry Mason: Cybil Supports Harry in his search for Cheryl

Cybil Bennett: Female 3rd level; HD 3d6+3; hp 13; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30ft.; AC 11; Atk +3 melee or +4 ranged (1d10, pistol); SV Fort +4, Ref +2, Will +2; Str 11, Dex 13, Con 12, Int 12, Wis 13, Cha 12.
Skills: Diplomacy +5, Drive +6, Gather Information +6, Hide +5, Intimidate +5, Knowledge (law) +6, Knowledge (local) +6, Listen +5, Move Silently +5, Open Lock +5, Search +5, Sense Motive +6, Spot +5
Feats: Dodge, Improved Initiative, Pistol Proficiency.

SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT



LISA GARLAND

Age: 23

Sex: f

Job: nurse

Profile: A nurse who worked at Alchemilla Hospital. She was given the job of nursing Alessa Gillespie after she was burned by her mother. Lisa did not understand what was keeping the girl alive, and the ordeal of constantly replacing the bandages took a toll on her sanity. Alessa misinterpreted Lisa's care as actual affection, something she desperately wanted having never

received any from her mother. But taking care of the young girl became torture for Lisa who later was trapped in the Otherworld created by Alessa.

Lisa is kind-hearted, flirtatious, and innocent. Also, she is uncertain of what exactly is going on and unable to remember what has happened to the town.

Character Relationships:

Alessa Gillespie: Lisa was responsible for nursing Alessa during her hospitalization

Dr. Michael Kaufmann: Kaufmann gives Lisa drugs and oversees Alessa's nursing

Lisa Garland: Female 3rd level; HD 3d6-3; hp 7; Init +0; Spd 30ft.; AC 10; Atk +0 melee or +1 ranged; SV Fort +2, Ref +1, Will +1; Str 8, Dex 10, Con 9, Int 12, Wis 11, Cha 13.
Skills: Computer Use +3, Diplomacy +8, Gather Information +6, Heal +10, Innuendo +6, Knowledge (biology) +6, Knowledge (local) +6, Knowledge (medicine) +9, Knowledge (psychology) +6, Listen +5, Research +3, Spot +5
Feats: Skill Emphasis (Heal), Skill Emphasis (Knowledge Medicine), Trustworthy.

DR. MICHAEL KAUFMANN

Age: 50

Sex: m

Job: doctor

Profile: Michael Kaufmann is the director of the medical staff at Alchemilla Hospital. He is apparently connected to The Order as a drug dealer and was involved in the attempt to incarnate a god inside of Alessa; and after she was burned, he hired a nurse who treated her wounds in order to keep Alessa's existence secret. However, after the power of Alessa takes over Silent Hill, he tries to escape the town.

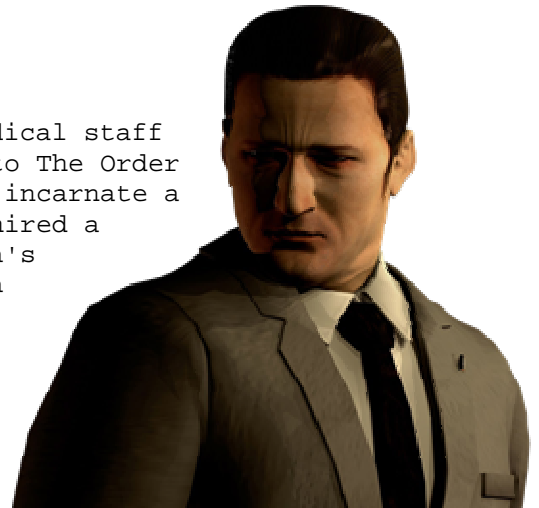
Dr. Kaufmann is a cold and scientific man, as well quite shaken when he awakens in the now-deserted hospital.

Character Relationships:

Lisa Garland: Kaufmann gives Lisa drugs

Alessa Gillespie: Oversees Alessa's nursing

Dahlia Gillespie: Both form alliance centered on drugs



Dr. Michael Kaufman: Male 3rd level; HD 3d6+3; hp 11; Init +0; Spd 30ft.; AC 10; Atk +2 melee or +0 ranged (1d10, pistol); SV Fort +4, Ref +1, Will +5; Str 9, Dex 11, Con 12, Int 14, Wis 14, Cha 13.
Skills: Bluff +9, Computer Use +4, Diplomacy +9, Heal +6, Intimidate +11, Knowledge (biology) +8, Knowledge (local) +8, Knowledge (medicine) +8, Knowledge (occult) +8, Listen +7, Research +4, Spot +7
Feats: Alertness, Great Fortitude, Persuasive.

ALESSA GILLESPIE



Age: 14

Sex: f

Job: unknown

Profile: Burned alive by her own mother in a ritual seven years ago. The ritual was performed in order to incarnate a god inside her. That day Cheryl was separated from Alessa. She was kept alive then at the Alchemilla Hospital by the staff, who were also members of The Order. After seven years of pain and suffering, Alessa's power became so strong that it covered Silent Hill in a living nightmare.

Alessa appears to have two different sorts of personalities. As a whole Alessa is very curious woman with a thirst for knowledge and wisdom. She can also be playful around people she trusts when she wants to be. Because of childhood abuse,

and a certain event that happened in March of 1976, Alessa's soul had split into two, and the two halves came to inhabit two bodies. The darker side remained inside of Alessa while the happier side was born into a new baby. This new baby was eventually adopted and raised by Harry and Jodie Mason. Even though Alessa and Cheryl have reunited, people may notice a conflict within Alessa's soul. She can be a kind and innocent like person who will seek the approval of others. On the other hand when she feels threatened or scared she can become bitter, apathetic, and hateful. Because of the recent reunification of the two halves, both Alessa and Cheryl have received new memories. Alessa now has more memories of Harry Mason while Cheryl now has memories of Dahlia Gillespie.

Alessa is not the type to speak unless the situation calls for it, but her diary entries and writings can become wordy. She also doesn't like to be touched, not for any personal boundaries.

Character Relationships:

Harry Mason: Cheryl is Harry's adopted daughter.

Alessa Gillespie: Cheryl is Alessa's "other-half" created by Dahlia's ritual.

Dahlia Gillespie: Performs the technique used to bring about the descent of God on Alessa, and creates Cheryl in the process.

Heather Mason: Cheryl and Alessa were restored to one body and reborn as Heather



SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

Alessa Gillespie: Female 1st level; HD 1d6+1; hp 7; Init +0; Spd 30ft.; AC 10; Atk -1 melee or +0 ranged; SV Fort +1, Ref +2, Will +4; Str 8, Dex 10, Con 12, Int 15, Wis 15, Cha 16.

Skills: Concentration +5, Craft (writing) +4, Heal +6, Knowledge (local) +4, Knowledge (occult) +4, Knowledge (religion) +4, Listen +6, Psychic Focus +6, Search +6, Sense Motive +6, Spellcraft +6, Spot +6

Psychic Feats: Photokinesis, Psychokinesis, Sensitive, Telepathy

Special Abilities: Darkvision 60 ft., eye of death, immunities, low-light vision, radiation manipulation, spell-like abilities, regeneration 5, telekinesis.

Spell-like Abilities: As a full-round action, Alessa may use any one of the following spell-like abilities at will—*flesh ward*, *nightmare*, *power of Nyambe*, *voice of Ra*, and *word of recall*; 2/day—*create gate*, *view gate*, *wandering soul*. These abilities are as the spells cast by a 20th level sorcerer.

Holy Vessel (Su): Due to the god growing within her, Alessa cannot be killed normally. When Alessa is reduced to -1 HP or lower, she is instantly teleported to safety (as per *word of recall*). She appears in her hospital bed at Alchemilla Hospital, where she is restored to 0 HP but remains unconscious for 1d4 hours.

Immunities (Su): Alessa is immune to stunning, sleep, paralysis and death effects; acid, cold, fire; poison, disease and mind effects.

Photonic Manipulation (Su): Alessa can create balls of light and use them to severely injure, or even kill. Lightballs deals 5d8 point of damage, and allows a DC 13 Reflex save for half damage. Even if the save is successful, the victim must make a Fortitude save (DC 13) or be blinded.



SILENT HILL

A CALL OF CTHULHU D20 SUPPLEMENT

DAHLIA GILLESPIE

Age: 46

Sex: f

Job: unknown

Profile: Dahlia is the leader of the Saint Ladies Sect in Silent Hill. She conducted a ritual where she burned her own daughter alive in order to bring about the coming of the cult's god. After Silent Hill is intertwined with the Otherworld, she uses Harry's desperation to find Cheryl to finish the task of birthing the god.

Dahlia is a fanatic and eccentric woman. Although her given age is 46, her physical appearance looks much older than that. She wears a ceremonial dress and headdress and always seems to be barefoot.

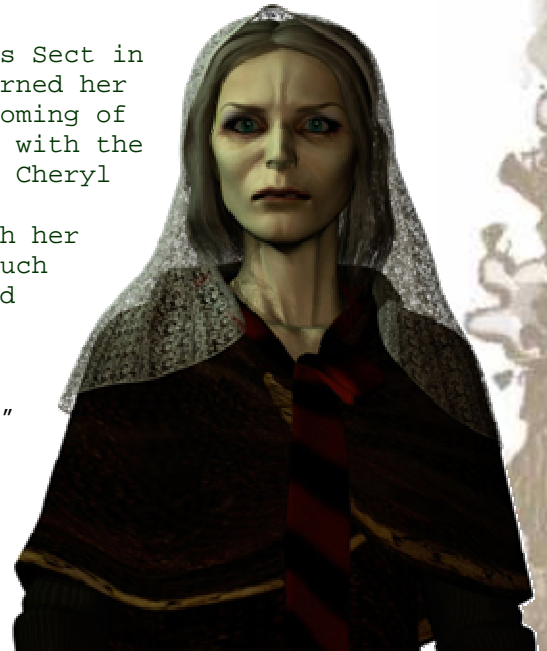
Character Relationships:

Harry Mason: Cheryl is Harry's adopted daughter.

Alessa Gillespie: Cheryl is Alessa's "other-half" created by Dahlia's ritual.

Dahlia Gillespie: Performs the technique used to bring about the descent of God on Alessa, and creates Cheryl in the process.

Heather Mason: Cheryl and Alessa were restored to one body and reborn as Heather



Dahlia Gillespie: Female 5th level; HD 5d6-5; hp 15; Init +0; Spd 30ft.; AC 10; Atk -1 melee or +4 ranged; SV Fort +0, Ref +1, Will +5; Str 8, Dex 10, Con 8, Int 14, Wis 13, Cha 12.
Skills: Appraise +2, Bluff +6, Climb -1, Concentration +7, Diplomacy +11, Disguise +1, Forgery +2, Gather Information +1, Heal +1, Innuendo +1, Intimidate +9, Jump -1, Knowledge (anthropology) +7, Knowledge (local) +5, Knowledge (occult) +13, Knowledge (religion) +10, Listen +6, Perform +1, Sense Motive +9, Spot +6, Swim -1, Wilderness Lore +1
Feats: Combat Casting, Sharp-Eyed, Skill Focus (Knowledge Occult)
Spells: Dahlia knows 2d6 spells, chosen from the Magic chapter or this supplement.

James Sunderland is a broken man. Having lost his wife Mary to illness three years ago, he is both distraught yet uplifted on receipt of a letter which is apparently from her. The letter is asking him to return to a place special to both: the ominous town of Silent Hill. Silent Hill was a special place to the couple, yet when James arrives in his car he finds the tunnel that leads into the town blocked. Proceeding on foot and finally entering the town, it transpires that a lot has changed in Silent Hill. Its once busy streets are now empty and the entire town is shrouded in a dense fog. It becomes apparent that something evil is stalking Silent Hill, and as James battles to uncover the mystery of the letter from his wife, he finds himself face to face with an exact double of the departed Mary, a mysterious runaway and a little girl who may hold the key to the mystery.

SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

JAMES SUNDERLAND

Age: 29

Sex: m

Job: clerk

Profile: The protagonist. A letter from his late wife Mary has led him to Silent Hill.

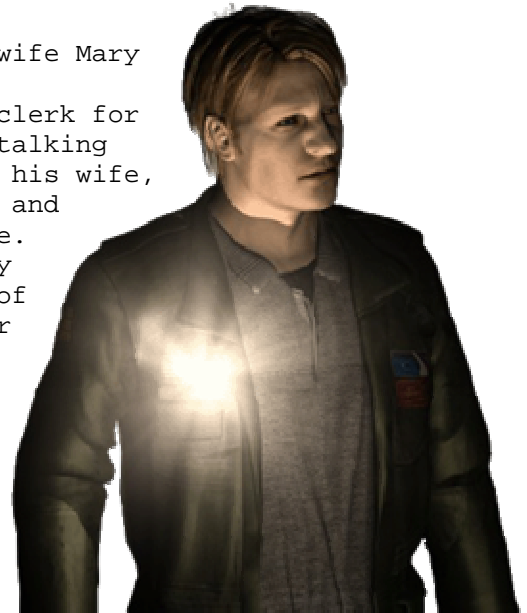
He has brown eyes and blonde hair. He works as a clerk for a small company. James is quiet and doesn't like talking too much. He was a proud and loving husband until his wife, Mary, was stricken with a rare and fatal disease, and there was no chance. He hasn't been the same since.

Raison d'etre: The letter James received from Mary was an illusion. To free himself from the burden of nursing his wife's poor health, and to release her from the misery of her illness, he took her life with his own hands. However, he was unable to withstand the weight of his crime, and, immersed in his own delusions, one can think that he was drawn to the town of Silent Hill.

Character Relationships:

Mary Shepherd-Sunderland: James' deceased wife

Maria: Maria is a projection of James' delusion



James Sunderland: Male 3rd level; HD 3d6+3; hp 15; Init +1 (Dex); Spd 30ft.; AC 11; Atk +4 melee or +4 ranged; SV Fort +2, Ref +2, Will +3; Str 13, Dex 12, Con 12, Int 12, Wis 10, Cha 14.

Skills: Bluff +7, Computer Use +4, Diplomacy +14, Forgery +1, Gather Information +7, Intimidate +9, Knowledge (accounting) +6, Knowledge (mathematics) +6, Listen +5, Repair +5, Search +9, Sense Motive +7, Spot +5.

Feats: Sharp-Eyed, Skill Emphasis (Gather Information), Trustworthy

MARY SHEPHERD-SUNDERLAND

Age: 25 (at time of death)

Sex: f

Job: housewife

Profile: James' dearly departed wife. She was originally cheerful and kind. In bed, she cried that she didn't want to die, yet she hoped for death at the same time, during her agony. She told James to abandon her because she was ugly and useless, but she also said that she wanted James to be by her side until she died. Silent Hill was James and Mary's "special place" because of their many great memories there. Mary was ill and died three years ago, but James received a letter that was from Mary. James decides to come to Silent Hill to find her. But could she still be alive?

Raison d'etre: It is conceivable that Mary's death three years ago is merely James' delusion.



SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT



MARIA

Age: 25

Sex: f

Job: dancer

Profile: A strange woman who James meets in Silent Hill. She could be the twin sister of Mary, except for a few physical and behavioral characteristics. It appears that Maria used to work at Heaven's Night before Silent Hill went insane. She is cheerful, positive, and can be very emotional in certain situations. She talks looking straight into the other person's eyes and she does the same when listening. Maria seems a little strange and she knows James' name

without him telling her.

Raison d'etre: James bears the weight of the crime of killing his wife, resulting in the creation of this delusion. It is established in the third game that Maria was a dancer at the club Heaven's Night.

Maria: Female 3rd level; HD 3d6; hp 10; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30ft.; AC 11; Atk +0 melee or +2 ranged; SV Fort +1, Ref +4, Will +4; Str 8, Dex 12, Con 10, Int 14, Wis 13, Cha 15.
Skills: Balance +5, Bluff +7, Diplomacy +11, Gather Information +7, Innuendo +7, Knowledge (art) +7, Knowledge (streetwise) +7, Listen +6, Performance (dancing) +11, Search +7, Sense Motive +6, Spot +6
Feats: Improved Initiative, Skill Emphasis (Performance), Trustworthy.



LAURA

Age: 8

Sex: f

Job: -

Profile: This young little girl seems to have a sharp grudge against James, although he has no idea who she is. She somehow knows things about James, including him and Mary. Laura has blonde hair and blue eyes. She creates problems for James when he already has other things on his mind. Laura has neither parents nor siblings; she lived in an orphanage. She is restless and doesn't stay put.

Does she know who James is or is she just a little brat?

Raison d'etre: Of all the characters, she is the only one who does not hold any darkness in her heart. It may be that she came to Silent Hill looking for Mary. To her the town appears to be normal; she does not see any monsters, nor does she see Maria.

Laura: Female child; HD 1/2d6-2; hp 1; Init +0; Spd 20ft.; AC 9; Atk None; SV Fort -2, Ref +0, Will +0; Str 5, Dex 10, Con 6, Int 11, Wis 10, Cha 12.

SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

ANGELA OROSCO

Age: 19

Sex: f

Job: unknown

Profile: A girl who came to Silent Hill in search of her mother. After graduating high school, she ran away from home but was found and brought back by her father. James first meets this woman in the graveyard in East South Vale. She has dark hair and brown eyes. She's apparently looking for her mother, who she very dearly misses. She appears to be a regular girl but she isn't. She hesitates and doesn't answer some of James' questions. After Angela graduated from high school, she ran

away from home. But her father found her and brought her back. Once again she ran away, but this time she wandered off to Silent Hill.

Raison d'etre: From the article in the bloodstained newspaper, the conclusion can be made that Angela was abused and that she took her father's life. After this incident, being in a state of emotional turmoil, it may be that Silent Hill called out to her.



Angela Oroasco: Female 3rd level; HD 3d6; hp 9; Init +4 (Improved Initiative); Spd 30ft.; AC 10; Atk +0 melee or +1 ranged; SV Fort +3, Ref +3, Will +2; Str 8, Dex 11, Con 10, Int 13, Wis 9, Cha 12.

Skills: Computer Use +5, Drive +2, Knowledge (biology) +6, Knowledge (chemistry) +6, Knowledge (geography) +6, Knowledge (history) +6, Knowledge (mathematics) +6, Knowledge (philosophy) +6, Knowledge (physics) +6, Listen, +5 Research +6, Spot +5

Feats: Alertness, Improved Initiative, Iron Will



EDDIE DOMBROWSKI

Age: 23

Sex: m

Job: gas station employee (part time)

Profile: A young man who is teased because of his weight. Although he is usually passive, there is a side to him that is extremely violent.

James meets Eddie in the apartments when he's puking in a toilet. He has blonde hair and gray eyes. He worked part-time at a gas station. He is pretty much like the average guy but he seems to be defensive all of a sudden. Eddie seems awfully concerned with exonerating himself for the murders that keep cropping his wake. He seems

like a murderer but denies everything. Eddie is no resident of Silent Hill, so why is he in this town?

