

Spew



Written by Steven Dawes

Illustrated by Kent Burles

The urban legend of “Spew” dates back to the early 1920’s, where he was originally known as “The Sprayer” or “The Spraying Man”. No one knows his real name (if he was ever a real person to begin with), but the legend has it the Spraying Man “was a imbecilic farmhand who’s sanity was destroyed from repeated exposure to insecticides by a cruel farmer. Now he stalks and incapacitates his victims with a paralyzing spray from his right hand, and then burns them to death with acid that spews from the left one.”

The Spraying Man became particularly famous through the 1930’s and 40’s throughout the Midwest and East coast United States, being thrown in with other people believed to be responsible for a series of gas attacks, such as the “Anesthetic Prowler”, the “Mad Anesthetist”, the “Phantom Anesthetist” and the “Mad Gasser of Mattoon” (there was also a “Mad Gasser of Roanoke” and a variety of other city titles). These attackers are historical examples of the power of mass hysteria, and the ultimate explanations of their origins are debated to this day.

Over the decades since then, the popularity of the Spraying Man legend has died down (which interestingly matches the reducing amount of agricultural and farming communities in the modern world), but in those remaining agricultural communities, his stories are secretly alive and well. Many small town kids grow up hearing the stories of *the Spraying Man* or *The Sprayer* like he was some kind of boogie man. Of course this means that no one takes these stories seriously when someone claims they “actually saw him”. Cases of his being spotted are labeled as hysteria, hallucinations, outright lying for attention, or someone playing a prank dressed up as the Sprayer. The majority of his sightings taking place around the Halloween season haven’t helped.

Since the advent of the internet, various online urban legend websites and resources have spread his legend. But somewhere along the way, one particularly popular site referred to him by the name of “Spew” (in a mocking sort of way no less), and has stuck to him as his modern common name. But whatever name you prefer to call him, Spew is as dangerous as ever; springing up out of nowhere and leaving victims in his wake.

Note: Some Parapsychologists argue that Spew is a subconscious creation rather than being a vengeful human spirit come back from the dead to seek revenge. But no one knows for sure.

“Spew”- Entity: unique *Harmful Ghost* / type of Vengeful Human Spirit

Urban Legend Name(s): “The Sprayer”, “The Spraying Man” and simply “Spew”.

Greater Entity: Considered to be a unique type of *Harmful Ghost* (See **Rifts: Madhaven** pages 112-114).

Alignment: Diabolic Evil

Attributes: I.Q.: 9, **M.E.:** 2, **M.A.:** 4, **P.S.:** 13, **P.P.:** 7, **P.E.:** N/A, **P.B.:** 4, **SPD:** Hovers up to 4 feet above the ground and floats silently at a SPD of 13; can walk or crawl at a Spd of 4.

Horror Factor: 15.

Hit Points: 60.

S.D.C.: 60 (when he conjures an Ectoplasmic body).

Discorporation: With a horrible howl of pain, he violently explodes, releasing a foul smelling 30 foot cloud of pesticide-like gas that last 1D4 melees. The gas does 1D6 damage for every melee round the victim is in the toxic cloud. Roll to save vs. Lethal Poison every round.

P.P.E.: 30.

Armor rating (A.R.): Not applicable in natural state. Has an A.R. of 8 in solid form; any attack less than 9 does no damage even if it hits.

Threat level: x4; Hunter/Predator.

Appearance: Looks like a tall, stocky man dressed in ragged garments, including linens (wrapped like a mummy), an apron, long boots and gloves, and a strange looking helmet. His only ghostly aspect in solid form is the foul smelling pesticide/insecticide gaseous mist that accompanies him; and in many cases precedes his arrival.

Size: About 6 ½ feet tall with helmet.

Weight: In ectoplasmic form he weights around 220 lbs.

Life Span: Unknown, possibly immortal.

Natural Abilities: Like all Entities, his natural state is intangible and invisible (can only use psionics when in this form). However, Spew wants people to see his horrible visage and can assume his appearance at will and maintains it for as long as he desires, provided there's at least one living humanoid in his presence (within 100 feet/30.5 m) to terrify. He may look semi-transparent or appear solid and real by making a physical body out of ectoplasm. Spew can create a 30-40 foot cloud of foul smelling around him when desired (stinks of insecticide/pesticide). Does not need to eat, sleep, or breathe. Impervious to Horror Factor, mind control, and illusions. Nightvision 2000 feet (610 m), can see the invisible, and is impervious to physical attacks in his natural state.

Electromagnetic Disturbance (Special): Same as *Harmful Ghost* (**Rifts: Madhaven** page 113).

Aura of Fear (Special): Same as *Harmful Ghost* (**Rifts: Madhaven** page 113).

Obscure Vision (Special): While Spew can emit a cloud of gas around him at will (which at any given action has a radius of 30+1D12 feet) it's not toxic in the short term. However, anyone caught inside it has to deal with vision impairment. While inside the gas, the victim can only see faint blurs of movement and shadows outside the mist, and even then they can only see things no more than 10 feet (3 m) away. Victims inside the mist are -2 to initiative, -5 to strike, -4 to parry and dodge and -20% to perform any skills that require good visibility while in the mist.

