

BABO DO BURACO

Vol II





Povo do Buraco II

About this zine

Content

Adventure: Harvest.

Inhuman Instruments of Pain.

Tools of Mayhem and Chaotic Destruction.

Toolkit: Hunters Hunted.

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OSR - FOR AN IMPURE ART

“We were never catechized. We made Carnival instead.”
- Oswald de Andrade

The “Quick Primer for Old School Gaming” readers will remember the first “zen moment” pointed by Matthew J. Finch, which I now transcribe, and not to pervert the ethos of this preface, respecting the limits given by the creators, I shall not dwell on it: “Rulings, not Rules”. In aphoristic style, the negative whit “not”, thanks to the parathetic syntax, seems to manifest itself, paradoxically, as an affirmation: “not Rules”. Let’s get back quickly to the first part of the statement: “Rulings”. There is some kind of power within this sentence, a power that Finch himself, as it will be shown next, seems to predict the time it takes to be comprehended. It is not about “use of rule”, but about “make a ruling”; making choices, roleplaying, be in control, be in power. And, why not as Georges Bataille translated to french the nietzschean “Wille zur Macht”: opportunity? Under this perspective, it would be the player-character’s freedom of opportunity over their character sheets - bad mechanic translation of their capacity. It is to comprehend that the “rules” are the result of transcreation - for translating means to leave something in the way -; that survive to the extent that they have the possibility to be rethought, molded to the reality of each different group.

I now propose, under the risk of subvert Finch’s ideas, a different perspective, very inclusive, and even though not written by myself, for me seems it fits better: “Rulings over rules”. The replacement of the particle is radical. From an adverb we now have a link that changes the whole meaning of the sentence. If we accept this change I propose as practice-poiese, it is possible to see the Rulings not as an exile movement, denying the rules, but as a spiral return such as a baroque volute, always covering itself with new layers of meaning. Rulings works as a bridge instead of walls, where rules is the begging of a journey, not a placid place to stay; because, the freezing of this process - the rules -, it would create distorted realities only possible through authoritarianism. However we are not talking about overdo the golden rule - “over” in “Ruling over rules”, is not used to represent excess -, until the game reaches the point that it becomes an unrecognizable and morph blob; because in the middle of the players’ demands and the game’s rules, there is the critical power of GMs and players to



think about, and reflect on the “rules”, feed on it, absorb it with the purpose of different and new selections of powerful combinations. Therefore, Rulings works as a key to be used when reading rules, in a way that both these centrifugal forces do not invalidate each other; however, from this constant tension between them, this interpenetration of opposites that complete each other in a violent matrimony, it flourishes, as a fruitful space: the game session. The Rulings, thus, is the anthropophagic process that reinvents the rules, assuring its survival. Because rules only exists indeed, while Rulings, and this Gary Gygax knew well when he affirmed: “the secret we should never let the game masters know is that they don’t need any rules”. It is not about playing a game by, but our game, because in the moment it is being played, it is no more the author’s game, and it gets a whole community of co-creators. Neither copying nor rejecting, but emulating.

A poetic of the “Rulings over rules”, in this perspective, it is possible to assure it is a metonymy of the whole process the Old School Renascence is; and it would be one of the greatest complements made to the OSR legacy. After all, maybe, old school is less of reviving an old gaming style from a different age, and more of mixing this old gaming style with some contemporary spice. Not a nostalgic exercise of bringing the past to the future, but vivifying it in a synchronous way in which it is possible to update its spirit to the present. It is not about being a *tr00* RPG player - “rules” -, that is sedentary lifestyle, to be old in the same place and certainties; but to make rhizome out of it - “Rulings” -, nomadism, in a dialectical action of recreating the contradictory. Old School, in its best definition, doesn’t duplicate the first Dungeons & Dragons editions, but emulates it.

To emulate, here in this text, means the same as mimese meaning in the Late Antique period. The mimetic artist learned in a process of imitation, in which he would imitate the model, so he could then do the emulation, that is, put himself into the model. A poetic of the Rulings is about to make of emulation its mightiness. As in a baroque concert, the rules, are the same, the score doesn’t change, either the instruments, but the tone and the musician interpretation is different: jazz: emulation’s poetic: anthropophagy. Such process, however, does not imply in a destruction of the original’s main characteristics; the model still exists and it is present, recognizable but poisoned, enlarged. Lamentations of the Flame Princess, for example, goes back to the roots of



D&D without reaffirming, but yet affixing it; it doesn't repeat, it enlarges, puts in the middle of it content which was not part of the original manuscript: makes of it a palimpsest. In this way, every old school gaming session does not repeat, but it renews the rules, it is like a new sentence written on the palimpsest. Because, by settling the game to the group, the concept of the Rulings it is not imposed as an arrow-like, but metabolized into something new, something implicit on the texts, something that suggests and invites to fulfill the holes converting it's readers to co-authors in this process of free interventional interpretation.