Raison d'etre: According to one of Eddie's monologues, his anger and frustration at the way he was treated by others reached a climax when he killed a dog in a fit of rage and also shot the dog's owner in the leg. While running from the police, he began to have feelings of guilt, and it may be that Silent Hill called out to him.

SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

Eddie Dombrowski: Male 3rd level; HD 3d6+6; hp 19; Init +4 (Improved Initiative); Spd 30ft.; AC 10; Atk +4 melee or +3 ranged; SV Fort +7, Ref +1, Will +0; Str 12, Dex 10, Con 14, Int 10, Wis 8, Cha 9.
Skills: Bluff +5, Climb +5, Disable Device +4, Drive +4, Intimidate +7, Knowledge (local) +2, Knowledge (streetwise) +2, Listen +6, Operate Heavy Machinery +0, Repair +6, Spot +6, Use Rope +2
Feats: Alertness, Great Fortitude, Improved Initiative

An ordinary evening; an ordinary shopping center; an ordinary 17 year-old girl. Heather awakens in the cafe where she has been overcome by sleep and is still not aware: not aware that a horrible nightmare she watched in her dream and an unusual bloody-red sunset are the portents; the portents of all the horror, pain and sorrow which she will have to face, very soon...



HEATHER MORRIS (CHERYL MASON)

Age: 17 (24)

Sex: f

Job: various part-time jobs

Profile: An ordinary girl that could be found anywhere. She visits the mall to go shopping and finds that she has set foot into a nightmarish world.

She seems to possess a grouchy, carefree attitude, and appears to be sleep deprived.

The fact is later revealed that Heather is Alessa from the original Silent Hill; or, more appropriately, Heather is the little baby Alessa gave to Harry at the end of the first Silent Hill.

She, like Alessa, bares the essence of "god". Claudia and the Order pursue Heather in order to foster the hatred and suffering necessary to nurture the god inside her.

Heather Morris (Cheryl Mason): Female 3rd level; HD 3d6+3; hp 13; Init +2 (Dex); Spd 30ft.; AC 12; Atk +2 melee or +5 ranged; SV Fort +2, Ref +5, Will +1; Str 9, Dex 14, Con 12, Int 14, Wis 10, Cha 14.
Skills: Bluff +6, Computer Use +7, Escape Artist +7, Gather Information +7, Hide +4, Innuendo +4, Knowledge (local) +7, Knowledge (streetwise) +7, Listen +5, Move Silently +4, Open Lock +7, Read Lips +4, Research +8, Search +8, Spot +5.
Feats: Dodge, Mobility, Stealthy.

SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

DOUGLAS CARTLAND

Age: late 50s

Sex: m

Job: private detective
30

Profile: A middle-aged private detective who handles missing person and personal conduct cases.

He originally worked as a police detective but retired ten years ago. On that occasion, he and his wife were divorced.

Claudia Wolf hired Douglas to find Heather. Over the course of the events of SH3, Douglas and Heather become friends and allies in their nightmare.



Douglas Cartland: Male 3rd level; HD 3d6+3; hp 15; Init +4 (Improved Initiative); Spd 30ft.; AC 10; Atk +4 melee or +3 ranged; SV Fort +4, Ref +1, Will +3; Str 12, Dex 10, Con 12, Int 13, Wis 14, Cha 12.
Skills: Bluff +6, Diplomacy +12, Gather Information +8, Hide +4, Intimidate +8, Knowledge (law) +6, Listen +6, Move Silently +4, Open Lock +4, Search +5, Sense Motive +7, Spot +6
Feats: Improved Initiative, Pistol Proficiency, Trustworthy



CLAUDIA WOLF

Age: 29

Sex: f

Job: priestess within the Order

Profile: A priestess who believes deeply in her religion. In order to create paradise, she shadows Heather and attempts to cultivate the hatred inside of her.

She, along with Father Vincent, have united the fractured sects within the Order into one. She usurped her Father Leonard Wolf (leader of the Holy Mother Sect) who was committed at Brookhaven Hospital for murder and insanity.

Claudia Wolf: Female 3rd level; HD 3d6; hp 12; Init +0; Spd 30ft.; AC 10; Atk +0 melee or +1 ranged; SV Fort +3, Ref +3, Will +5; Str 8, Dex 11, Con 10, Int 15, Wis 14, Cha 14.
Skills: Bluff +8, Concentration +3, Diplomacy +12, Gather Information +6, Intimidate +10, Knowledge (history) +7, Knowledge (local) +7, Knowledge (occult) +10, Knowledge (philosophy) +7, Knowledge (religion) +10, Listen +4, Sense Motive +8, Spot +4
Feats: Great Fortitude, Skill Emphasis (Knowledge Occult), Skill Emphasis (Knowledge Religion).
Spells: Claudia knows 2d6 spells, chosen from the Magic chapter or this supplement.

SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT



FATHER VINCENT

Age: mid 20s

Sex: m

Job: priest within the Order

Profile: A young and influential priest within the Order. After the deaths of Dahlia Gillespie, Jimmy Stone, and the incarceration of Leonard Wolf at Brookhaven, the Order was leaderless. Claudia arose as a stabilizing figure, but Vincent did not agree with her plans to find Alessa's incarnation (Heather Mason) in order to fulfill

Dahlia's failed plan to birth god, as he worried about the Order suffering a similar fate to what happened 17 years prior. He grudgingly supports Claudia, but secretly waits for an opportunity to get rid of her. He ends up supporting Heather in an effort to stop Claudia's plans.

Father Vincent: Male 3rd level; HD 3d6+3; hp 12; Init +0; Spd 30ft.; AC 10; Atk +0 melee or +1 ranged; SV Fort +4, Ref +1, Will +5; Str 9, Dex 11, Con 12, Int 14, Wis 14, Cha 13.
Skills: Bluff +7, Concentration +3, Diplomacy +11, Intimidate +9, Knowledge (history) +8, Knowledge (occult) +11, Knowledge (philosophy) +8, Knowledge (religion) +11, Listen +6, Research +8, Sense Motive +8, Spot +6
Feats: Alertness, Skill Emphasis (Knowledge Occult), Skill Emphasis (Knowledge Religion).
Spells: Vincent knows 2d6 spells, chosen from the Magic chapter or this supplement.

LEONARD WOLF

Age: unknown

Sex: m

Job: asylum inmate

Profile: The father of Claudia Wolf, and leader of the Holy Mother Sect. Known by some as "The Red Devil", or the "Sadist"; he abused his daughter Claudia when she was young, and is utterly despised by her.

During a religious dispute, he killed a man with a knife, and was committed to Brookhaven Asylum. Father Vincent used this opportunity to support Claudia as the new leader, and unite the sects under her.

Leonard opposes Claudia and Vincent's plans, and supports Heather until he learns that she isn't a member of the Order at all, and tries to sly her. He is killed by Heather who perceives him as an inhuman monster. He kept the "Seal of Metatron" on his person to protect him from Claudia and her followers, and considered himself its protector.



SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

Leonard Wolf: Male 5th level; HD 5d6+15; hp 30; Init +6; Spd 30ft.; AC 12 (Dex); Atk +7 melee or +6 ranged; SV Fort +4, Ref +6, Will +0; Str 17, Dex 14, Con 16, Int 13, Wis 9, Cha 8.

Skills: Appraise +1, Balance +2, Bluff -1, Climb +3, Computer Use +1, Concentration +8, Diplomacy +2, Disable Device +3, Disguise -1, Drive +2, Escape Artist +2, Forgery +1, Gather Information +1, Heal -1, Hide +2, Innuendo -1, Intimidate +7, Jump +3, Knowledge (occult) +12, Knowledge (philosophy) +5, Knowledge (religion) +9, Knowledge (streetwise) +9, Listen +4, Move Silently +2, Operate Heavy Machinery +4, Perform +5, Ride +2, Search +1, Sense Motive +1, Spot +3, Use Rope +2, Wilderness Lore -1

Feats: Combat Casting, Improved Initiative, Skill Emphasis (Knowledge Occult).

Spells: Leonard knows 2d6 spells, chosen from the Magic chapter or this supplement, one of which is always *Seal of Metatron*.

Henry Townshend is trapped in a cursed apartment. Mysterious portals have appeared in them, leading him to disturbing alternate worlds.

HENRY TOWNSHEND

The player character and stoic protagonist of Silent Hill 4: The Room. Henry is suddenly trapped in his apartment for five days prior to the beginning of the game and begins to suffer from recurring nightmares. He discovers a mysterious hole in his bathroom, through which he enters several distorted "otherworlds" and encounters the other characters in the game. There is little known about Henry other than he may be a Professional Photographer, or at least enjoys doing it on his free time. He apparently has very few contacts, and barely knows any of the other Tenants at his Apartment.

Henry is certainly no stranger to Silent Hill, the tourist town and central focus of the title and previous games. From the pictures we can discern that he has visited Old Silent Hill by way of a vacation, with pictures of what appears to be Balkan Church and the old lighthouse.



Henry Townshend: Male 3rd level; HD 3d6; hp 11; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30ft.; AC 11; Atk +4 melee or +4 ranged; SV Fort +3, Ref +2, Will +2; Str 12, Dex 12, Con 10, Int 14, Wis 12, Cha 13.

Skills: Craft (photography) +8, Craft (writing) +8, Diplomacy +6, Gather Information +6, Innuendo +3, Knowledge (archaeology) +6, Knowledge (art) +7, Knowledge (geography) +7, Knowledge (history) +7, Knowledge (philosophy) +6, Listen +3, Research +8, Search +10, Sense Motive +7, Spot +3.

Feats: Alertness, Improved Initiative, Sharp-Eyed

SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

EILEEN GALVIN

Eileen is Henry's young neighbor who lives in room 303. She is in her early twenties. She does not know Henry Townsend very well, who moved into her apartment block two years ago, very well. She had already been there for some years when he moved in.

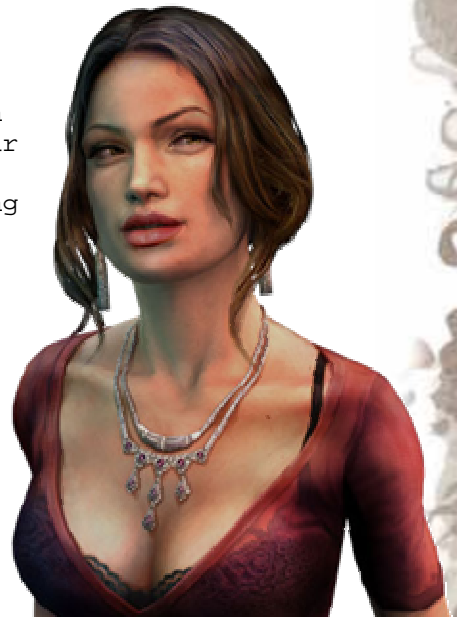
She likes soft toys, rabbits presumably (notice the pink rabbit mascot from Silent Hill 3 called 'Robbie'). This would suggest that like Henry, she has been to Silent Hill as well, although more specifically to the Lakeside Amusement Park from Silent Hill 3. She is a deeply caring person who has no trouble with empathizing with Walter's tragic past of abuse, and is the only one who tries to talk him out of it, to show that she understands his pain.



Eileen Galvin: Female 3rd level; HD 3d6; hp 9; Init +1 (Dex); Spd 30ft.; AC 11; Atk +0 melee or +2 ranged; SV Fort +2, Ref +4, Will +4; Str 8, Dex 13, Con 12, Int 14, Wis 13, Cha 13.
Skills: Computer Use +6, Gather Information +7, Knowledge (archeology) +11, Knowledge (architecture) +8, Knowledge (art) +8, Knowledge (history) +8, , Knowledge (philosophy) +8, Knowledge (psychology) +8, Listen, +5 Research +7, Search +7 Spot +5
Feats: Alertness, Dodge, Skill Emphasis (Knowledge Archeology)

CYNTHIA VELASQUEZ

Cynthia becomes trapped in the Subway World, South Ashfield Station, early in the game (she can be seen earlier through the window in Room 302, standing near the subway entrance). She is convinced that she has become trapped in a 'terrible dream'. After admitting her fear of the place, she asks Henry Townshend to help her find a way out of the station, indicating that she will repay him with a "special favor". Cynthia manages to find a way to the exit of the station, and calls Henry over the public address system, telling him of her discovery and where to go, but she suddenly screams as Walter Sullivan attacks her. By the time Henry reaches her, she is covered in blood with the numbers '16/21' carved into her left breast. Though she is dying, Cynthia is still trying to convince herself that it was all a bad dream. She was killed with the 'Temptation' theme of murder.



SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

Cynthia Velasquez: Female 3rd level; HD 3d6; hp 9; Init +0; Spd 30ft.; AC 10; Atk -1 melee or +1 ranged; SV Fort +1, Ref +3, Will +8; Str 9, Dex 11, Con 10, Int 11, Wis 16, Cha 17.

Skills: Bluff + 3, Climb -1, Diplomacy +6, Disguise +3, Gather Information +8, Heal +3, Innuendo +6, Intimidate +3, Knowledge (Art) +4, Knowledge (law) +5, Knowledge (local) +6, Knowledge (streetwise) +6, Listen +3, Perform +9, Ride +4, Speak Language +6, Use Rope +1, Wilderness Lore +3.

Languages: English, Spanish

Feats: Athletic, Iron Will, Skill Emphasis (Diplomacy).

JASPER GEIN

A young man with a noticeable stammer Henry finds in the Wish House/Forest world.

Jasper has a strong interest in the Order and Silent Hill occult activity in general. He is closely linked with Walter Sullivan's second and third victims (Bobby Randolph and Sein Martin), and he was in fact at the scene of the crime when his college friends were strangled. He is burned alive by Sullivan at the end of the level as Sullivan's 17th victim, apparently pleased in his last moments with having met "The Devil", and haunts the area as a ghost when Henry returns.



Jasper Gein: male 3rd level; HD 3d6; hp 9; Init +2 (Dex); Spd 30ft.; AC 12 (Dex); Atk +3 melee or +5 ranged; SV Fort +1, Ref +5, Will +0; Str 10, Dex 14, Con 11, Int 14, Wis 9, Cha 8.

Skills: Appraise +2, Balance +2, Climb +4, Computer Use +2, Craft (writing) +8, Diplomacy -1, Disable Device +8, Disguise -1, Drive +4, Escape Artist +2, Forgery +2, Gather Information +5, Heal -1, Hide +2, Innuendo -1, Knowledge (chemistry) +4, Knowledge (occult) +11, Knowledge (philosophy) +8, Knowledge (religion) +8, Listen -1, Move Silently +2, Operate Heavy Machinery +6, Perform -1, Repair +5, Ride +2, Search +2, Spot +4, Swim +2, Use Rope +6, Wilderness Lore -1

Feats: Athletic, Run, Skill Emphasis (Knowledge Occult).

Spells: Jasper knows 1d4 spells, chosen from the Magic chapter or this supplement.

ANDREW DE SALVO

A nervous, middle aged man Henry meets locked in a cell in the Water Prison world. Prior to the game DeSalvo was employed by the Order as a guard at the Wish House and the Water Prison, (although he was apparently not a member of The Order himself) where he was abusive towards the children there. It is hinted at in the Forest World's stone diaries that he killed young Walter's childhood friend 'Bob' and made him drink something with leeches in it. After Henry frees him from the cell he is disturbed to meet young Walter and is last seen drowned as Walter's 18th victim.



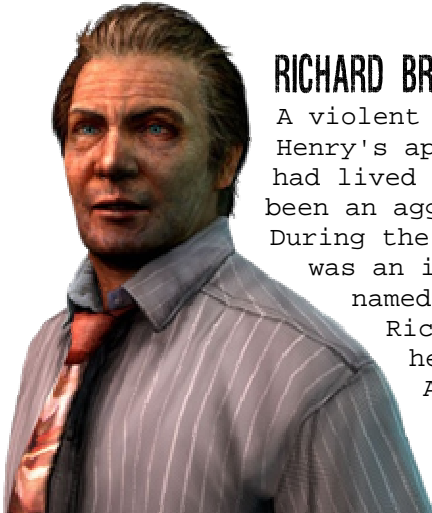
SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

Andrew DeSalvo: male 3rd level; HD 3d6+6; hp 15; Init -1 (Dex); Spd 30ft.; AC 9 (Dex); Atk +4 melee or +2 ranged; SV Fort +7, Ref +0, Will +1; Str 13, Dex 8, Con 14, Int 10, Wis 11, Cha 10.

Skills: Balance -1, Climb +4, Concentration +2, Drive -1, Escape Artist -1, Hide +5, Intimidate +6, Jump +3, Knowledge (occult) +6, Listen +8, Move Silently +4, Operate Heavy Machinery +5, Ride -1, Spot +8, Swim +3, Use Rope -1

Feats: Alertness, Great Fortitude, Melee Weapon Proficiency



RICHARD BRAINTREE

A violent and stressful man who lives in Room 207 of Henry's apartment building. For over thirty years Richard had lived at the South Ashfield Heights, and had always been an aggressor towards Walter in his younger years.

During the time that Joseph lived at the Apartments, there was an incident where he brutally beat a fellow tenant named Mike, who stalked a nurse named Rachel.

Richard is encountered in the "building" area, where he angrily accosts the child Walter.

At the end of the level he is killed by Walter using an electric chair, attempting to identify his killer to Henry before dying as Walter Sullivan's 19th victim.

Richard Braintree: male 4th level; HD 4d6+12; hp 24; Init +1 (Dex); Spd 30ft.; AC 11 (Dex); Atk +4 melee or +4 ranged; SV Fort +4, Ref +2, Will +4; Str 12, Dex 13, Con 17, Int 11, Wis 11, Cha 10.

Skills: Balance +1, Climb +3, Concentration +3, Craft (carpentry) +5, Diplomacy +2, Disable Device +3, Drive +4, Escape Artist +1, Gather Information +3, Intimidate +7, Jump +1, Move Silently +1, Operate Heavy Machinery +6, Repair +5, Ride +1, Search +7, Sense Motive +6, Spot +7, Swim +1, Use Rope +4

Feats: Pistol Proficiency, Point Blank Shot, Precise Shot

JOSEPH SCHREIBER

Also known as "J". An investigative journalist who was investigating the Sullivan murders and the Wish House. Joseph is the former resident of Henry's apartment and Sullivan's 15th victim. In the beginning of SH4, the player actually controls Joseph. The room has Henry's belongings and he asks where his typewriter is. When he sees a picture of Henry, he asks "Who is this person?", thus confirming that the controlled character is not Henry Townshend, but Joseph Schreiber.

Joseph is killed in the beginning of the game by a ghost. The fact that the player controls Joseph briefly proves he was still alive when Townshend was living in the apartment, but was trapped in the Otherworld. He later appears in the game as a friendly ghost offering advice on how to defeat Walter.

SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

Joseph Schreiber: male 4th level; HD 4d6-4; hp 11; Init +1 (Dex); Spd 30ft.; AC 11 (Dex); Atk +2 melee or +3 ranged; SV Fort +3, Ref +2, Will +8; Str 10, Dex 13, Con 8, Int 15, Wis 14, Cha 9.

Skills: Appraise +2, Balance +1, Bluff +1, Computer Use +2, Concentration -1, Craft (photography) +7, Craft (writing) +9, Diplomacy +6, Disguise +3, Drive +1, Escape Artist +1, Forgery +2, Gather Information +8, Heal +2, Hide +7, Innuendo +6, Intimidate +1, Knowledge (local) +9, Knowledge (occult) +9, Listen +2, Move Silently +1, Operate Heavy Machinery +3, Research +9, Ride +1, Search +4, Sense Motive +8, Spot +2, Use Rope +1, Wilderness Lore +2

Feats: Iron Will, Persuasive, Sharp-Eyed

FRANK SUNDERLAND

The superintendent of Henry's apartment building and the father of *Silent Hill 2*'s James Sunderland. Frank makes an effort to investigate what is going on in Henry's room during the game, but is unable to open the door or otherwise enter the room. For some reason, he has kept Walter Sullivan's umbilical cord for over 30 years.



Frank Sunderland: male 4th level; HD 4d6-4; hp 10; Init +0; Spd 30ft.; AC 10; Atk +2 melee or +2 ranged; SV Fort +3, Ref +1, Will +8; Str 10, Dex 10, Con 9, Int 13, Wis 15, Cha 10.

Skills: Appraise +5, Concentration -1, Diplomacy +2, Disable Device +6, Gather Information +8, Heal +2, Innuendo +4, Intimidate +4, Knowledge (local) +8, Knowledge (medicine) +5, Knowledge (streetwise) +7, Listen +9, Open Lock +7, Search +1, Spot +10, Wilderness Lore +2

Feats: Alertness, Expertise, Iron Will

Travis Grady, a lone truck driver trapped in Silent Hill while making a routine delivery. Confronted by perversions of his imagination that mirror his troubled past, he must escape from the town as it falls into ruin and also uncover the truth behind the hallucinations that have haunted him for so long.

TRAVIS GRADY

Travis is a trucker who rescues Alessa Gillespie from the house fire mentioned in *Silent Hill*. Abused by his mother Helen, who attempted to kill him at a young age and was subsequently admitted to Cedar Groves Sanitarium, where she rationalized her actions. She mentioned that Travis was a pest, and that he also had a devil in him. Travis's father Richard Grady also killed himself while he was still a child. Travis shows a history of handling and using firearms although he doesn't like seeing harmed or dead animals implying he doesn't like hunting. Travis is mentally ill, and suffers from a number of conditions.



SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

Travis Grady: male 4th level; HD 4d6+4; hp 20; Init +2 (Dex); Spd 30ft.; AC 12 (Dex); Atk +5 melee or +5 ranged; SV Fort +2, Ref +6, Will +0; Str 14, Dex 14, Con 13, Int 10, Wis 8, Cha 7.
Skills: Balance +2, Bluff -2, Climb +4, Concentration +1, Craft (electronics) +1, Craft (gunsmith) +2, Disable Device +4, Disguise -2, Drive +9, Escape Artist +2, Gather Information +2, Hide +2, Innuendo -2, Intimidate +5, Jump +2, Knowledge (medicine) +3, Knowledge (psychology) +4, Listen -1, Move Silently +2, Operate Heavy Machinery +9, Perform -1, Repair +5, Sense Motive -1, Spot +5, Swim +2, Use Rope +6, Wilderness Lore -1
Feats: Melee Weapon Proficiency, Power Attack, Cleave

Alex Shepherd is a war veteran returning home from an overseas tour of duty. Alex has taken compassionate leave following the news that his younger brother, Joshua, has gone missing. Initial investigations lead Alex to the small, insular community of Shepherd's Glen, before he finds himself in the mist-shrouded and seemingly empty streets of Silent Hill...

ALEX SHEPHERD

Alex returns from an absence due to military service to his hometown of Shepherd's Glen to search for his brother, Josh. He has no love for the people in the town nor the town itself, which has slipped into decay. He only feels that his brother needs his help and wants to leave the town as soon as his business is finished.



ELLE HOLLOWAY

An old school friend of Alex. She is 22 years old and the daughter of Judge Margaret Holloway. She is often found spending time at the bulletin board in front of the police station, putting up a seemingly endless pile of missing person reports, including the report of her younger sister, Nora. At first she is cold towards Alex, resenting him for leaving without telling her. However, she noticeably softens later on.

SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

Alex Shepherd: Male 3rd level; HD 3d6+6; hp 16; Init +1 (Dex); Spd 30ft.; AC 11; Atk +5 melee or +4 ranged; SV Fort +5, Ref +4, Will +1; Str 14, Dex 13, Con 14, Int 10, Wis 10, Cha 12.
Skills: Climb +7, Gather Information +3, Heal +5, Hide +5, Intimidate +6, Jump +7, Listen +5, Move Silently +5, Repair +2, Spot +5, Swim +7, Use Rope +3, Wilderness Lore +3
Feats: Alertness, Dodge, Lightning Reflexes

Elle Holloway: Female 3rd level; HD 3d6-3; hp 9; Init +1 (Dex); Spd 30ft.; AC 11 (Dex); Atk +0 melee or +2 ranged; SV Fort +0, Ref +4, Will +4; Str 9, Dex 12, Con 8, Int 10, Wis 13, Cha 17.
Skills: Balance +1, Bluff +5, Climb -1, Concentration -1, Diplomacy +10, Disguise +3, Drive +1, Escape Artist +1, Gather Information +10, Heal +1, Hide +5, Innuendo +3, Intimidate +7, Jump -1, Knowledge (law) +6, Knowledge (local) +9, Listen +5, Move Silently +4, Open Lock +4, Perform +3, Ride +1, Search +4, Sense Motive +7, Spot +1, Swim -1, Use Rope +1, Wilderness Lore +1
Feats: Persuasive, Skill Focus (Knowledge Local), Trustworthy

SHERIFF ADAM J. SHEPHERD

Born in 1954; he is Alex and Joshua's father, who is explained as having left town, possibly to search for Joshua. A former military man (a Colonel in the Army and Stationed at Ft. Bragg), he was the sheriff of Shepherd's Glen, and his ancestor, Isaac Shepherd, was one of four Silent Hill residents to settle Shepherd's Glen, more than 150 years ago. He is encountered in the church in Silent Hill, in a confessional booth, where he confesses (to someone he believes to be a priest, but is actually Alex) that he loved both of his sons and did not want to lose either of them to the sacrifices required by the cult. He is executed by the monster 'Bogeyman' (aka Pyramid Head) shortly thereafter.



Sheriff Adam J. Shepherd: Male 5th level; HD 5d6+5; hp 25; Init +1 (Dex); Spd 30ft.; AC 11 (Dex); Atk +7 melee or +5 ranged; SV Fort +2, Ref +3, Will +7; Str 16, Dex 12, Con 12, Int 12, Wis 17, Cha 11.
Skills: Appraise +1, Balance +1, Climb +6, Computer Use +1, Concentration +1, Drive +1, Escape Artist +1, Forgery +1, Heal +3, Hide +1, Intimidate +8, Jump +8, Knowledge (law) +9, Knowledge (local) +4, Knowledge (occult) +9, Listen +10, Move Silently +8, Ride +1, Search +1, Sense Motive +3, Spot +8, Tumble +4, Use Rope +6, Wilderness Lore +8
Feats: Rifle Proficiency, Point Blank Shot, Power Attack
Spells: Adam knows 1d4 spells, chosen from the Magic chapter or this supplement. One of which is always *Seal of Metatron*.

SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT



CURTIS ACKERS

The owner of the junk shop in Shepherd's Glen. Alex first encounters him in his shop, where he offers an old revolver in exchange for a newer gun. Like most other townspeople in Shepherd's Glen, he is unhelpful as to the cause of the decay of the town. He is later found to be working for Silent Hill's Order, claiming his love of fixing things has carried over into his work for the Order, in which he brutally kills people who go against the Order's teachings. He captures and threatens Elle with a circular saw tool before being attacked and killed by Alex.

Curtis Ackers: Male 3rd level; HD 3d6; hp 11; Init +0; Spd 30ft.; AC 10; Atk +1 melee or +1 ranged; SV Fort +3, Ref +3, Will +0; Str 11, Dex 11, Con 10, Int 12, Wis 9, Cha 10.
Skills: Appraise +10, Bluff +8, Craft (clockwork) +7, Craft (electronics) +7, Craft (gunsmith) +7, Disable Device +4, Gather Information +3, Intimidate +10, Knowledge (local) +3, Operate Heavy Machinery +2, Repair +10, Use Rope +2
Feats: Persuasive, Skill Emphasis (Appraise), Skill Emphasis (Repair)
Spells: Curtis knows 1d6 spells, chosen from the Magic chapter or this supplement.

JUDGE MARGARET HOLLOWAY

Elle's mother, and the judge living in Alex's hometown, Sheperd's Glen. Like Alex's father, she is descended from one of Shepherd's Glen's founders. She is the first person to greet Alex on his return. In the beginning, she welcomes Alex, but warns him that the town has changed, and not for the better. Alex discovers her later in Silent Hill, tied down to a chair. He releases her and she escapes. It is later learned that she was there to be killed by the monster, Asphyxia, an incarnation of her daughter Nora. Like the other founder descendants, she was forced to sacrifice a child to keep the influence of the Order from pervading Shepherd's Glen. She chose her younger daughter, Nora, whom she personally strangled. She is later found to be cooperating with Silent Hill's Order. Because of the failed sacrifice of Alex, she seeks to redeem herself in the eyes of the Order by killing him. She attempts to kill Alex with a cordless drill, but he overpowers her and forces the drill through her skull, killing her.



Judge Margaret Holloway: Female 4th level; HD 4d6-4; hp 10; Init -1; Spd 30ft.; AC 9; Atk +0 melee or +1 ranged; SV Fort +3, Ref +0, Will +5; Str 7, Dex 9, Con 8, Int 14, Wis 12, Cha 14.
Skills: Bluff +10, Diplomacy +14, Forgery +7, Gather Information +10, Intimidate +12, Knowledge (law) +11, Knowledge (local) +8, Knowledge (occult) +8, Listen +4, Open Lock +5, Research +6, Sense Motive +7, Spot +4
Feats: Persuasive, Skill Emphasis (Knowledge Law), Trustworthy
Spells: Margaret knows 1d4 spells, chosen from the Magic chapter or this supplement. One of which is always *Seal of Metatron*.

SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT



MAYOR SAM BARTLETT

The Mayor of Shepherd's Glen and descendant of one of the town's founders like Alex's father and Judge Holloway. Alex first sees him in the cemetery digging in the Bartlett family plot, although Alex does not learn that it is him until later. Alex searches for him to find out if he knows where Josh is, since Josh is good friends with the Mayor's son, Joey. The Mayor is found in the Grand Hotel in Silent Hill, drunkenly lamenting the fate of Sheperd's Glen. It is later learned that he sacrificed his son Joey by burying him alive in the cemetery,

which had a massive impact on his psyche, leading to his pathologically digging up graves. He is killed in the hotel's greenhouse by the monster Sepulcher, which is an incarnation of Joey.

Mayor Sam Bartlett: Male 3rd level; HD 3d6; hp 10; Init -1; Spd 30ft.; AC 9; Atk +0 melee or +0 ranged; SV Fort +3, Ref +0, Will +5; Str 9, Dex 8, Con 10, Int 11, Wis 8, Cha 11.
Skills: Bluff +7, Diplomacy +7, Drive +2, Forgery +5, Gather Information +7, Innuendo +4, Intimidate +9, Knowledge (law) +5, Knowledge (local) +8, Listen +4, Search +5, Spot +4
Feats: Alertness, Persuasive, Skill Emphasis (Knowledge Local).
Spells: Sam knows 1d4 spells, chosen from the Magic chapter or this supplement. One of which is always *Seal of Metatron*.

DEPUTY WHEELER

A police officer in Shepherd's Glen. He is a conspiracy theorist as evidenced in his journals, and his reaction to Alex's kidnapping by aliens in the UFO ending. He is the first to notice the cult members, as also revealed in his journal, though he believes them to be part of a different conspiracy, likely involving the government or a Trilateral Commission. He aids and accompanies Alex. Astonishingly, he has an almost inhuman ability to keep himself alive, as he continually suffers bodily damage and harm yet somehow comes out alive each time.



Deputy Wheeler: Male 3rd level; HD 3d6+6; hp 19; Init +1 (Dex); Spd 30ft.; AC 11; Atk +4 melee or +4 ranged; SV Fort +3, Ref +2, Will +4; Str 12, Dex 12, Con 14, Int 12, Wis 12, Cha 10.
Skills: Drive +4, Gather Information +5, Hide +4, Intimidate +5, Knowledge (law) +7, Knowledge (local) +7, Listen +5, Move Silently +4, Open Lock +5, Search +5, Sense Motive +6, Spot +5
Feats: Alertness, Shotgun Proficiency, Point Blank Shot

SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT



DR. MARTIN FITCH

A descendant of one of the founders of Shepherd's Glen, and is tied to the pact required to keep the influence of the Order from pervading the town. As part of the pact, he was required to kill his daughter, Scarlet, by dismembering her. This led to him losing his sanity, and resorting to self-mutilation. He is later found in a personal 'descending' Otherworld based around his office and the hospital. At the bottom of this, he is killed by a monster that forms from one of Scarlet's dolls. Of note, according to his medical degree he graduated from Southeastern University.

Dr. Martin Fitch: Male 4th level; HD 4d6-4; hp 8; Init -1; Spd 30ft.; AC 9; Atk +1 melee or +1 ranged; SV Fort +3, Ref +0, Will +2; Str 9, Dex 8, Con 9, Int 14, Wis 6, Cha 10.
Skills: Bluff +6, Concentration +4, Diplomacy +7, Gather Information +5, Heal +9, Intimidate +8, Knowledge (biology) +11, Knowledge (occult) +8, Knowledge (medicine) +11, Listen +2, Research +6, Spot +2
Feats: Skill Emphasis (Heal), Skill Emphasis (Knowledge Biology), Skill Emphasis (Medicine).
Spells: Martin knows 1d4 spells, chosen from the Magic chapter or this supplement. One of which is always *Seal of Metatron*.

CHRISTABELLA

From the Silent Hill film. The leader of the Lord's Sect, a small group of fanatical religious refugees living in their old church. In the film it was Christabella that orchestrated the sacrifice of Alessa Gillespie and after the darkness took over the town, created the only safe haven within. Alessa kills her at the climax of the film, causing several strands of living barbed wire to tear her in half from the inside.

If you wish to fit Christabella within the continuity of the games, treat her and her sect as separate from the event of the first game. The massacre of the Lord's Sect was a cooperative effort

between the Saint Ladies Sect (led by Dahlia Gillespie) and the Holy Mother Sect (led by Leonard Wolf) due to the Lord's Sect's persecution of the other sects of the Order. The Lord's sect was extinct in Silent Hill prior to the events of the first game, with a small remnant fleeing to Shepherd's Glen. They are the authors of the "Crimson Tome" used by Henry Townshend in the fourth game.



Use the statistics for Claudia Wolf to represent Christabella.

SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

CREATURES

T

he creatures which inhabit the tainted locales of Silent Hill are creatures born of both the town itself, and the minds of those who answer its beckoning. The appearance of these creatures varies greatly between individuals. That is because the exact appearance of the creatures is based on the observer's secret fears and regrets. Because of this, no two people will see the same creature in the same way, and they may even manifest their attacks in different ways to different people (a creature who manifests as an animalistic creature may attack with claws and teeth, but may attack with a blunt weapon if humanoid). Regardless of the exact appearance, all the creatures of Silent Hill share one thing in common, they look unnatural. Whether they are patchwork of human, animal, or indescribable knots of tissue, there is always a sense of "wrongness" in their appearance. The single exception to this is when the town creates a false copy of someone based on the memories of a person who's ventured into Silent Hill. When such a false copy is created, they appear and act completely human, and may not even realize that they are not human themselves. These false humans still feel the pull of the town's will however, and subtly seek to do it's bidding, even if they don't understand why.

There is a final creature type, which isn't detailed here, which are the Pyramid Head (Red Pyramid Thing) / Valtiel type creature. These creatures are tied to Silent Hill itself, and cannot be harmed or destroyed. Although if confronted, may react to physical damage, they may appear dead to further the town's goals, only to appear again later fully recovered.

Silent Hill can create as many of these creatures as it has need of, and they operate very purposefully. They don't prowl the streets looking for food as the other creatures do, but are physical agents of the will of Silent Hill itself.



SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

CREATING CUSTOM SILENT HILL CREATURES:

STEP ONE - CONCEPT: To create a creature of Silent Hill, you must define what the creature represents. This should be very specific to a particular member of the party. If a member of the party is afraid of heights, than a flying creature that scoops up prey to carry it high into the air is appropriate; if a party member is afraid of "those creepy porcelain dolls", than a small demonic doll is appropriate. Be creative, and make sure the concept is playing on the fears of at least one member of the party, more if possible.

STEP TWO - CHARACTERISTICS: What makes the creature scary? What is it about its appearance that lets everyone in the party know that it is created from the stuff of nightmares?

If the creature of based mostly on a specific animal, consider having the creature look partially decayed, covered in insects, missing it's skin, or having limbs or body parts which don't normally belong to the animal.

If the creature is humanoid make its face inhuman, a knot of skin and bone orifices; Instead of human hands and feet, have the creatures limbs end in human heads, or sacks of sopping flesh.

If the creature is meant to look mostly human, then focus on one aspect of the body, and deform it (The "Lying Body" creature of SH2 had shapely female legs, but it's upper body with twisted into a fleshy straightjacket. The Nurses of SH2 wore tight-fitting nurses uniforms over attractive female figures, however their heads were deformed into knotted flesh hoods, and they moved in a stilted zombie-like manner.

STEP THREE - DETERMINE ABILITY SCORES: How strong is this creature? How fast? How cunning? Instead of rolling dice, simply use the table below to come up with stats for your creature. Simply think about how you envision the creature, and choose the word that describes it best, and record the corresponding numbers as its stats.

Keep in mind that stats described as "Average" is average for humanoid creatures found in Silent Hill, and is not average for humans in general. Most humanoid creatures should be "Average" in most of their stats.



SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

STRENGTH	<6 (Very Weak)	6-9 (Weak)	10-14 (Average)	15-18 (Strong)	19+ (Very Strong)
DEXTERITY	<6 (Slow)	6-9 (Average)	10-14 (Fast)	15+ (Very Fast)	
CONSTITUTION	<11 (Fragile)	11-14 (Average)	15-19 (Tough)	20+ (Very Tough)	
INTELLIGENCE	<3 (Mindless)	3-6 (Average)	7-11 (Smart)	12+ (Very Smart)	
WISDOM	<10 (Simple)	10-11 (Average)	12+ (Perceptive)		
CHARISMA	<5 (Average)	6-12 ("Normal")	13+ (Alluring)		

STEP FOUR - DETERMINE CREATURE BASE TYPE:

Would you consider your creature an average, common antagonist, which the party will likely happen upon often, and in groups? Or is your creature a unique and terrifying creature, which the party will only have to face once? As a general rule of thumb, most creatures should be "Minor Creatures", which attack individually at first and in small groups later on. Lesser Creatures can be introduced after the party has gotten their "feet wet", but Greater and Superior Creatures should be used in important locations, as the party gets closer to the source of their entrapment.

Needless to say, Boss Creatures should be encountered rarely, and only at dramatically appropriate times.

The Creature population of Silent Hill is roughly as follows. Keep this in mind when populating the town with creatures.

CREATURE POPULATION	CREATURE TYPE
50%	Minor Creatures
25%	Lesser Creatures
15%	Greater Creatures
9%	Superior Creatures
1%	Boss Creatures

CREATURE BASE TYPES

MINOR CREATURE: Hit Dice: 1d8; Init +0; Spd: 20 ft.; AC +1, touch +0, flat-footed +1; Base Attack Bonus: +2; Attack: Slam/Bite +2 melee (1d3+1). Full Atk Slam/Bite +2 melee (1d3+1); Space/Reach 5 ft./5 ft.; SQ aberration traits.

LESSER CREATURE: Hit Dice: 3d8; Init +1; Spd: 20 ft.; AC +2, touch +0, flat-footed +2; Base Attack Bonus: +3; Attack: Slam/Bite +3 melee (1d4+1, slam/bite). Full Atk: Slam/Bite +3 melee (1d4+1, slam/bite); Power Attack. Space/Reach 5 ft./5 ft.; SQ aberration traits

GREATER CREATURE: Hit Dice: 5d8; Init +2; Spd: 20 ft.; AC +3, touch +0, flat-footed +3; Base Attack Bonus: +5; Attack: Slam/Bite +5 melee (1d8+1). Full Atk: 2 Slams/Bites +5 melee (1d8+1); Combat Reflexes (+2 attacks), Power Attack. Space/Reach 5 ft./5 ft.; SQ aberration traits

SUPERIOR CREATURE: Hit Dice 7d8; Init +3; Spd: 30 ft.; AC +5, touch +0, flat-footed +5; Base Attack Bonus: +8 Attack: Slam/Bite +8 melee (1d10+2). Full Atk: 2 Slams/Bites +8 melee (1d10+2); Power Attack; Space/Reach 5 ft. /5ft.; SQ aberration traits.

BOSS CREATURE: Hit Dice 10d8; Init +4; Spd: 30 ft.; AC +6, touch +0, flat-footed +6; Base Attack Bonus: +10 Attack: Slam/Bite +10 melee (2d6+3). Full Atk: 2 Slams/Bites +10 melee (2d6+3); Weapon Focus; Space/Reach 10 ft./10ft.; SQ aberration traits.

SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

STEP FIVE - APPLY TEMPLATES: If your creature isn't simply a humanoid monster, apply one or more of the following templates to make your creature true to their concept.

Flying Creatures: These creatures may be flying animal creatures, of twisted mockeries of humanity, which fly through the air on mechanical apparatuses.

Template: +20 bonus to speed. Fly at its (modified) ground speed (perfect maneuverability).

Examples: Pendulum, Air Screamer/Night Flutter, Float Stinger, Hummer

Beast Creatures: These creatures are based primarily on an animal, but may be humanoid as well (such as a Werewolf)

Template: SQ: Scent; Feats: Weapon Focus (bite), Track.

Examples: Groaner/Worm Head, Double-Head, Sniffer Dogs, Greedy Worm, Carrion

Vermin Creatures: These creatures are often simply large insects, worms, or other pests. They may be small, and swarm in large numbers, or impossibly large.

Template: SQ: vermin traits

Examples: Split Worm, Creeper, Blood Sucker, Spit Head, Twin Feeler, Float Stinger, Tremor

False Humans: These creatures are based on the memories of those trapped in Silent Hill, and may not even realize that they aren't really human themselves.

Template: SQ: Humanoid Type replaces Abberation Type

Examples: Maria, Lisa Garland

STEP SIX — DETERMINE SANITY LOSS / HORROR SAVES: Use the table below to determine what the sanity loss / horror saves should be for your creature based on the creatures characteristics.

CREATURE (EXAMPLE)	SANITY LOSS	HORROR SAVE
Human (Maria SH2)	0/1	Panic DC 5
Near Human (Nurse SH3)	0/1d4	Panic DC 10, Fear DC
Animal / Vermin (Creeper SH1)	0/1	Panic DC 5
Near Animal (Groaner SH1)	0/1d4	Panic DC 10, Fear DC 5
Human w/ Single Deformity (Nurse SH2)	1/1d6+1	Panic DC 12, Fear DC 15
Human w/ Multiple Deformities (Slurper SH3)	1d3/1d6+1	Panic DC 12, Fear DC 15
Animal w/ Single Deformity (Double Head SH3)	1/1d6	Panic DC 14, Fear DC 12
Animal w/ Multiple Deformities (Split Head SH1)	1/1d6	Panic DC 15, Fear DC 14
Composite Humanoid (Pendulum SH3)	1/1d4	Panic DC 15, Fear DC 13
MODIFIERS		
Additional Bodies within Creature (Twin Victims SH4)	+1/+1	Panic +2, Fear +1
Creature Changes from Human to Monster (Mary/Maria SH2)	+1/+1	Panic +2, Fear +1
Creature Covered in Blood (Nurse SH3)	+0/+1	Panic +1, Fear +1
Creature Covered in Insects or Worms (Night Flutter SH1)	+0/+1	Panic +1, Fear +1
Creature Possess Human-Level Intelligence (Valtiel SH3)	+0/+1	Fear +1, Madness +1
Creature is Someone You Know Personally (Maria SH2)	+0/+1	Fear +3, Madness +5
Creature is Someone You Know to be Dead (Mary SH2)	+1/+1	Fear +2, Madness +5

SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

MENAGERIE OF NIGHTMARES:

The Silent Hill series has been home to a variety of grotesque and bizarre creatures. Although their statistics are presented here for your use, and you are free to use them in a Silent Hill campaign, you are strongly encouraged to design your own custom horrors, tailored to your specific player's fears using the system presented above.

ABSTRACT DADDY

Large Aberration

Hit Dice: 8d8+24 (64 hp)

Initiative: -1 (Dex)

Speed: 20 ft.

Armor Class: 15 (-1 size, -1 Dex, +7 natural)

Attacks: 2 slams +10

Damage: Slam 1d10+5

Face/Reach: 10 ft./10 ft.

Special Attacks: Improve Grab

Special Qualities: Darkvision 60 ft.

Saves: Fort +9, Ref +1, Will +2

Abilities: Str 20, Dex 5, Con 19, Int 7, Wis 10, Cha 8

Skills: Listen +11

Feats: Improved Bull Rush, Power Attack

CR: 8

Climate/Terrain: Any

Advancement: 7-15 HD (Large)

Sanity Loss: 1/1d10+1



An Abstract Daddy is an embodiment of rape and sexual guilt. It appears as two figures wrapped in putrid skin apparently having intercourse. The two figures seem to be trapped in a rectangular board, with the "male" figure's arms and legs dangling out the bottom. It moves on all fours, and the lower portion of the beast has the appearance of a bed with four posts.

Improved Grab (Ex): If an Abstract Daddy hits with a slam, it deals normal damage and attempts to start a grapple as a free action without allowing its opponent a free action. Assuming the victim doesn't break free on its action, each successful grapple check it makes during successive rounds automatically deals the damage listed for the slam attack.

SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

ARIEL

Small Aberration

Hit Dice: 3d8+6 (19 hp)

Initiative: +7

Speed: 20 ft.

Armor Class: 16 (+1 size, +3 Dex, +2 natural)

Attacks: 2 slams +6 melee

Damage: Slam 1d4+1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Constrict, Improved Grab

Special Qualities: Darkvision 60 ft.

Saves: Fort +3 Ref +4 Will +4

Abilities: Str 13, Dex 16, Con 14, Int 3, Wis 12, Cha 7

Skills: Hide +7, Move Silently +5, Listen +2, Spot +2

Feats: Improved Initiative

CR: 1

Climate/Terrain: Any

Advancement: 4–5 (Small)

Sanity Loss: 0/1d4

Ariels are childlike puppet creatures with an extra set of hands rather than feet. They hang upside down from the ceiling and attack by grabbing and choking their victims. Attacking one often results in knocking it down where it will then stand on its hands upsidedown and kick to defend itself until it can get away to higher ground.



Constrict (Ex): An Ariel deals 1d4+1 points of damage with a successful grapple check.

Improved Grab (Ex): If an Ariel hits with a slam, it deals normal damage and attempts to start a grapple as a free action without allowing its opponent an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

BOOGIEMAN / PYRAMID HEAD

Large Aberration

Hit Dice: 18d8+144 (HP 225)

Initiative: +11 (+7 Dex, +4 Improved Initiative)

Speed: 30 ft.

Armor Class: 31 (-1 size, +7 Dex, +15 natural)

Attacks: Great cleaver +28/+23/+18/+13 melee, or slam +27 melee

Damage: Great cleaver 3d6+15, slam 1d6+15

Face/Reach: 10 ft. by 10 ft./10 ft.

Special Attacks: Improved grab

Special Qualities: Blindsight, damage reduction 20/slashing, immunity to poison and disease, intuit direction, SR 25, resistance to acid, cold and fire 10, regeneration 5

Saves: Fort +19, Ref +18, Will +17



SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

Abilities: Str 31, Dex 25, Con 26, Int 18, Wis 18, Cha 22

Skills: Balance +25, Climb +30, Hide +23, Intimidate +26, Jump +30, Knowledge (all) +6, Listen +24, Search +20, Sense Motive +24, Wilderness Lore +18

Feats: Cleave, Great Cleave, Improved Initiative, Iron Will, Power Attack, Weapon Focus (great cleaver)

CR: 15

Climate/Terrain: Any

Advancement: None

Sanity Loss: 1d3/2d10

Boogiemens (also known as Pyramid Head, or the Butcher) are the children of Xuchilpaba, and the embodiments of punishment, torture, and slaughter. Their appearance may vary slightly, but they always appear as large humanoid creatures resembling giant, muscular men with inhuman strength who often wear a butcher's apron, which is spattered in blood. They also commonly wear a type of mask or helmet, made from a series of metal plates that cover some or all of the head and shoulders. They use and drags along large weapons like spears or Great Cleavers.

Blindsight (Ex): Boogiemens can sense all foes within 90 feet as a sighted creature would. Beyond that range, they treat all targets as having total concealment.

Regeneration (Ex): Slashing weapons deal normal damage to Boogiemens. Boogiemens that lose a limb or body part can reattach it by holding the severed member to the stump. Reattachment takes 1 minute. If the head or some other vital organ is severed, it must be reattached within 10 minutes or the creature dies. Boogiemens cannot regenerate lost body parts.

Improved grab (Ex): If a Boogiemens hits with a slam, it deals normal damage and attempts to start a grapple as a free action without allowing its opponent a free action. Assuming the victim doesn't break free on its action, each successful grapple check it makes during successive rounds automatically deals the damage listed for the Great Cleaver attack.



SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

BAT CREATURES



AIR SCREAMER

Medium Aberration

Hit Dice: 4d8 (HP 18)

Initiative: +4 (Dex)

Speed: 10 ft., fly 50 ft. (good)

Armor Class: 16 (+4 Dex, +2 natural)

Attacks: Bite +4 melee, 2 claws +2 melee

Damage: Bite 2d4+1, claw 1d4

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: None

Special Qualities: Darkvision 60 ft., scent

Saves: Fort +1, Ref +5, Will +5

Abilities: Str 13, Dex 18, Con 11, Int 3, Wis 12, Cha 6

Skills: Balance +5, Hide +5, Listen +2, Move Silently +5, Spot +2

Feats: Weapon Finesse (claw)

CR: 2

Climate/Terrain: Any

Advancement: See Nigh Flutter

Sanity Loss: 0/1d6

Air screamers are flying creatures whose appearance is similar to that of a pterodactyl crossed with a bat. Its wing-span is quite impressive as the creature itself stands roughly half the height of a human. It's covered in mottled brown skin and appears unnaturally thin.

Scent (Ex): This ability allows an air screamer to detect approaching enemies, sniff out hidden foes, and track by sense of smell.



MOTHBAT (HUMMER)

Tiny Aberration

Hit Dice: 1d8 (4 hp)

Initiative: +4

Speed 5 ft., fly 40 ft. (average)

Armor Class: 17 (+2 size, +4 Dex, +1 natural)

Attacks: Bite +6 melee

Damage: Bite 1

Face/Reach: 2 ft. by 2 ft./0 ft.

Special Attacks: Blood drain, improved grab

Special Qualities: Blindsight 60 ft., low-light vision

Saves: Fort +0, Ref +4, Will +3

Abilities: Str 3, Dex 18, Con 11, Int 2, Wis 12, Cha 4

Skills: Hide +12, Listen +7, Spot +7

Feats: Weapon Finesse (bite)

CR: 2/4

Climate/Terrain: Any

Advancement: 2–3 HD (Tiny)

Sanity Loss: 0/1d2

Mothbats are flying creatures and they appear as small, black mixtures between hummingbirds and bats. Their bodies are much like that of a bat, though they have long needle-like beaks much like that of a hummingbird. In addition, their wings flap extremely quickly, making a buzzing sound as they dart about.

Blindsight (Ex): A mothbat notices and locates creatures within 60 feet. Opponents still have 100% concealment against a creature with blindsense.

Blood drain (Ex): A mothbat drains blood, dealing 1 point of Constitution damage on a successful grapple check.

Improved Grab (Ex): To use this ability, a mothbat must hit with a bite attack. A mothbat can use either its Strength modifier or Dexterity modifier for grapple checks, whichever is better.

Skills: A mothbat has a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsense is negated.

SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

NIGHT FLUTTER

Medium Aberration (Extraplanar)

Hit Dice: 5d8 (22 hp)

Initiative: +4 (Dex)

Speed: 10 ft., fly 50 ft. (good)

Armor Class: 16 (+4 Dex, +2 natural)

Attacks: Bite +4 melee, 2 claws +2 melee

Damage: Bite 2d4+1, claw 1d4

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: None

Special Qualities: Darkvision 60 ft., scent

Saves: Fort +1 Ref +5 Will +5

Abilities: Str 13, Dex 18, Con 11, Int 3, Wis 12, Cha 6

Skills: Balance +5, Hide +5, Listen +2, Move Silently +5, Spot +3

Feats: Weapon Finesse (claw)

CR: 3

Climate/Terrain: Any

Advancement 6–9 HD (Large)

Sanity Loss 1/1d6

Night Flutters have the head and wings of a pterodactyl, although their faces are covered in masses of writhing worms;

rather than pterodactyl bodies, though, they have the bodies of human men.

Scent (Ex): This ability allows a night flutter to detect approaching enemies, sniff out hidden foes, and track by sense of smell.



CALIBAN

Large Aberration

Hit Dice: 10d8+50 (95 hp)

Initiative: +1

Speed 20 ft.

Armor Class: 18 (–1 size, +1 Dex, +8 natural)

Attacks: Slam +12 melee

Damage: Slam 2d8+12

Face/Reach: 10 ft. by 10 ft./10 ft.

Special Attacks: Trample

Special Qualities: Blindsight

Saves: Fort +8, Ref +4, Will +8

Abilities: Str 26, Dex 12, Con 21, Int 1, Wis 12, Cha 7

Skills: Move Silently +9, Listen +8

Feats: Improved Bull Rush, Power Attack

CR: 8

Climate/Terrain: Any

Advancement: 7–8 HD (Large)

Sanity Loss: 1/1d10



SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

Caliban are large bestial creatures that have the shape of a severely contorted humanoid, but moves on all fours like an animal. Its appearance is that of a bandaged double-jointed humanoid with a contorted lower body, sitting on its own lower-back with its hind-legs out front. Despite its unnatural posture, it's surprisingly nimble, and attacks using charges and slams.

Blindsight (Ex): A Caliban can sense all foes within 40 feet as a sighted creature would. Beyond that range, they treat all targets as having total concealment.

Trample (Ex): As an attack action, a Caliban can trample Medium-size or smaller creatures for 2d6+9 points of damage. It does not need to stop when entering a victim's threatened area.

A trampled opponent can attempt a free attack in response, but this incurs a -4 penalty. If the opponent does not attempt this free attack, she can attempt a Reflex save (DC 19) for half damage.

CARRION

Medium Aberration

Hit Dice: 3d8+6 (19 hp)

Initiative: +7

Speed: 20 ft.

Armor Class: 15 (+3 Dex, +2 natural)

Attacks: 2 slams +6 melee

Damage: Slam 1d8+4

Face/Reach: 10 ft. by 10 ft./10 ft.

Special Qualities: Blindsight

Saves: Fort +3 Ref +4 Will +4

Abilities: Str 18, Dex 16, Con 14, Int 3, Wis 12, Cha 7

Skills: Hide +7, Move Silently +5, Listen +2, Spot +2

Feats: Improved Bull Rush, Power Attack

CR: 2

Climate/Terrain: Any

Advancement: 4-5 HD (Medium)

Sanity Loss: 0/1d4



Carrion resemble cows with stubbed legs and no skin. They generally are a dark red/fleshy color and hang their tongues out of their mouths. They move as if they're upper spines are broken, slowly pushing itself with it's back legs to get around. They make noises that resemble a sick animal.

Blindsight (Ex): Carrion can sense all foes within 40 feet as a sighted creature would. Beyond that range, they treat all targets as having total concealment.

SILENT HILL

A CALL OF CTHULHU D20 SUPPLEMENT

CANCER, INSANE

Large Aberration

Hit Dice: 6d8+30 (57 hp)

Initiative: +1 (Dex)

Speed: 30 ft.

Armor Class: 16 (-1 size, +1 Dex, +8 natural)

Attacks: 2 slams +9 melee

Damage: Slam 1d6+6

Face/Reach: 10 ft. by 10 ft./10 ft.