Paralysis Spray (Special): Spew can spray a toxin through his right hand which does no direct damage on contact, but the victim is required to make a save vs. Non-Lethal Poison. If the victim fails to save, they'll begin to feel dizzy after one melee (15 seconds). Within 1D4 melees (15-60 seconds), their limbs will go numb, and the victim falls over helpless. The paralysis is only temporary, lasting about 4D4 minutes, but without someone to help or rescue the victim, that's more than enough time for Spew to kill them via his *Acid Spray* (see below) or other method. Range of paralysis spray is ten feet (3 m).

Acid Spray (Special): Spew can release a burning, corrosive toxic mist from his left hand, which burns through or eats away at various types of materials, including paper/wood, plastic, rubber, metal, and organic materials (flesh, fur, vegetation, cotton and wool fibers, etc.)

Damage and Penalties: The acidic mist does 3D4 points of damage per melee round for 1D4+2 rounds after exposure. It burns exposed skin, the lungs, nose and eyes, making it difficult to breathe and vision is blurry. A failed Save vs. Pain means the victim can't do anything more than scream and thrash around in a painful panic (if paralyzed, they simple lie on the ground, screaming to death). Those that Save vs. Pain are -1 action/attack per melee round, -3 to strike, parry and dodge. Flushing the eyes and washing the skin stops the burning and damage. The mist lasts for 1D4 melee rounds.

Note: This is a stationary cloud of mist (not a jet spray) meaning that the target must either be incapacitated or immobile and the mist is released around them. Spew can also create a barrier of mist to keep his attackers at bay if desired. Heavy gusts or jets of wind will thin out and negate the mist in one melee. Spew is not affected by any of his own sprays.

Acid Secretion by Touch (special): As if his acidic mist wasn't bad enough, his left hand secretes a concentrated acid chemical that burns whatever it touches. Spew has been known to be particularly vicious at times by grabbing a paralyzed victim by the throat and burning through it to the point of decapitation! **Damage:** Does 5D6 per touch, and is likely to leave scars if the victim manages to live (not many survive a direct physical encounter with Spew).

Note: While Spew can become intangible at will, he's inclined to burn his way through barriers and obstacles to chase after his victims in relentless slasher-movie style. If a victim locks herself behind a door for example, Spew can put his left hand to it, eventually melting/burning his way through.

Magic: Same as *Harmful Ghost* (**Rifts: Madhaven** page 113).

Psionics: Same as *Harmful Ghost* (**Rifts: Madhaven** page 113).

I.S.P.: 36, however, Spew prefers to steal I.S.P. from others nearby, including the very person he may be attacking, using their I.S.P. to fuel his psionics attacks rather than using his own.

Special: Stealing Psychic Energy: Same as *Harmful Ghost* (**Rifts: Madhaven** page 113).

Note on using psionic and magic attacks: Does ½ damage from his attacks, which also cost half to use.

P.P.E. Vampire: Same as *Harmful Ghost* (**Rifts: Madhaven** page 114).

Vulnerabilities: Same as *Harmful Ghost* (**Rifts: Madhaven** page 114).

Note on Haunted Focus: Spew does not have specific objects of focus per se. He's been seen all over North America and Europe. So while it seems his haunting grounds are far and wide, he's thus far limited his appearance to farming and agricultural communities and other places that make use of insecticides/pesticides. He's most often seen during the fall season, particularly around Halloween (it's unknown if this time of year was significant to him in life or not).

R.C.C. Skills or Equivalent (does not improve with experience): Prowl 80%, W.P. Knife (at 11th level), is literate in English at 50%, but is incapable of speech (or chooses not to speak).

Equivalent Level of Experience: Eleven.

Attacks per Melee: Three via physical, magic or psionics.

Damage: By magic, psionics, physical punches/kick (when in solid form), or object or weapon.

Keeps a knife in his apron that does 1D6+1 damage. Tends to rely on his physical attacks/effects when stalking his victims, prolonging the pain and suffering when he can (only goes for killing blows when angered by someone in particular).

R.C.C. Bonuses: +2 to strike (+5 to strike with *paralyzing spray*), +1 to parry and dodge, +3 save vs. magic, +2 save vs. psionic attacks. When using his knife he's +4 to strike and parry, and +5 to throw (knife evaporates away one action after being thrown).

Enemies: Spew haunts and attacks anyone within reach when he appears. The only real protection from him is to leave the area's he's linked to. This can be a challenge as he may be bound to acres of farm land, allowing him to chase his victim for miles. Even scarier, he never tires and can haunt and chase his victims relentlessly.

Allies: None per se, though he could potentially be made to serve powerful practitioners of magic or supernatural beings.

Habitat: As mentioned in the *Haunted Focus* section above, he seems to only haunt farming and agricultural communities. There's no known way of permanently severing his link from to our world. Whenever he's been destroyed, he merely disincorporates and disappears, only to return somewhere else several days, weeks, or months later.