If all the lines above makes any sense, in this second edition of Cachorro Preto, the readers will also find no answers, but devices that, hopefully, will help you to ask questions. Devices that might disturb you, so you can think of your own solutions and the best way to follow your game with your group. Those are just suggestions, not a demand. What is expected from you, dear reader, it to anthropophagize it. Not to imitate the content nor to use the way it is written here. Do not repeat the ideas. Emulate them. Poison them with your most precious gift: your imagination - quoting Gilbert Durand -, the crazy of the house.

-Caleb Benjamin
Brazilian writer and screenwriter.





HARVEST

This region is a fuckhole in the winter, no food could ever grow, few are the animals that are found to be hunted, the closest city is no less than a four-day walk and its 58 citizens are a tight knit christian community.

You know these people, they are not the most talkative guys on earth and they take their shit pretty serious when it comes to religion, so serious that the wood is still burning in what they like to call their village square, a place to congregate and be enlightened by Jesus.

Nicolas Barbon was their leader, known as the reverend. Within his leadership the Village shranked to a third of its original size and is now allegedly under the influence of witchcraft.

The times under Nicolas command were the roughest ones in terms of food supply, summer after summer the crops were poor, their corn had strange black pustules on the cobs and the putrid scent that those pustules emanated attracted grasshoppers, grasshoppers so deeply purple that sometimes people seemed to be hypnotized when staring at them, they looked happy with their mouths wide open and their bodies completely static like they were paralyzed and amazed by visions of what they called the Greater Truth, this con

dition was known by the few dissidents that are still alive by the grasshopper's trance. Curiously these insects presence is lasting years surviving winter after winter when there are no crops.

THE INTENT

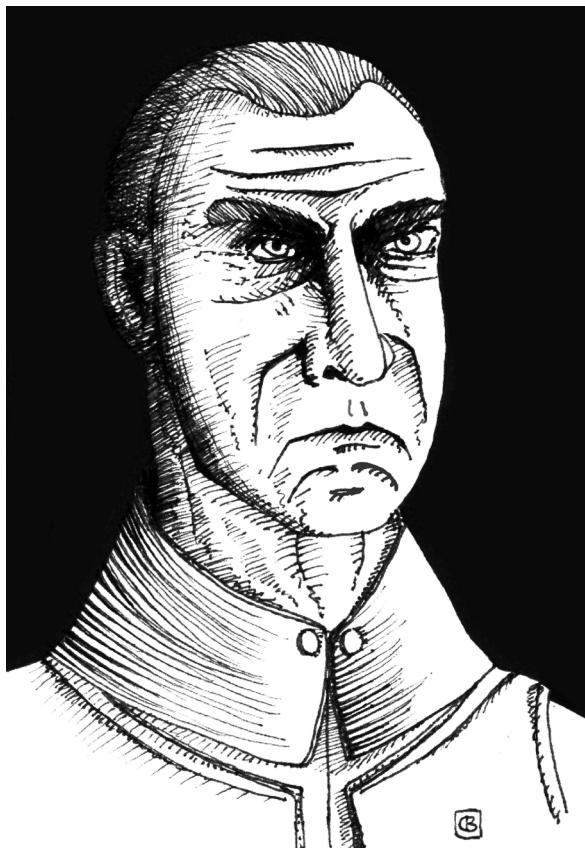
Nicolas is being manipulated by Newman, who is well versed in dark magic and necromancy. They're feeding a Succubus with the burnt bodies energy.

The demon is giving them treasures from different dimensions such as profane images and gems in exchange for the lives of the commoners and the chaos spread by the plague running through their corn fields and the famine generated by it.

When they have enough money they think they'll leave the village with their cursed treasures, however we know that such a powerful demon can easily trick them not to do so.



INTERESTING PEOPLE



Nicolas Barbon

He is the village's leader, also known as The Reverend. After the mysterious death of Holster Barbon, Nicolas' father, Nicolas rose to the village leadership. This happened 4 years ago.

The village used to be very prosper and uneventful under the guidance of Holster, however since his death the crops are full of diseases known as The Black.

Famine started to spread and religious fanaticism exacerbated under Nicolas command. Nicolas is a loud-speaker, paranoid, curious and eager to take care of his people's lives. His paranoia actually burnt more than a

dozen of them under accusations of witchcraft. Nicolas knows everything that happens in this village and people usually seek him for spiritual guidance and to solve social disputes.