Special Attacks: Rage, Trample

Special Qualities: Blindsight, regeneration 5

Saves: Fort +7, Ref +3, Will +5

Abilities: Str 22, Dex 12, Con 21, Int 3, Wis 10, Cha 6

Skills: Move Silently +4, Listen +4

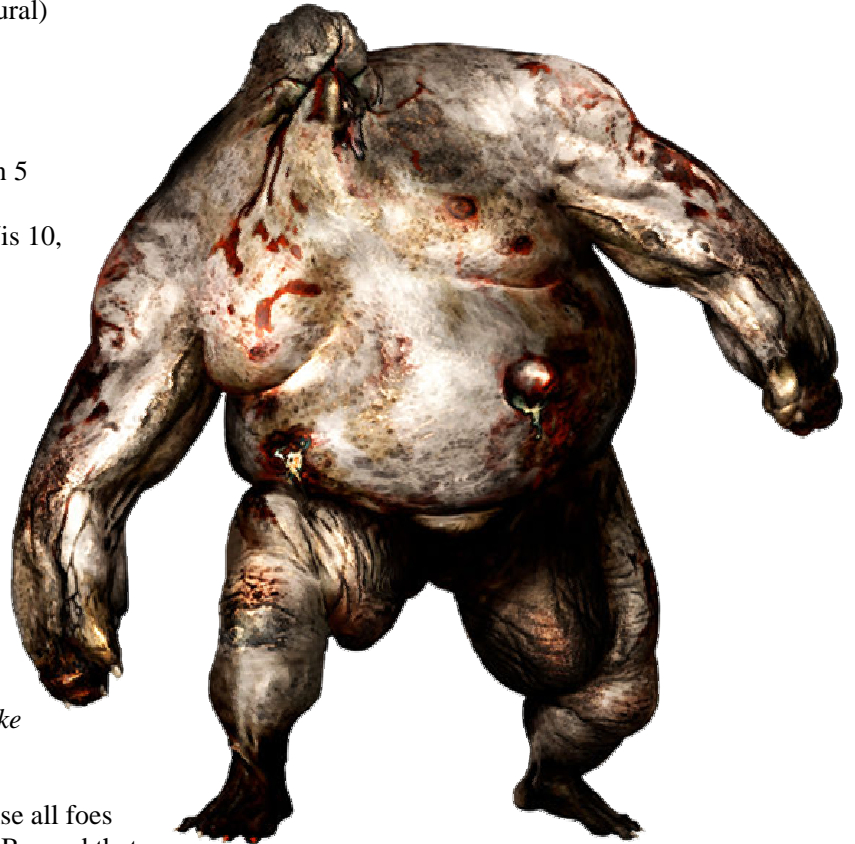
Feats: Power Attack

CR: 5

Climate/Terrain: Any

Advancement: 7-8 HD (Large)

Sanity Loss: 1d3/1d6+1



Insane Cancers appear as massive humanoids that are almost covered with fatty, cancerous-looking bulbous flesh with puss-like excretions oozing from open sores. Their heads aren't very distinct, being small bulbs with a wound-like opening as their only feature.

Blindsight (Ex): An insane cancer can sense all foes within 40 feet as a sighted creature would. Beyond that range, they treat all targets as having total concealment.

Regeneration (Ex): Slashing weapons, fire and acid deal normal damage to an insane cancer. An insane cancer that loses a limb or body part can reattach it by holding the severed member to the stump. Reattachment takes 1 minute. If the head or some other vital organ is severed, it must be reattached within 10 minutes or the creature dies. An insane cancer cannot regenerate lost body parts.

Rage (Ex): An insane cancer that takes damage in combat flies into a berserk rage on its next turn, slamming madly until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and -2 to Armor Class. The creature cannot end its rage voluntarily.

Trample (Ex): As an attack action, an insane cancer can trample Medium-size or smaller creatures for 2d6+9 points of damage. It does not need to stop when entering a victim's threatened area. A trampled opponent can attempt a free attack in response, but this incurs a -4 penalty. If the opponent does not attempt this free attack, she can attempt a Reflex save (DC 19) for half damage.

SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

CLOSER/MANDARIN/SIAM

Large Aberration

Hit Dice: 6d8+24 (51 hp)

Initiative: -1 (Dex)

Speed: 20 ft.

Armor Class: 15 (-1 size, -1 Dex, +7 natural)

Attacks: 2 slams +10

Damage: Slam 1d10+5

Face/Reach: 10 ft./10 ft.

Special Attacks: Needle, arm swing

Special Qualities: Darkvision 60 ft.

Saves: Fort +9, Ref +1, Will +2

Abilities: Str 20, Dex 9, Con 19, Int 7, Wis 10, Cha 8

Skills: Listen +9

Feats: Improved Bull Rush, Power Attack

CR: 6

Climate/Terrain: Any

Advancement: 7-15 HD (Large)

Sanity Loss: 1d4/1d8+1



Closers (also known as Mandarins) are massive and powerful foes. Their physical proportions are comparable to a powerful human, but exaggerated in length, to where the shoulders are 11 ft. off the ground. Their heads are horrible sacks, ending in vertical, puckered mouths; the whole extremity shakes like a withdrawn junkie. A closer's most powerful weapon is its massive limbs--gargantuan sacks of meat that end in slits, which part to reveal long blades referred to as "needles." A relative of the Closer is the Siam, which appears as two humanoid figures, one male and one female, horrifically fused together and tied with a series of bondage gear and straps. The male side is the attack side, and his arms are morphed into huge, club-like appendages. The female is fused into the male's back, with her hands tied above her head and thereby the male's as well, and her legs also tied, dangling uselessly behind them.

Needles (Ex): A closer may extend a long blade referred to as a needle from the end of each arm as a free action. The weapon deals a bonus 1d6 slashing and piercing damage in addition to the 1d10+5 bludgeoning of the arm. Damage dealt by a needle is always lethal.

Arm Swing (Ex): As a full round action, a closer may swing its arms in a circle. Creatures caught in its reach must make Reflex saves (DC 18); a failure indicates suffering 1d8+5 points of damage and being knocked prone. A success halves the damage and avoids being knocked prone. Closers may add the extra damage from their needles to the arm swing.

Advancement: Closers that advance in power increase their arm's damage. At 9-10 HD, their limbs deal 2d6 points of base damage; at 11-15 HD, closers deal 2d8 base damage with their slams, and gain Fast Healing 2.

SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

DOG CREATURES

DOUBLE HEAD

Medium Aberration

Hit Dice: 3d8+3 (16 hp)

Initiative: +2 (Dex)

Speed: 50 ft.

Armor Class: 14 (+2 Dex, +2 natural)

Attacks: Bite +4 melee

Damage: Bite 2d4+2

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Trip

Special Qualities: Darkvision 60 ft., scent

Saves: Fort +2 Ref +3 Will +4

Abilities: Str 15, Dex 15, Con 13, Int 2,
Wis 12, Cha 6

Skills: Hide +3, Move Silently +3,
Listen +2, Spot +2, Wilderness Lore
+1*

Feats: Track

CR: 1

Climate/Terrain: Any

Advancement: 4–5 HD (Medium)

Sanity Loss: 1/1d6

**Double Heads receive a +8 racial bonus to Wilderness Lore checks when tracking by scent.*

Dog-type creatures that their heads split vertically down the middle, with their tongue often hanging lazily between the split halves. "Bandaged" in bloody strips of flesh, they appear to be horribly burned.



FERAL

Medium Aberration

Hit Dice: 3d8+6 (19 hp)

Initiative: +1 (Dex)

Speed: 50 ft.

Armor Class: 13 (+1 Dex, +2 natural)

Attacks: Bite +4 melee

Damage: Bite 2d4+2

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Improved grab

Special Qualities: Blindsight, scent

Saves: Fort +3, Ref +2, Will +4

Abilities: Str 15, Dex 13, Con 15, Int 2, Wis
12, Cha 6

Skills: Hide +2, Move Silently +2, Wilderness
Lore +3*

Feats: Track

CR: 1

Climate/Terrain: Any

Advancement: 4–5 HD (Medium)

Sanity Loss: 1/1d4

**Ferals receive a +10 racial bonus to Wilderness Lore checks when tracking by scent.*

Ferals are dog-type creatures that they appear as skinless, heavily muscled canines with fresh blood dripping from their bodies. Another strange feature of their heads is the fact that they have no ears or eyes.



SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

GROANER

Medium Aberration

Hit Dice: 3d8+6 (19 hp)

Initiative: +2 (Dex)

Speed: 50 ft.

Armor Class: 14 (+2 Dex, +2 natural)

Attacks: Bite +3 melee

Damage: Bite 2d4+1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Trip

Special Qualities: Darkvision 60 ft., scent

Saves: Fort +3, Ref +3, Will +4

Abilities: Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Skills: Hide +3, Move Silently +3, Wilderness Lore +3*

Feats: Track

CR: 1

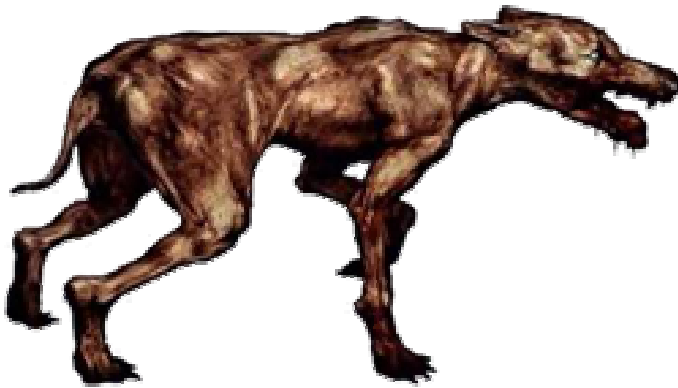
Climate/Terrain: Any

Advancement: See Wormhead

Sanity Loss: 0/1d4

* *Groaners receive a +8 racial bonus to Wilderness Lore checks when tracking by scent.*

Groaners are dog-type creatures that they appear as hairless, demonic dogs with rotten brown skin and a very large set of jaws. They are also morbidly thin, making them appear starving or even dead as a result.



SNIFFER DOG

Medium Aberration

Hit Dice: 4d8+8 (HP 26)

Initiative: +2

Speed: 50 ft.

Armor Class: 14 (+2 Dex, +2 natural)

Attacks: 2 claws +5 melee, tongue +0 melee

Damage: Claw 1d4+2, tongue (touch attack, 1 Con drain)

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Trip, tongue touch attack

Special Qualities: Darkvision 60 ft., scent

Saves: Fort +3 Ref +3 Will +5

Abilities: Str 15, Dex 15, Con 14, Int 2, Wis 12, Cha 6

Skills: Hide +4, Move Silently +4, Wilderness Lore +2*

Feats: Track

CR: 3

Climate/Terrain: Any

Advancement: 5–6 HD (Medium)

Sanity Loss: 1/1d6

* *Sniffer Dogs receive a +8 racial bonus to Wilderness Lore checks when tracking by scent.*

Sniffer Dogs are dog-type creatures that have long, prehensile tongues that they use to drain the blood of their prey. They have dirty, leathery skin which appears to be decaying and, strangely, make snarling sounds which resemble that of a large feline rather than a canine.



SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

WORMHEAD

Medium Aberration (Extraplanar)

Hit Dice: 4d8+8 (26 hp)

Initiative: +2

Speed: 50 ft.

Armor Class: 14 (+2 Dex, +2 natural)

Attacks: Bite + 5 melee, 2 claws +0 melee

Damage: Bite 2d4+2, claw 1d4+1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Trip

Special Qualities: Darkvision 60 ft., scent

Saves: Fort +3 Ref +3 Will +5

Abilities: Str 14, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Skills: Hide +4, Move Silently +4, Wilderness Lore +2*

Feats: Track

CR: 2

Climate/Terrain: Any

Advancement: 5–6 HD (Medium)

Sanity Loss: 1/1d6

* Wormheads receive a +8 racial bonus to Wilderness Lore checks when tracking by scent.

Wormheads are dog-type creatures that their bodies are more deteriorated and appear to be partially burnt, and their heads are covered in writhing masses of worms



DOG CREATURE SPECIAL ATTACKS

Improved grab (Ex): If a dog creature hits with a bite, it deals normal damage and attempts to start a grapple as a free action without allowing its opponent a free action. Assuming the victim doesn't break free on its action, each successful grapple check it makes during successive rounds automatically deals the damage listed for the bite attack.

Scent (Ex): This ability allows a dog creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Tongue (Su): With a successful tongue touch attack, a deep and penetrating (but bloodless and painless) hole is formed. The victim takes no physical damage, despite his peculiar wound, but loses 1 point of Constitution permanently.

Trip (Ex): A dog creature that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dog creature.

SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

FLAUROS

Large Outsider

Hit Dice: 21d8+84 (178 hp)

Initiative: +1 (Dex)

Speed: 20 ft.

Armor Class: 24 (-1 size, +1 Dex, +8 natural)

Attacks: Slam +22 melee

Damage: 2d8+7 plus 2d8 fire

Face/Reach: 10 ft. by 10 ft./10 ft.

Special Attacks: Burn, Fire Lance, Fire Storm

Special Qualities: Damage reduction 5/-, darkvision 60 ft., immunity to fire, vulnerability to cold.

Saves: Fort +11, Ref +15, Will +9

Abilities: Str 24, Dex 12, Con 18,

Int 14, Wis 11, Cha 11

Skills: Listen +14, Spot +14

Feats: Alertness, Blind-Fight, Combat Casting, Iron Will, Mobility, Weapon Focus (slam).

CR: 15

Climate/Terrain: Any

Advancement: 9-15 HD (Large)

Sanity Loss: 1d4/1d20



According to Demonology Flauros is a strong Great Duke in Hell who gives true answers of all questions concerning things past, present and future; but he must be first commanded to enter a magic triangle or he will lie. Dahlia imprisoned Flauros in a triangular artifact with the (unwitting) help of Travis Grady. The Flauros artifact was then used by Dahlia to increase and gain influence over Alessa's powers, and was later used by Harry Mason, at which point Flauros was presumably freed, and able to return to Hell.

Burn (Su): Slam attacks deal bludgeoning damage plus fire damage from the demon's body. Those hit by a slam attack must also succeed on a Reflex save, or catch on fire. The flame burns for 1d4 rounds. The save DC is 17. A burning creature can take a move action to put out the flame. The save DC is constitution-based.

Fire Lance (Su): As a full-round action, Flauros can release a powerful stroke of energy from his chest in a straight line up to 120-ft. The energy deals 6d6 points of damage to each creature within its area. Those struck may succeed on a Reflex save for half damage.

Fire Storm (Su): As a full-round action, Flauros can levitate slightly, and channel the full-power of Hell. When cast, an area of up to a 100 sq. ft. area is covered within a rain of fire. Any creature within the area takes 8d8 points of fire damage each round the ability is maintained, but may succeed on a Reflex save for half damage each round. Flauros is flat-footed while this ability is active or maintained. Maintaining this ability is a full-round action.

SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

FLESH LIPS / LUSTFUL LIPS



Medium Aberration
Hit Dice: 6d8+12 (42 hp)
Initiative: +2
Speed: 20 ft.
Armor Class: 16 (+2 Dex, +4 natural)
Attacks: 2 slams +8 melee
Damage: Slam 1d6+5
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Constrict, Improved Grab
Special Qualities: Darkvision 60 ft.
Saves: Fort +5 Ref +4 Will +6
Abilities: Str 17, Dex 14, Con 16, Int 5, Wis 14, Cha 6
Skills: Hide +7, Move Silently +7, Listen +2, Spot +4
Feats: Flyby Attack
CR: 4
Climate/Terrain: Any
Advancement: 6–7 HD (Medium)
Sanity Loss: 1d4/1d8+1

Flesh Lips (also known as Lustful Lips) are lattice-based creatures that levitate or are otherwise suspended from the ceiling within a metal frame. They embody sexual repression and guilt, and attack by strangling their targets with their legs. Their manner and function are similar to Ariels, but the relationship between the two creatures is unknown.

Constrict (Ex): Flesh Lips deal 1d6+5 points of damage with a successful grapple check.

Improved Grab (Ex): If Flesh Lips hits with a slam, it deals normal damage and attempts to start a grapple as a free action without allowing its opponent an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

FLOATSTINGER

Large Aberration
Hit Dice: 5d8+10 (32 hp)
Initiative: +1 (Dex)
Speed: 20 ft., fly 60 ft.
Armor Class: 14 (-1 size, +1 Dex, +4 natural)
Attacks: Sting +6 melee
Damage: 1d3+6 plus poison
Face/Reach: 10 ft. by 5 ft./5 ft.
Special Attacks: Acid Spew, Poison
Special Qualities: Darkvision 60 ft.
Saves: Fort +6, Ref +2, Will +6
Abilities: Str 18, Dex 12, Con 14, Int 3, Wis 13, Cha 11
Skills: Spot +9, Wilderness Lore +4*
Feats: Flyby Attack
CR: 4
Climate/Terrain: Any
Advancement: 6-8 HD (Large)
Sanity Loss: 1/1d6



SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

Floatstingers are the mature form of the Twinfeeler. Although it takes the appearance of a giant moth, its attacks consist of acidic gas and the poisonous stinger on its tail not normally possessed by moths.

Acid Spew (Ex): A Floatstinger can spew balls of acid with a range of 30 feet. With a successful acid spew ranged touch attack, the victim takes 2d6 points of acid damage.

Poison (Ex): Injury, Fortitude DC 14, initial and secondary damage 1d6 Dex. The save DC is Constitution-based.

Skills: Floatstingers have a +8 racial bonus on Spot checks. *They also have a +4 racial bonus on Wilderness Lore checks to orient themselves.

GREY CHILD / MUMBLER

Small Aberration

Hit Dice: 3d8+6 (19 hp)

Initiative: +3

Speed: 20 ft.

Armor Class: 16 (+1 size, +3 Dex, +2 natural)

Attacks: 2 Claws +6 melee

Damage: Claw 1d4+1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Rend

Special Qualities: Darkvision 60 ft.

Saves: Fort +3 Ref +4 Will +4

Abilities: Str 13, Dex 16, Con 14, Int 3, Wis 12, Cha 7

Skills: Hide +7, Move Silently +5, Listen +2, Spot +2

Feats: Weapon Finesse (claw)

CR: 1

Climate/Terrain: Any

Advancement: 4–5 (Small)

Sanity Loss: 0/1d4



Grey Children are manifestations of the pure cruelty of children. A short creature, resembling a lump of black clay shaped into a squat, stumpy-limbed child-like figure. It has a small, insect-like face, and in its right hand is a long white dagger. Closer inspection finds that the "dagger" is a bone that grows from its lumpy, indistinct right fist. They also sometimes appear as humanoid creatures that loosely resemble a headless teddy bear. There are even some varieties that are naturally invisible.

Rend (Ex): If the creature hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d4+1 points of damage.

UNSEEN GREY CHILD / MUMBLER

There exists a variety of Grey Child/Mumbler that is completely invisible (as Natural Invisibility). The creature is CR 3.

Natural Invisibility (Su): This ability is constant, allowing the creature to remain invisible even when attacking. This ability is inherent and not subject to the *invisibility purge* spell.

SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

INCUBUS / SAMAEAL / GOD

Huge Outsider

Hit Dice: 20d8+180 (HP 270)

Initiative: +0

Speed 20 ft, fly 30 ft..

Armor Class: 22 (-2 size, +14 natural)

Attacks: 2 Claws +11 melee

Damage: Claw 3d6+13

Face/Reach: 15 ft. by 15 ft./15 ft.

Special Attacks: Elemental Attack

Special Qualities: Blindsight, immunity to poison and disease

Saves: Fort +17, Ref +6, Will +15

Abilities: Str 36, Dex 10, Con 29, Int 10 Wis 13, Cha 15

Skills: Climb +23, Jump +15, Listen +21, Sense Motive +5

Feats: Great Fortitude, Improved Natural Attack (claw), Improved Natural Armor x3, Iron Will, Flyby Attack, Multiattack

CR: 17

Climate/Terrain: Any

Advancement: None

Sanity Loss: 1d6/1d20



Despite Her divine name, Incubus is simply a very powerful monster, which draws power from the energies abound in Silent Hill. The statistics above represent an incomplete incarnation, as seen in the first and third games. It is unknown how powerful a fully developed incarnate Incubus would be.

Blindsight (Ex): Incubus can sense all foes within 90 feet as a sighted creature would. Beyond that range, they treat all targets as having total concealment.



Elemental Attack (Su): As a full-round action, Incubus can create an elemental discharge of a single element suitable to the being's incarnate form (usually lightning or fire). The bolt deals 6d6 points of corresponding elemental damage to the primary target. After it strikes, the elemental bolt arcs towards any secondary targets within 30 feet. The secondary bolts each strike one target and deal half as much damage as the primary one did (rounded down).

SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

LURKER

Medium Aberration

Hit Dice: 5d8+5 (27 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 20 ft.

Armor Class: 15 (+3 Dex, +2 natural)

Attacks: 2 claws +5 melee

Damage: Claw 1d6+2

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Pounce, rend

Special Qualities: Blindsight

Saves: Fort +2 Ref +4 Will +5

Abilities: Str 15, Dex 16, Con 13, Int 2, Wis 12, Cha 6

Skills: Climb +6, Hide +6*, Jump +10, Move Silently +4, Swim +10

Feats: Improved Initiative

CR: 3

Climate/Terrain: Any

Advancement: 6–7 HD (Medium)

Sanity Loss: 1d3/1d6+1

**A lurker gains a +12 racial bonus on Hide checks when submerged.*



Lurkers appear as bald humanoid monsters with huge claws. Their legs are fused together or bound by layers of dead skin, so they drag their legs uselessly behind them. Their faces are blank save for a huge, vertical slit down the middle of their heads, filled with horrific teeth. Most notably their wrists are severed and a series of three, sickle-like blades are grafted on to the stubs of their arms.

Blindsight (Ex): A lurker can sense all foes within 60 feet as a sighted creature would. Beyond that range, they treat all targets as having total concealment.

Pounce (Ex): If a lurker leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Rend (Ex): If a lurker hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+3 points of damage.

Skills: A lurker has a +4 racial bonus on Climb checks, and a +8 racial bonus on Jump and Swim checks. Lurker can take 10 on Swim checks, even if threatened or distracted.



SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

LYING FIGURE / STRAIGHTJACKET

Medium Aberration

Hit Dice: 5d8+15 (37 hp)

Initiative: +6 (+2 Dex +4 Improved Initiative)

Speed: 20 ft., slither 40 ft. (see text)

Armor Class: 14 (+2 Dex, +2 natural)

Attacks: Slam +4 melee

Damage: Slam 1d3+1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Acid spew, acid spray, improved grab

Special Qualities: Darkvision 60 ft., regeneration 5

Saves: Fort +4, Ref +3, Will +5

Abilities: Str 13, Dex 15, Con 16, Int 3, Wis 12, Cha 7

Skills: Hide +3, Move Silently +3, Listen +3, Spot +3

Feats: Improved Initiative

CR: 3

Climate/Terrain: Any

Advancement: 6–7 HD (Medium)

Sanity Loss: 0/1d6



Lying Figures or Straightjackets are skulking, humanoid creatures trapped in what appears to be straitjackets made from their own flesh. They embody imprisonment and hopelessness, and although appear pitiful, attack with acidic projectiles or spray.

Lying Figures are slow while standing upright, but when they knocked out by subdual damage, stay in a prone position and move by skittering along the ground until all subdual damage is gone. Then, they can stand up from prone and attempt to attack again.



Acid Spew (Ex): A lying figure can spew balls of acid with a range of 30 feet. With a successful acid spew ranged touch attack, the victim takes 2d6 points of acid damage.

Acid Spray (Ex): A lying figure can spray acid in a 20 foot long, dealing 4d6 points of damage to everything in the area. Once a lying figure uses this ability, it can't use it again until 1d4 rounds later. The creature can also produce a concentrated stream of acid that deals 8d6 points of damage to a single target within 5 feet. In either case, a successful Reflex save (DC 15) halves the damage.

Improved Grab (Ex): To use this ability, a lying figure must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, the lying figure establishes a hold and can spew acid into victim's face, dealing 4d6 points of acid damage.

Regeneration (Ex): Fire deals normal damage to a lying figure. A lying figure that loses a limb or body part can reattach it by holding the severed member to the stump. Reattachment takes 1 minute. If the head or some other vital organ is severed, it must be reattached within 10 minutes or the creature dies. A lying figure cannot regrow lost body parts.

SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

MANNEQUIN

Medium Aberration

Hit Dice: 3d8+6 (19 hp)

Initiative: +7

Speed: 20 ft.

Armor Class: 15 (+3 Dex, +2 natural)

Attacks: 2 slams +6 melee

Damage: Slam 1d8+4

Face/Reach: 10 ft. by 10 ft./10 ft.

Special Qualities: Blindsight, Freeze

Saves: Fort +3 Ref +4 Will +4

Abilities: Str 18, Dex 16, Con 14, Int 3, Wis 12, Cha 7

Skills: Hide +7, Move Silently +5, Listen +2, Spot +2

Feats: Improved Bull Rush, Power Attack

CR: 2

Climate/Terrain: Any

Advancement: 4–5 HD (Medium)

Sanity Loss: 0/1d4



The Mannequin is a headless, armless living sewing dummies which bears a resemblance to French artist Hans Bellmer's Dolls. These monsters consist of a feminine human torso, clad in what looks like a leotard made from putrid skin, and legs, upon which rest two more legs standing upright, though they noticeably lack feet. The top pair of legs are used for striking while the bottom pair are used for walking. When on the attack, they rub their upper legs together like an insect's mandibles. The creatures react highly to light and tend to stand still in plain sight. However, once someone approaches about three to five feet away they spring to life and start to attack. Although they are not overly strong creatures, they have the advantage of stealth, as the radio will not emit any static to warn the player of their presence until the mannequin moves.

Blindsight (Ex): Mannequins can sense all foes within 40 feet as a sighted creature would. Beyond that range, they treat all targets as having total concealment

Freeze (Ex): Mannequins can hold itself so still it appears to be an inanimate object. An observer must succeed on a DC 20 Spot check to notice the mannequin is alive. While frozen a Mannequin does not cause psychic phenomena to betray its presence; nor does it trigger detection artifacts such as the *Junk Device*, although it can still be detected through magic such as *Detect Life*.

MEMORY (TEMPLATE)

Memories are perhaps the most sinister of all the monsters spawned from Silent Hill's dark power. Memories are beings created from the memories, and secret shames of those whom the town calls to. They are often loved ones of whom the person has unresolved issues with, or is searching for. When their true nature is revealed, or once their purpose has been fulfilled, they take on a monstrous form and attempt to kill their companion(s). If the Memory has done their job well, the person may even accept or be grateful for their death at the hands of the Memory.

SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

CREATING A MEMORY



“Memory” is a template that can be added to any humanoid with a positive charisma modifier (Silent Hill requires those with distinct personalities). The creature’s type changes to Shapechanger. It uses all the character’s statistics and special abilities except as noted here.

Hit Dice: Increase to d8

Speed: As the base character

Armor Class: As the base character

Attacks: As the base character

Damage: As the base character

Special Attacks: A memory retains the special attacks of the base creature, and also gains those described below. A memory’s alternate form does not gain any special attacks from the base creature.



Claws of Penance (Su): While in their alternate form, a memory gains the ability to control up to four appendages within 20 feet, as a standard action. These appendages may be additional arms, tentacles, chains, or mechanical apparatuses, but they often have something to do with whom the memory is based on. These appendages attack as effectively as the memory itself.

Breath of Penance (Su): While in their alternate form, a memory gains the ability to make a projectile attack as a standard action. This attack may take the form of acid, fire, or even poisonous moths, but often has something to do with whom the memory is based on. The damage from these attacks deals 1d8 plus the memory’s Charisma modifier in damage of the appropriate type.

Special Qualities: A memory retains all the special qualities of the base creature, and also gains those described below.

Alternate Form (Su): A memory can shift into an alternate form as though using the *Body Warping of Gorgoroth* (or *Polymorph*) spell on itself, though its gear is not affected, it does not regain hit points for changing. Changing to or from alternate form is a standard action. A slain memory reverts to its human form if slain, although it remains dead. Separated body parts retain their current form, however.

Low-Light Vision (Ex): A memory has low-light vision in any form.

Scent (Ex): A memory has the scent ability in any form.

Abilities: Memories gain +2 Wisdom in human form, and +6 Strength, and +8 Constitution while in alternate form.



SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

MISSIONARY

Medium Monstrous Humanoid

Hit Dice: 9d8+15 (83 hp)

Initiative: +1

Speed: 30 ft.

Armor Class: 17 (+1 Dex, +5 armor, +1 shield), 21 ranged

Attack: 2 blades +13

Damage: blades 1d8+8/19-20 x2

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Dual-blade proficiency

Special Qualities: Darkvision 60 ft., deflect, skills

Saves: Fort +5, Ref +3, Will +1

Abilities: Str 20, Dex 12, Con 20, Int 11, Wis 10, Cha 12

Skills: Intimidate +16*, Move Silently +19, Knowledge (religion) +9, Search +9

Feats: Two-Weapon Fighting, Weapon Focus (blades), Skill Focus (move silently), Two-Weapon Defense(b), Greater Two-Weapon Fighting(b), Combat Reflexes, Weapon Specialization (blades)

CR: 9

Climate/Terrain: Any

Advancement: 4–5 HD (Medium)

Sanity Loss: 0/1



The Missionary could be called the alpha of the scrapers--a fitting description. He wears a sack over his head and a noose around his neck. He also wears a set of robes, much like a butcher's smock, and has bicep-length rubber gloves stained in blood. His weapons of choice are two tonfa-like objects with long blades jutting from the handle.

A canny and vicious killer, the Missionary has abandoned all notions of kindness and mercy. Not above murdering his foes in their sleep, he gleefully takes advantage of every attack of opportunity that presents itself, taking every cheap shot that he can. It is not honor or power that drives him--it's the sheer joy of spilling blood.



Deflection (Ex): Scrapers are almost unbelievably apt at deflecting the projectiles of their foes. A scraper gains a +4 competence bonus to Armor Class against firearms and other ranged attacks. They add this to their Armor Class against ranged touch spells as well. Scrapers lose this bonus if they are flanked or caught flat-footed.

Skills (Ex): *Scrapers have a +5 competence bonus to Intimidate checks.

SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

NEEDLER

Medium Aberration

Hit Dice: 5d8+5 (27 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 20 ft.

Armor Class: 15 (+3 Dex, +2 natural)

Attacks: 2 blades +5 melee

Damage: Blade 1d6+2

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Rend

Saves: Fort +2 Ref +4 Will +5

Abilities: Str 15, Dex 16, Con 13, Int 2, Wis 12, Cha 6

Skills: Climb +10, Hide +6, Jump +10, Move Silently +10

Feats: Improved Initiative

CR: 3

Climate/Terrain: Any

Advancement: 6–7 HD (Medium)

Sanity Loss: 0/1d6



Needlers appear humanoid, but their arms and legs are replaced with very sharp blades which they use to walk around, as well as to attack. These blades are grafted onto the severed wrists and ankles of the creatures. However, their legs are double-jointed, and it seems as though its head had been removed and relocated between its legs. Its head being located between its legs, combined with its reclining posture and stirrup-like leg blades, may be intended to viscerally symbolize childbirth.

Rend (Ex): If a needler hits with both blade attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+3 points of damage.

NUMB BODY

Numb bodies are horrible little tadpole-like creatures the size of small dogs. They are covered in bluish, pale skin which splits and cracks constantly. It moves with only two legs, which end in deformed, toe-like digits. Their heads only have a single hole in it, from which the presumably see, and nothing else. The creature's skin is waxen and moist, like rotting flesh, and is disturbingly cold to the touch. They make moaning sounds similar to an infant's cries, especially after being struck down. While weak, numb bodies are voracious, hunting in packs if they can surround a foe, though many will pass on fresh meat in favor of easy pickings.

SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT



	Small Numb Body Small Aberration	Medium Numb Body Medium Aberration	Large Numb Body Large Aberration
Hit Dice:	3d8 (13 hp)	5d8 (27 hp)	7d8 (52 hp)
Initiative:	+3 (Dex)	+2 (Dex)	+1 (Dex)
Speed:	20 ft.	20 ft.	30 ft.
Armor Class:	16 (+1 size, +3 Dex, +2 natural)	14 (+2 Dex, +2 natural)	12 (-1 size, +1 Dex, +4 natural)
Attacks:	Slam +1 melee	Slam +5 melee	Slam +10 melee
Damage:	Slam 1d3-2	Slam 1d4+1	Slam 1d6+7
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	10 ft. by 10 ft./10 ft.
Special Attacks:	None	None	None
Special Qualities:	Darkvision 90 ft.	Darkvision 90 ft.	Darkvision 90 ft.
Saves:	Fort +1 Ref +4 Will +4	Fort +2 Ref +3 Will +5	Fort +5 Ref +3 Will +6
Abilities:	Str 7, Dex 16, Con 11, Int 2, Wis 12, Cha 7	Str 12, Dex 14, Con 13, Int 2, Wis 12, Cha 7	Str 20, Dex 12, Con 17, Int 2, Wis 12, Cha 7
Skills:	Hide +8, Jump +2, Spot +8	Hide +3, Jump +5, Spot +10	Hide +1, Jump +9, Spot +10
Feats:	None	Power Attack	Power Attack
CR:	1	2	3
Climate/Terrain:	Any	Any	Any
Advancement:	None	None	None
Sanity Loss:	0/1d4	0/1d6	0/1d8

Skills: Numb bodies receive a +4 racial bonus on Jump and Spot checks.

Organization: Solitary, pair or family (1 Large, 1 Medium and 2 Small numb bodies)

NURSE

Medium Aberration

Hit Dice: 5d8+15 (37 hp)

Initiative: +2

Speed: 30 ft.

Armor Class: 15 (+3 Dex, +2 natural)

Attacks: Slam +8, or steel pipe +8, or handgun +8, or pistol whip +8

Damage: Slam 1d4+3, steel pipe 1d8+4, handgun 1d10, pistol whip 1d3+3

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Darkvision 60 ft.

Saves: Fort +7, Ref +5, Will +0

Abilities: Str 16, Dex 17, Con 17, Int 12, Wis 9, Cha 12

Skills: Listen +9, Spot +9, Bluff +9

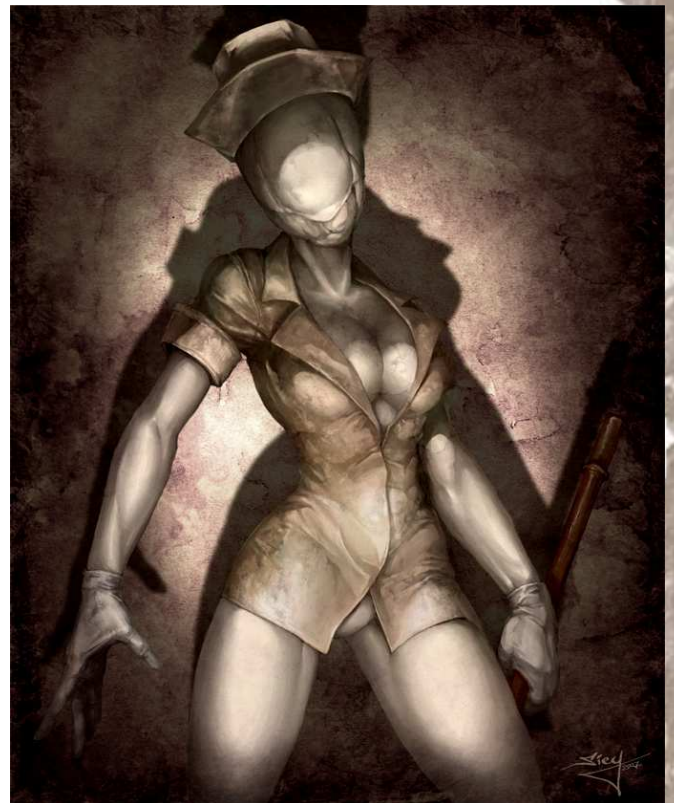
Feats: Power Attack, Alertness

CR: 3

Climate/Terrain: Any

Advancement: 6-7 HD (Medium)

Sanity Loss: 1/1d6+1 or 0/1 (see below)



SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT



Nurses are among the most iconic foes of the myriad haunts of Silent Hill. They come in no less than three distinct, horrific styles, each one perversely attractive in appearance. Two are expressly horrific: one resembles a woman with a prominent nurse's cap, twisted into a hunched position by a massive, timorous growth; the other is a tall and shapely woman in an extremely old-style nurse's outfit, the white gown and surgical gloves stained with blood and pus, their faces and hair hidden by fleshy hoods, their flesh a slate gray color. A final type is merely unsettling: they are as their hood-wearing cousins, save that they have perfectly humanlike faces, though they stare downward so that all one normally sees is their shiny black hair. Oddly enough, the

latter type's legs seem to grow into a pair of stately work shoes.

Nurses have the ability to speak, and against certain targets, pretend to be helpful in order to get into melee range. Hidden in shadow, their alternate appearances are shaded just long enough for them to strike.

Nurse's Equipment (Ex or Su): Nurses carry a number of dangerous items--some carry hypodermic needles filled with poison, dealing the same damage as their slam but spreading disease or poison with a successful hit (and, of course, dealing piercing damage). Others cart heavy steel pipes for bludgeoning their foes into pulp. A few carry handguns. These handguns are dangerous weapons, but closer examination shows them to be worthless, vaguely gun-shaped hunks of lead, and is of no use to anyone but nurses themselves, who enjoy the never-ending supply of bullets the gun produces.

Sanity Loss: The first two types of nurses--the lurchers and the hooded--deal 1/1d6+1 Sanity damage. The other type lack the horrific alterations of their sisters, but make up for it with their feral gibbering and seemingly insane mannerisms, dealing 0/1 San damage.

DOCTOR AND PATIENT

There are also less common male variants to the Nurses. These are often simply called *Doctors* or *Patients*. Their physical appearance is often more monstrous and less alluring than their female counterparts, but they are otherwise identical to them.



SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT



PENDULUM

Small Aberration

Hit Dice: 2d8 (9 hp)

Initiative: +3

Speed: 20 ft., fly 30 ft. (perfect)

Armor Class: 14 (+3 Dex, +1 size)

Attacks: 3 blades +5

Damage: 1d3+3

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Blindsight 60 ft.,
Weak flier

Saves: Fort +0, Ref +3, Will +3

Abilities: Str 13, Dex 17, Con 10, Int 7, Wis 10, Cha 4

Skills: Survival +5

Feats: Flyby Attack, Weapon Finesse

CR: 1/2

Climate/Terrain: Any

Advancement: 4–5 HD (Medium)

Sanity Loss: 1/1d4

Pendulums have the appearance of two human torsos split in half and connected at their hips by a metal device. Their arms are tied and bandaged behind their backs, with each torso facing the opposite direction of the other, and a pair of stilt-like, bladed legs sprout from the center of the mechanical device. It also has a blade attached to each of its heads and rotates its torso (like a pendulum) while it moves. They make a noisy screeching sound similar to the sound of grinding metal.

Blindsight 60 ft. (Su): Pendulums cannot see, though they can discern the location of their prey as long as it is fairly close.

Weak Flier (Ex): Pendulums must focus their whole strength into flying, though they may flutter and lash with their "blade attack of head" while in flight. When on the ground, however, they may attack with all three blades as a full-round action.

REMNANT

Medium Aberration

Hit Dice: 3d8+6 (24 hp)

Initiative: +7

Speed: 20 ft.

Armor Class: 15(13*) (+3 Dex, +2 natural)

Attacks: 2 slams +6(8*) melee

Damage: Slam 1d8+4(6*)

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Rage

Saves: Fort +3 Ref +4 Will +4(6*)

Abilities: Str 18(22*), Dex 16, Con 14(18*), Int 3, Wis 12, Cha 7

Skills: Hide +7, Move Silently +5, Listen +2, Spot +2

Feats: Power Attack

CR: 2



SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

Climate/Terrain: Any

Advancement: see Wheelchair

Sanity Loss: 0/1d4

*A Remnant's modified abilities when *Rage* is active

A Remnant is a naturally invisible creature that takes on the form of a floating, black harness with a shadow that looks like a woman's form. They are only found in dark areas, where they contently roam their territory. When Remnants are in the path of a light source, they can be seen as black female shadows on walls or floor behind their iron bondages.. A Remnant's blood visably pours out of their invisible body's as they take damage, and as they die they emit mortified heart-piercing cry, full of anguish.

Rage (Ex): A Remnant will fly into a blood frenzy whenever it encounters a light source. A Remnant temporarily gains +4 to Strength, +4 to Constitution, and +2 on Will saves, but takes a -2 to Armor Class. These modifiers disappear when the light source is destroyed or turned off.

ROMPER/RUBBER FACE/GUM FACE

Medium Aberration

Hit Dice: 5d8+10 (32)

Initiative: +2

Speed 30 ft., climb 15 ft.

Armor Class: 14 (+2 Dex, +2 natural)

Attacks 2 slams +6 melee, golf club +6
melee

Damage: Slam 1d4+3, golf club 1d4+3

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Improved grab

Special Qualities: Darkvision 60 ft.

Saves: Fort +3, Ref +3, Will +5

Abilities: Str 16, Dex 14, Con 15, Int 2, Wis
12, Cha 7

Skills: Climb +12, Hide +4, Jump +12,
Move Silently +4

Feats Power Attack

Environment Any

Organization Solitary, pair or pack (3–6)

Challenge Rating 3

Alignment Neutral Evil

Advancement 6-7 (Medium)

Sanity Loss 0/1d6



Rompers are featureless, apelike humanoid creatures that have gray, mottled skin that appears to be decaying. Their faces appear somewhat human, however they make monkey-like screeching and grunting noises. They also have a tendency to carry golf clubs with them. Rompers usually attempt to grapple and pin its prey.

Improved grab (Ex): To use this ability, a romper must hit with a slam attack.

Skills: Rompers have a +8 racial bonus on Climb and Jump checks and can always choose to take 10 on Climb and Jump checks, even if rushed or threatened.

SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

SCHISM

Medium Aberration

Hit Dice: 6d8+12 (39 hp)

Initiative: +2

Speed: 30 ft.

Armor Class: 14 (+2 Dex, +2 natural)

Attack: Snout +7 melee, 2 claws +2
melee

Damage: Snout 1d8+3, claw 1d4+1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Dichotomy, improved
grapple

Special Qualities: Blindsight

Saves: Fort +4 Ref +4 Will +6

Abilities: Str 16, Dex 14, Con 15, Int 3,
Wis 12, Cha 7

Skills: Hide +5, Move Silently +5,
Listen +2,

Feats: Power Attack

CR: 4

Climate/Terrain: Any

Advancement: 7–8 HD (Medium)

Sanity Loss: 1d3/1d6+1



The Schism is a tall, pale, gangly, humanoid creature. Its most distinct feature is its head, which is elongated and ends in a cruel blade. Its mouth runs down its entire head, and it splits vertically. It has a set of dull teeth that run down the entire length of its head and when its mouth opens its tongue can be seen flailing about.

Improved Grab (Ex): To use this ability, a schism must hit with its claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to dichotomize the opponent in the following round.

Dichotomy (Ex): A schism can try to dichotomize a grabbed Medium or smaller opponent by making a successful grapple check. The schism automatically deals 2d8+6 points of damage. If the opponent survives the damage, she must still make a Fortitude save (DC 10 + damage dealt) or schism's bladed snout tear the victim into pieces, instantly killing that creature.



SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

SCRATCHER, HANGED

Small Aberration

Hit Dice: 2d8 (12 hp)

Initiative: +3

Speed: 20 ft.

Armor Class: 14 (+3 Dex, +1 size)

Attacks: 2 Claws +6 melee

Damage: Claws 1d4+3

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Blindsight 60 ft., amphibious

Saves: Fort +0, Ref +3, Will +3

Abilities: Str 13, Dex 17, Con 10, Int 7, Wis 10, Cha 4

Skills: Climb +10*, Survival +5

Feats: Power Attack, Track, Weapon Finesse

CR: 1

Climate/Terrain: Any

Advancement: 4–5 (Small)

Sanity Loss: 0/1d6

**A hanged scratch gains a +6 racial bonus on climb checks.*



Hanged Scratchers, also called "Sewer Demons" can climb on nearly any surface, and are known to attack from above or below. They are humanoid, but their movement is more similar to a predatory insect. Fairly slow, they are quite diligent in pursuing prey once they've caught sight of it.

Amphibious (Ex): Hanged Scratchers can survive on land and in water equally well.

Blindsight 60 ft. (Su): Hanged Scratchers cannot see, though they can discern the location of their prey as long as it is fairly close.

SCRAPER/ORDER SOLDIER

Medium Monstrous Humanoid

Hit Dice: 3d8+6 (19 hp)

Initiative: +2

Speed: 30 ft.

Armor Class: 16 (+2 Dex, +4 natural), 20 ranged

Attack: Scraper blades +3/+3

Damage: 1d8+2/19-20 x2

Face/Reach: 5 ft./5 ft.

Special Attacks: Dual-blade proficiency

Special Qualities: Darkvision 60 ft., deflect, skills

Saves: Fort +5, Ref +3, Will +1

Abilities: Str 15, Dex 14, Con 15, Int 9, Wis 10, Cha 10

Skills: Listen +7, Spot +7, Intimidate +11*

Feats: Two-Weapon Fighting, Weapon Focus (blades)

CR: 2

Climate/Terrain: Any

Advancement: 4–5 HD (Medium)

Sanity Loss: 0/1



SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

Scrapers are vile humanlike creatures, heads covered in white shrouds and leather shades, wearing heavy leather coat, leggings, and boots; it clutches heavy blades of curious make in red latex gloves. Though comparatively weak, scrapers are vicious killers and follow the orders of the cult of the Order; they are named for their weapons and their methods of engaging in combat, as they scrape their blades along the walls and scream to announce their presence.

Dual-Blade Proficiency (Ex): A scraper's blades--resembling oversized razors with bayonets attached to the ends--are unique to the scraper specie. Though they are one-handed exotic weapons to humans, scrapers treat the weapons as being light for two-weapon fighting. They may deal slashing, piercing, or bludgeoning damage (the latter with a -2 penalty to damage, striking with the flat of the blade).

Deflection (Ex): Scrapers are almost unbelievably apt at deflecting the projectiles of their foes. A scraper gains a +4 competence bonus to Armor Class against firearms and other ranged attacks. They add this to their Armor Class against ranged touch spells as well. Scrapers lose this bonus if they are flanked or caught flat-footed.

Skills (Ex): *Scrapers have a +5 competence bonus to Intimidate checks.



SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

SLURPER

Small Aberration

Hit Dice: 3d8+9 (22 hp)

Initiative: +3

Speed: 30 ft., climb 20 ft.

Armor Class: 16 (+3 Dex, +1 Size, +2 natural)

Attack: Slam +5

Damage: Slam 1d4+2

Face/Reach: 5 ft./5 ft.

Special Attacks: Trip, worry, play dead

Special Qualities: Blindsight 60 ft.

Saves: Fort +4, Ref +4, Will +3

Abilities: Str 14, Dex 17, Con 16, Int 5, Wis 11, Cha 6

Skills: Bluff +5

Feats: Dodge, Weapon Finesse

CR: 2

Climate/Terrain: Any

Advancement: 4–5 (Small)

Sanity Loss: 1d3/1d6+1



Slurpers appear to be human males with long, tube-like snouts, much like an anteater, and club-like front limbs. They emit loud chirping noises of various pitches and have a long tongue with which they use to "slurp" up carrion and blood. They are often found in groups and appear frequently out of small crawlspaces and vents to ambush their prey.

Trip (Ex): Slurpers can trip their foes as trained dogs can (save DC 14).

Worry (Ex): Slurpers that trip their foes will usually climb on top of them and proceed to "slurp" filaments of flesh from their foes; the feeling is best described as "having one's flesh grated off and the wound slurped by a rough tongue." They may make a grapple check with a +5 bonus (total +6) on a prone enemy to begin worrying; on a successful worry, they deal 1d4+1 plus 1d3 bonus damage as they slowly worry away flesh. They deal this damage as long as they maintain the grapple.

SMOG

Medium Aberration

Hit Dice: 5d8+15 (37 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 20 ft.

Armor Class: 14 (+2 Dex, +2 natural)

Attacks: Slam +4 melee

Damage: Slam 1d3+1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Gaseous breath

Special Qualities: Darkvision 60 ft.

Saves: Fort +4 Ref +3 Will +5



SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

Abilities: Str 13, Dex 15, Con 16, Int 3, Wis 12, Cha 7

Skills: Hide +3, Move Silently +3, Listen +3, Spot +3

Feats: Improved Initiative

CR: 3

Climate/Terrain: Any

Advancement: 6–7 HD (Medium)

Sanity Loss: 0/1d6

Smogs are deformed, humanoid creatures with opened torsos and their heads reared far back, with glowing, inflamed lung, and. glowing orange tumors sprouting on their bodies and especially their throats.

Gaseous Breath (Ex): Smog can spew a noxious black gas. A 20-foot cone deals 3d6 points of damage, and allows a DC 15 Reflex save for half damage. Even if the save is successful, the victim must make a Fortitude save (DC 15) or spend that round choking and coughing.

SPLIT HEAD

Huge Aberration

Hit Dice: 8d8+40 (HP 76)

Initiative: +0

Speed: 30 ft.

Armor Class: 16 (–2 size, +8 natural)

Attacks: Bite +11 melee, slam +6 melee

Damage: Bite 2d8+7, slam 1d8+3

Face/Reach: 10 ft. by 15 ft./10 ft.

Special Attacks: Improved grab, swallow whole

Special Qualities: Blindsight, scent

Saves: Fort +7 Ref +2 Will +7

Abilities: Str 24, Dex 11, Con 21, Int 2, Wis 12, Cha 7

Skills: Climb +15, Move Silently

+4, Listen +3

Feats: Power Attack

CR: 6

Climate/Terrain: Any

Advancement: 9–10 HD (Huge)

Sanity Loss: 1/1d10

Split-Heads are giant dragon-like lizards whose head is split vertically down the middle.



Blindsight (Ex): A Split head can sense all foes within 90 feet as a sighted creature would. Beyond that range, they treat all targets as having total concealment.

Scent (Ex): This ability allows a split head to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Improved Grab (Ex): To use this ability, a split head must hit a creature of any size with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the opponent in the following round.

SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

Swallow Whole (Ex): A split head can try to swallow a grabbed Medium or smaller opponent by making a successful grapple check.

A swallowed creature takes 2d8+8 points of bludgeoning damage and 8 points of acid damage per round from the split head's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 20 points of damage to the gizzard (AC 12). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A split head's gizzard can hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

Skills: A split head has a +4 racial bonus on Move Silently checks, and a +8 racial bonus on Climb checks.

SPLIT WORM

Huge Aberration

Hit Dice: 10d8+50 (95 hp)

Initiative: +1

Speed 20 ft., burrow 20 ft.

Armor Class: 17 (-2 size, +1 Dex, +8 natural)

Attacks: Bite +13 melee

Damage: Bite 2d8+12

Face/Reach: 20 ft. by 10 ft./10 ft.

Special Attacks: Improved grab, swallow whole

Special Qualities: Tremorsense

Saves: Fort +8, Ref +4, Will +8

Abilities: Str 26, Dex 12, Con 21, Int 1, Wis 12, Cha 7

Skills: Move Silently +9, Listen +8

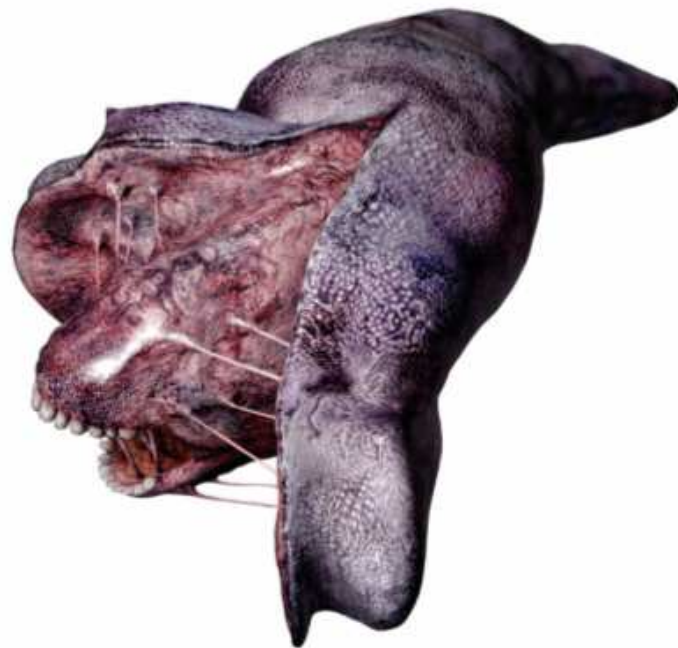
Feats: Power Attack, Weapon Focus (bite)

CR: 8

Climate/Terrain: Any

Advancement: 11–12 HD (Huge)

Sanity Loss: 1/1d10



Split worm is a gigantic, vile worm that is covered with a protective outer layer. The outer skin splits vertically to reveal a fleshy head without any visible eyes or nostrils. It has a massive set of jaws with gigantic teeth, which are its primary attack method.

Tremorsense (Ex): A split worm can automatically sense the location of anything within 60 feet that is in contact with the ground.

Improved Grab (Ex): To use this ability, a split worm must hit a creature of any size with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the opponent in the following round.

Swallow Whole (Ex): A split worm can try to swallow a grabbed Large or smaller opponent by making a successful grapple check.

A swallowed creature takes 2d8+12 points of crushing damage and 1d8 points of acid damage per round from the split worm's gizzard. A swallowed creature can cut its way out by using claws or a Small or Tiny slashing weapon to deal 25 points of damage to the gizzard (AC 15). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A split worm's gizzard can hold 2 Large, 4 Small, 8 Tiny, 16 Diminutive, or 22 Fine or smaller opponents.

Skills: A split worm has a +4 racial bonus on Listen checks.

SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

THE ONE TRUTH

Huge Aberration

Hit Dice: 6d8+30 (57 hp)

Initiative: +0

Speed: 0 ft.

Armor Class: 13 (-2 size, +5 natural)

Attacks: 4 slams +9 melee

Damage: Slam 1d6+6

Face/Reach: 10 ft. by 10 ft./10 ft. (see text)

Special Attacks: Improved grab, absorption, falsehoods

Special Qualities: Blindsight, magic immunity

Saves: Fort +2, Ref +2, Will +4

Abilities: Str 19, Dex -, Con 21, Int 10, Wis 15, Cha 9 (see text)

Skills: Listen +8

Feats: Multidexterity, Power Attack

CR: 8

Climate/Terrain: Any

Advancement: 13–18 HD (Huge)

Sanity Loss: 0/1d8



The One Truth is a larger, more powerful version of the Wall Man. It has the ability to scale up and down walls. Instead of appearing from the walls, The One Truth appears to be suspended inside of a metal square, with its flesh stretched out and attached to each corner. It has putrid, sickly skin as well, and much like Wall Men, does not have a distinct face. Its metal frame can scale up and down a pair of bars that support it, enabling it to escape from attack. The One Truth is aided by several copies of itself. In order to damage the creature, someone must find and defeat The One Truth, or the real creature, amongst the copies.

Blindsight (Ex): The one truth can sense all foes within 90 feet as a sighted creature would. Beyond that range, they treat all targets as having total concealment.

Absorption (Su): If the one truth gets a hold of a victim, he will try to pull them into its frame to be absorbed. The victim must make a successful Fortitude save (DC 16) to prevent being absorbed, but the victim must make another saving throw each round the grapple is maintained. If the victim fails the saving throw, any allies attempting to break the wall's pin must also succeed at a Fortitude save or suffer the same fate. Once absorbed a victim is lost. The one truth immediately advances 1 HD for each medium-sized creature, two small creatures, four tiny creatures or eight diminutive creatures it absorbs. The one truth advances 2 HD if it absorbs a large creature, 4 HD for a huge creature, 8 HD for a gargantuan creature, and 16 HD for a colossal creature at least one size category smaller than itself. The one truth creates a new falsehood for every 4 HD it possesses (round down).

Improved Grab (Ex): To use this ability, the one truth must hit with an unarmed attack. If it gets a hold, it can attempt to absorb.