The guy is a middle aged man and a very talented fighter.

*Armor 16, Move 90', 4th level fighter,
30hp, longsword 1d8, Morale 10.*



Orfed

Nicolas' cousin and his right hand. After years of bad crops and famine, Orfed is starting to be suspicious of Nicolas' activities.

He is currently looking for the bodies of people who were burnt by Nicolas and disappeared from their graves.

Orfed is the guy people seek when they need something fixed or built in the village, he leads the communal task force when something in this fashion needs to be done, he is a specialist.

Armor 14, Move 90', 3rd level specialist,

14hp, short sword 1d6, Morale 8

Sneak Attack 3, Stealth 2, Architecture 3,

Bushcraft 3, Tinker 3, Search 2



Newman

Newman is very quiet and the newest village inhabitant. He arrived weeks before the death of Nicolas' father. Since the beginning Newman and Nicolas clicked and became very close friends.

Newman is the only single-middle-aged guy in the village where people usually marry between their 14s and 16s. He secretly studies dark magic.

Armor 12, Movement 90', 5th level magi-cuser, 18hp, dagger d4, Morale 12

Spell List: Read, Magic, Summon, Sleep, Charm Person, Forget, Speak with Animals, Speak with Dead, Hold Person



ADVENTURE HOOK

The adventurers are tired, they have been traveling for days under rain when they pass through a fetid corn field with some weird purple grasshoppers and lots of simple houses around. When the players look at these grasshoppers they will need to do a save vs magic, upon failure they are struck by a vision containing beautiful and healthy corn fields and the houses from the village nearby in much better condition than they currently are. They see the people from the village leaving their houses naked with expressions of peace, joy and happiness. Three women are being tied to big wooden logs, one by one by a villager and they seem to take it very nicely like they are receiving a gift, an elder man (Nicolas Barbon) is patiently rubbing oil and setting fire on the women that were tied.

The expression of everyone involved including the women that are being burned is of total joy and happiness, no one speaks a word, everything happens peacefully and calmly. The vision ceases as two village men(Orfed and Newman) are walking down the road to greet our adventurers and talk about their food shortage, they offer the adventurers to sleep at Orfed's stable in exchange for a few traveling rations.

If everyone succeeds at the saving throw for the grasshoppers they will still notice some burnt bodies tied to wooden crosses and encounter Orfed and Newman asking for some food provisions in exchange of one night of sleep in Orfed's stable.

If our adventurers want to keep moving and having no business to do with going down to the village just let them be, they them will have nothing to do with this module and to hell with it, good players bite adventure hooks so if they don't want to bite it go get some new players. If they decide to go down to the Village then use the timeline of events presented in this adventure.

Bad weather, tired adventurers, lights on the road, all of this can be used by the Referee to make the players embark in this short adventure.

POINTS OF INTEREST

The Village Square

In the center of the square there is an altar covered by a rudimentary cottage ceiling, under the altar there is a concealed trap door made of stone blocks identical to the ones at the altars' base, this trapdoor can be found by looking for loose stones.

There are some wooden benches made of big trees cut in half and positioned



over bricks of stone. Behind the altar, about 30 feet away there are thick wooden logs stuck to the ground, those logs are burned and the ground around them is black from the contact with fire.

Down the Square's Trapdoor

It seems to be some kind of necromancy cult place. Several burnt bodies are aligned one after the other in the walls, these dead people are wearing clothes with diabolical signs on it. There is a small altar with tridents, skulls, red and black candles, frogs with their mouths sewn. There are several diabolical images of Astaroth, Belzebub, Succubus(800sp each, they are made of silver). Each of these images have a plate full of blood and a goat head on its feet. There is a chest with some gems by the altar, the gems are valued at 2000sp, however there is a needle trap that will activate if the chest is opened (Save vs poison or die).

If the players use the summon scroll close to this altar ignore the spell effects in Rules and Magic and use the following:

If the player alignment is Lawful: An angel will be summoned of equivalent power comparing to the Succubus, it will drain all of the profane energy which is feeding from this place and the village. Nicolas and Newman will

be teleported to the same astral plane were the demons resides.

If the alignment is Chaotic: The Succubus will be summoned and the players will need to do a save vs magic instantly, upon failure the player is becomes under the Succubus' control and it will command him to kill the other players and wreak havoc in the village.

Succubus

Armor 14, Movement 90', 10th level
magic-user, 50hp, dagger d4, Morale 12

Spell List: All possible spells to control
PCs and NPCs

If alignment is Neutral: Roll a d4 if the result is an odd number, consider the effects of chaotic, if otherwise consider Lawful effects.