Falsehoods (Su): The one truth can create a copy of itself for every 4 HD it absorbs (see absorption). These copies are identical to the one truth in all respects, and can be destroyed normally. However if the one truth is damaged, that damage is also applied to all the copies as well. Enemies attempting to attack the one truth must select from among indistinguishable targets. Generally, roll randomly to see whether the selected target is the one truth or a falsehood. The one truth begins combat with 8 falsehoods, although he can possess up to 12.

SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

TWIN-FEELER

Large Aberration

Hit Dice: 3d8 (13 hp)

Initiative: +2 (Dex)

Speed: 20 ft. , burrow 20 ft.

Armor Class: 14 (-1 size, +2 Dex, +3 natural)

Attacks: Bite +3 melee

Damage: Bite 1d8 +1 plus poison

Face/Reach: 10 ft. by 10 ft./5 ft.

Special Attacks: Poison

Special Qualities: Darkvision 60 ft., tremorsense 60 ft.

Saves: Fort +3 Ref +3 Will +4

Abilities: Str 13, Dex 15, Con 10, Int 1, Wis 10, Cha 2

Skills: Climb +10, Hide +6, Spot +4

Feats: Weapon Finesse

CR: 1

Climate/Terrain: Any

Advancement: see Floatstinger

Sanity Loss: 0/1d8



The larval-form of a Floatstinger.

Poison (Ex): A twin-feeler has a poisonous bite, and also secretes poison over its body, making it poisonous to the touch. Anyone bitten or touched by a twin-feeler must make a successful Fortitude save (DC 14) to prevent being poisoned. The poison's damage is 1d6 temporary Dexterity damage.

TWIN VICTIMS

Large Aberration

Hit Dice: 5d8+15 (37 hp)

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 40 ft.

Armor Class: 14 (-1 size, +1 Dex, +4 natural)

Attacks: 2 slams +7 melee

Damage: Slam 1d8+5

Face/Reach: 10 ft. by 10 ft./10 ft.

Special Attacks: None

Special Qualities: Blindsight

Saves: Fort +4 Ref +2 Will +5

Abilities: Str 20, Dex 12, Con 17, Int 3, Wis 12, Cha 8

Skills: Climb +7, Jump +7, Listen +5

Feats: Combat Reflexes, Improved Initiative, Power Attack

CR: 4

Climate/Terrain: Any

Advancement: 6-7 HD (Large)

Sanity Loss: 0/1d8



SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

The creature looks like a giant bust walking on a pair of rotted arms; the twins' bodies have been fused together, giving the bust two heads, which resemble the faces of a pair of sleeping infants wearing a tattered, dirty smock and what looks like a scarf.

Blindsight (Ex): Twin Victims can sense all foes within 40 feet as a sighted creature would. Beyond that range, they treat all targets as having total concealment.

Skills: Twin Victims have a +2 racial bonus on Listen checks.

TWO-BACK

Large Aberration

Hit Dice: 6d8+30 (70 hp)

Initiative: +1 (Dex)

Speed: 30 ft.

Armor Class: 16 (-1 size, +1 Dex, +8 natural)

Attacks: 2 slams +9 melee

Damage: Slam 1d6+6

Face/Reach: 10 ft. by 10 ft./10 ft.

Special Attacks: Acid Spray, Improved Grab, Trample

Special Qualities: Blindsight,

Saves: Fort +7, Ref +3, Will +5

Abilities: Str 22, Dex 12, Con 21, Int 3, Wis 10, Cha 6

Skills: Move Silently +4, Listen +4

Feats: Power Attack

CR: 5

Climate/Terrain: Any

Advancement: 7-8 HD (Large)

Sanity Loss: 0/1d6



Two-Back has the appearance of a mutilated human-like creature with its lower front fused into the lower back of a large monstrous creature, which emits a pig-like squeal. The appearance suggests the two mutilated creatures are participating in a sexual act. It attacks by spitting acid, or ramming into victims. It may also grab the character, at which point it spews acid on its victims.

Blindsight (Ex): A two-back can sense all foes within 40 feet as a sighted creature would. Beyond that range, they treat all targets as having total concealment.

Acid Spray (Ex): A two-back can spray acid in a 20 foot long, dealing 4d6 points of damage to everything in the area. Once a two-back uses this ability, it can't use it again until 1d4 rounds later.

The creature can also produce a concentrated stream of acid that deals 8d6 points of damage to a single target within 5 feet. In either case, a successful Reflex save (DC 15) halves the damage.

Improved Grab (Ex): To use this ability, a two-back must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, the two-back establishes a hold and can spew acid into victim's face, dealing 4d6 points of acid damage.

Trample (Ex): As an attack action, a two-back can trample Medium-size or smaller creatures for 2d6+9 points of damage. It does not need to stop when entering a victim's threatened area.

A trampled opponent can attempt a free attack in response, but this incurs a -4 penalty. If the opponent does not attempt this free attack, she can attempt a Reflex save (DC 19) for half damage.

SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

VALTIEL

Medium Aberration

Hit Dice: 10d8+15 (99 hp)

Initiative: +3 (Dex)

Speed: 20 ft., climb 20 ft.

Armor Class: 18 (+3 Dex, +5 natural)

Attack: 2 slams +13

Damage: Slams 1d8+8

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Power Drain, Healing Touch, Resurrection

Special Qualities: Blindsight 60 ft.

Saves: Fort +1, Ref +5, Will +3

Abilities: Str 20, Dex 16, Con 20, Int 14, Wis 10, Cha 11

Skills: Climb +16, Move Silently +19, Knowledge (occult) +9, Search +9

Feats: Track, Skill Focus (move silently), Combat Casting, Combat Reflexes

CR: 12

Climate/Terrain: Any

Advancement: None

Sanity Loss: 1d3/2d10



In the religious tradition of Silent Hill, Valtiel is the chiefest incarnation of Lobsel Vith, one of the beings said to be created by God in order to lead people to obey her. It is worshiped as the one who is closest to God. A special sect was made in the honor of the Valtiel, founded by Jimmy Stone, called the Valtiel Sect. The Pyramid Head wears similar ceremonial robes, gloves, and appears to have cloth stitching, all in homage to this being.

Valtiel is often seen turning a valve; this is both a symbolic gesture of the cycle of rebirth, which it governs, and an implication that Valtiel has some control over the shifting to the Otherworld that takes place. Valtiel is the guardian of the Holy Mother, and will protect the God that sleeps within her. Should she die, Valtiel can recover her corpse, in order to resurrect the holy "Mother of God". Valtiel is humanoid in appearance, but its head vibrates and twitches rapidly, obscuring its facial features; Although there are not many features to behold, as its face is blank and leathery, with a series of crude stitches where his mouth should be. It's garbed in ceremonial robes and wears gloves. An interesting feature is that Valtiel has the Seal of Metatron on both of his shoulders. Metatron and Valtiel are both considered the "Agents of God", and this mark could suggest that Valtiel is in Metatron's servitude or that he himself is actually Metatron

Blindsight (Ex): Valtiel can sense all foes within 40 feet as a sighted creature would. Beyond that range, they treat all targets as having total concealment.

Resurrection (Su): Valtiel can bring a dead person back to life as long as it possesses the complete body. Using this ability costs Valtiel 3 temporary Intelligence damage, which it must restore using *Power Drain*. Valtiel will attack lesser monsters if a better victim cannot be found. Valtiel will usually reserve this power for use on the Holy Mother, and only to assure that the God she carries is successfully born, although it is not unheard of for Valtiel to resurrect a particularly devoted or useful servant of Lobsel Vith.

SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

Power Drain (Su): To use this ability, Valtiel must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, Valtiel establishes a hold and drains 1d6 ability points from the victim of Valtiel's choosing. These points are added to Valtiel's ability scores, and lasts for 10 hours.

Healing Touch (Su): Valtiel can heal any creature for 1d8+10 hit points and 1 point of ability score damage by touching them. Using this ability costs Valtiel 2 points of Wisdom damage, which it must restore using *Power Drain*.

VERMIN CREATURES

CREEPER

Tiny Aberration

Hit Dice: 1d8 (6hp)

Initiative: +4 (Dex)

Speed: 40 ft., climb 40 ft.

Armor Class: 17 (+2 size, +4 Dex, +1 natural)

Attacks: Bite +7 melee

Damage: Bite 1

Face/Reach: 2 ft. by 2 ft./0 ft.

Special Attacks: Improved grab

Special Qualities: Darkvision 60 ft., tremorsense 60 ft.

Saves: Fort +0, Ref +4, Will +4

Abilities: Str 3, Dex 18, Con 11, Int 1, Wis 12, Cha 2

Skills: Climb +14 Hide +13

Feats: Weapon Finesse (bite)

CR: 1/4

Climate/Terrain: Any

Advancement: see Swarm

Sanity Loss: 0/1d2



Creepers are insect-like creatures that resemble large cockroaches that move with a great speed and react strongly to light. Their small size and flat bodies make them difficult targets, however, they can be easily stomped on, and as such, they are fairly easy to dispose of, however, they are still quite annoying opponents.

Tremorsense (Ex): A creeper can detect and pinpoint any creature or object within 60 feet in contact with the ground.

Improved grab (Ex): To use this ability, a creeper must hit with a bite attack. A creeper can use either its Strength modifier or Dexterity modifier for grapple checks, whichever is better.

Skills: Creepers have a +8 racial bonus on Climb checks. They can use either their Strength or Dexterity modifier for Climb checks, whichever is higher. Creeper can take 10 on Climb checks, even if threatened or distracted.

SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

SWARM

Small Aberration

Hit Dice: 2d8 (13 hp)

Initiative: +4 (Dex)

Speed: 5 ft., fly 60 ft. (good)

Armor Class: 17 (+1 size, +4 Dex, +2 natural)

Attacks: Bite +4 melee

Damage: Bite 1d4

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Anticoagulant, blood drain, sneak attack

Special Qualities: Darkvision 60 ft., Scent.

Saves: Fort +2, Ref +3, Will +4

Abilities: Str 10, Dex 18, Con 12, Int 2, Wis 14, Cha 11

Skills: Hide +13, Listen +6, Move Silently +8, Spot +6

Feats: Weapon Finesse (bite)

CR: 1

Climate/Terrain: Any

Advancement: 4–5 HD (Small)

Sanity Loss: 0/1d4



Swarms are an evolutionary combination of Creepers and Tremors. Their physical appearance is reminiscent of a flying Creeper, but their head is leech-like, with rows of sharp teeth. They attack by hovering in the air for a moment before latching onto their victims and draining their blood.

Anticoagulant (Ex): On a successful bite attack, a Swarm injects its saliva into the wound like a mosquito. This substance is a potent anticoagulant but lacks the anesthetic properties of a mosquito's saliva. The victim must succeed at a Fortitude save (DC 11), or their blood becomes dangerously thin. The save DC is Constitution-based. For 1 minute following a failed save, each successful attack against that creature is +1 damage. This bleeding can be halted with a successful Heal check (DC 15) or the application of healing spells.

Blood Drain (Ex): If a Swarm makes a successful bite attack, it drains blood from the victim. This deals 1d4 points of temporary Constitution damage per strike. Once a Swarm has dealt Constitution damage equal to its starting hit points, it flies off to digest the meal.

Sneak Attack (Ex): If a Swarm can catch an opponent that is unable to defend itself effectively from attack, it can strike a vital spot for extra damage. When the Swarm's target would be denied its Dexterity bonus to AC, or when the Swarm flanks a target, its blood drain attack deals an additional 1d4 points of temporary Constitution damage (for a total of 2d4).

Scent (Ex): Although Swarm do not literally smell their prey, they are able to detect heat and breath within 30 feet with senses that function identically to scent.

SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

TREMER

Tiny Aberration

Hit Dice: 1d8 (5hp)

Initiative: +0

Speed: 5 ft., climb 5 ft.

Armor Class: 11 (+1 size)

Attacks: Bite +0 melee

Damage: Bite 1

Face/Reach: 2 ft. by 2 ft./0 ft.

Special Attacks: Attach, Detonate

Special Qualities: Darkvision 60 ft., tremorsense 60 ft., skills

Saves: Fort +0, Ref +4, Will +4

Abilities: Str 3, Dex 10, Con 11, Int 1, Wis 12, Cha 2

Skills: Climb +14 Hide +13

Feats: Weapon Finesse (bite)

CR: 1/4

Climate/Terrain: Any

Advancement: see Swarm

Sanity Loss: 0/1d2



Tremers are large, leech-like creatures that inhabit Silent Hill. They are only a minor threat and are a nuisance at best. They appear to be huge leeches, varying in size between a foot long and the size of a man's torso. They are consistently coated in a slime and adhere themselves to walls, floors, and ceilings, leaving a trail of slime behind them in their wake. They come in two, negligible varieties, Blue Tremmer and Red Tremmer. Blues are a dark blue, almost black, and have a segmented, pointed appearance, where as Reds are a solid, teardrop shaped creature with a dull red tinge. When killed, they release a splatter of gooey blood, supposedly from recent meals. Tremers are almost non-threatening in general. Their only method of attack is if they come into contact with their target and then explode, causing minor damage to them. They may also drop from the ceiling and achieve contact in this manner.

Attach (Ex): A tremmer that hits and deals damage with its bite attack latches onto the



opponent's body with its jaws. An attached tremmer can be struck with a weapon or grappled itself. To remove an attached parasite through grappling, the opponent must achieve a pin against the creature.

Detonate (Ex): An attached tremmer explodes, dropping to 0 hit points and dealing 1d8+3 poison damage to each creature adjacent to the tremmer.

Tremorsense (Ex): A Tremmer can detect and pinpoint any creature or object within 60 feet in contact with the ground.

Skills: Tremers have a +8 racial bonus on Climb checks. They can use either their Strength or Dexterity modifier for Climb checks, whichever is higher. Tremers can take 10 on Climb checks, even if threatened or distracted.

SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

WALL MAN

Medium Aberration

Hit Dice: 2d8 (12 hp)

Initiative: +3

Speed: 0 ft.

Armor Class: 13 (Dex)

Attacks: 2 claws +3 melee

Damage: Claws 1d4+3

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Blindsight 60 ft., magic immunity

Saves: Fort +0, Ref +3, Will +3

Abilities: Str 13, Dex 17, Con 10, Int 7, Wis 10, Cha 4

Skills: Listen +5, Spot +5

Feats: Power Attack

CR: 1

Climate/Terrain: Any

Advancement: see The One Truth

Sanity Loss: 0/1d6



Wall men are very lanky humanoid monsters attached to the wall at the waist; they sink into the wall and are perfectly camouflaged until they attack by swinging their powerful arms at their prey. Their skin takes on the exact same color and texture of the wall in which they are adhered. They are also faceless, and their hands end in wicked claws. They attack when a target comes too close to their hiding spot. Unfortunately for them, they are stationary and cannot move from their location. Wall Men represent fear towards walls and closed spaces.

Blindsight (Ex): Wall men can sense all foes within 40 feet as a sighted creature would. Beyond that range, they treat all targets as having total concealment.

WHEELCHAIR

Medium Aberration

Hit Dice: 4d8+6 (30 hp)

Initiative: +7

Speed: 20 ft.

Armor Class: 15(13*) (+3 Dex, +2 natural)

Attacks: 2 slams +6(8*) melee

Damage: Slam 1d8+4(6*)

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Rage, Trample

Saves: Fort +3 Ref +4 Will +4(6*)

Abilities: Str 18(22*), Dex 16, Con 14(18*), Int 3, Wis 12, Cha 7

Skills: Hide +7, Move Silently +5, Listen +2, Spot +2

Feats: Power Attack

CR: 3

Climate/Terrain: Any

Advancement: 4–5 HD (Medium)

Sanity Loss: 0/1d4

*A Wheelchair's modified abilities when *Rage* is active



SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

Wheelchairs makes themselves a hazardous foe. The Wheel Chairs themselves don't look too interesting, as simple wheel chairs with an aluminum frame and red padding. However, they all move in erratic fashions all by themselves, and can do a great deal of damage to those they ram into him. Despite their laughable appearance, they can be quite dangerous to the unwary protagonist. They cannot be destroyed, no matter how much someone attacks them. They often appear in large numbers as well. Wheelchairs do not actively attack targets, and instead just mill about quickly in a random pattern. They'll do damage and knock down those they come into contact with him, however, and can thus prove to be quite hazardous. When struck repeatedly they will slow down and eventually stop, as well as losing their supernatural powers. In this state they are just ordinary wheel chairs, but will regain their possessed abilities before long. If the player shines the flashlight on the Wheelchairs, the shadow shows a figure sitting in them that attempts to "grab" the person holding the lightsource.

Rage (Ex): A Wheelchair will fly into a blood frenzy whenever it encounters a light source. A Wheelchair temporarily gains +4 to Strength, +4 to Constitution, and +2 on Will saves, but takes a -2 to Armor Class. These modifiers disappear when the light source is destroyed or turned off.

Trample (Ex): As an attack action, a Wheelchair can trample Medium-size or smaller creatures for 2d6+9 points of damage. It does not need to stop when entering a victim's threatened area. A trampled opponent can attempt a free attack in response, but this incurs a -4 penalty. If the opponent does not attempt this free attack, she can attempt a Reflex save (DC 19) for half damage.

OTHER MONSTERS

Statistics are not provided for monsters which cannot harm or be harmed (Larval Stalker, Prisoner, Walter's Corpse), are part of a puzzle (Glutton, Blood Sucker), or are already covered in a myriad of other d20 supplements (ghosts).

Statistics for some of Walter Sullivan's victims can be found in the *Silent Hill Characters* section. You may add the ghost template from any d20 supplement you prefer in order to re-create the ghosts from *Silent Hill 4: The Room*. I did not include Walter Sullivan's mortal statistics in the *Characters* section, since Walter is long-dead before the beginning of the game. However, I will include them here, so that the appropriate Ghost template may be applied.



Walter Sullivan: male 5th level; HD 5d6+10; hp 30; Init +1 (Dex); Spd 30ft.; AC 11 (Dex); Atk +4 melee or +5 ranged; SV Fort +3, Ref +2, Will +2; Str 11, Dex 12, Con 14, Int 15, Wis 6, Cha 9.
Skills: Balance +1, Bluff -1, Computer Use +2, Concentration +10, Diplomacy +8, Disguise -1, Drive +1, Escape Artist +1, Forgery +2, Gather Information -1, Heal -2, Hide +11, Intimidate -1, Knowledge (occult) +10, Knowledge (religion) +10, Knowledge (streetwise) +10, Listen -2, Move Silently +11, Perform -1, Search +2, Sense Motive +5, Spellcraft +10, Spot +4, Use Rope +1, Wilderness Lore -2
Feats: Combat Casting, Quick Draw, Stealthy
Spells: Walter knows 2d6 spells, chosen from the Magic chapter or this supplement, one of which is always *21 Sacraments*.

SILENT HILL

A CALL OF CTHULHU D20 SUPPLIMENT

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