Nicolas Barbon's House

It looks very modest and ordinary. Everything inside is made of wood from furniture to tablespoons except for the fireplace also present in every other house of the village. Inside the fireplace a loose stone can be detected, if released there are 300sp, a gold ring and a scroll written in an unknown language. The scroll has a picture of a succubus surrounded by a cloud of purple grasshoppers. The scroll if of the Summon spell.





Newman's House

Very similar to Barbon's but instead of having a loose stone with hidden shit on the fireplace, there is a trapdoor on his floor behind a carpet, if the trapdoor gets opened it reveals the same scroll (summon spell) found in Nicolas' plus some putrid fingers, some dead frogs with their mouths sewn and some diabolical signs.

Orfed's House and Stable

Nothing out of ordinary, describe it as you would describe a regular peasant house like the rest of the houses in this village.

TIMELINE OF EVENTS

The village has a lot of things taking place in a couple hours since the adventurers arrive. On the timeline below T is the time where the adventurers arrive, after this there will be the number of hours passed.

Example: T+5 will read 5 hours after the adventurers arrived at the village.

T+0 => The adventurers arrive at Orfed stables, Orfed introduce the adventurers to his family. His wife Charis will politely greet everyone, but eye contact will be avoided at all cost, the same will repeat for his 4 children: Maurice, Noah, Martin and Aurelia.

Everyone is dressed modestly and their clothes are dirty indicating that times are rough around this village. Their house is just a poor cottage as every house in this village. On the stable there are no animals, if the adventurers ask why Orfed will say it is because of the famine. They had to eat everything including their horses.

T+1 => The adventurers are offered by Orfed to attend to church services at the village square. He strongly insists that the adventurers participate, as they do not receive many guests and it would be an honor for them to share a cup of tea (which is really only hot water) with the community after the services.

T+2 => The holy services are running and the whole village is there. Nicolas Barbon is giving the sermon today and warning everyone that the pacts with the devil and witchcraft must be stopped at all costs and that while this kind of thing is happening their famine won't end.

Everyone in the village avoids eye contact, when interacting with the players, everyone but Nicolas and Newman. A lot of the times people have a lost stare looking firmly to the horizon.

T+3 => In the heat of the Sermon one guy is accused of witchcraft, he is strip-



ped down with no clothes as he is tied to a stone cross and set on fire while the peasants pray together. Below are both the latin and english versions, use the one that fits better:

“Credo in Deum, pater omnipotentuem,
 Creatorem ceali e terrae
Et in Jesum Christum, Filium ejus unicum, Dominus Nostrum
 Qui conceptus est de Spiritu Sancto
 Natus ex Maria Virgine
 Passus sub Pontio Pilato
 Crucifixus, mortus, Et sepultus
 Descendit ad infernos,
 Tertia dia resurrexit a mortuis
 Ascendit at caelos,
 Sedet at dexteram Dei Patris omnipotentis
Inde venturus ET judicare vivos ET mortuos.
 Credo in Spiritum Sanctus,
 Sanctam Ecclesiam Catholicam,
 Sanctorum Communione,
 Remissionem peccatorum,
 Carnis resurrectionem,
 Vitam aeternam,
 Amen.”

I believe in God, the Father Almighty,
 Creator of heaven and earth,
I believe in Jesus Christ,
 His only Son, our Lord.
He was conceived by the power of the Holy Spirit
 And born of the virgin Mary.
He suffered under Pontius Pilate,
 Was crucified, died, and was buried,
 He descended to the dead.
 On the third day he rose again.
 He ascended into Heaven,
 And is seated at the right hand of the Father.
He will come again to judge the living and the dead.
 I believe in the Holy Spirit,
 The holy catholic Church,
 The communion of saints,
 The forgiveness of sins,
 The resurrection of the body,
 And life everlasting,
 Amen.



The only person clearly feeling uncomfortable is Orfed, even the poor relatives of the victim look hypnotized while the guy screams in pain and is set fire.

If the players want to interrupt the ritual or do something, let them do so and face the villagers fury, Orfed would fight alongside the players.

T+5 => Communal dinner is held after the services. The food is very modest, there are some corn bread, and potato soup with basically no potatoes in it.

T+6 => Right after the dinner Orfed tells the players he is suspicious that Newman is influencing Nicolas thorough witchcraft, and since he has arrived the village is damned.

T+10 => When everyone is sleeping Newman and Nicolas remove the burnt body from the stone cross and take it throughout their secret passage on the square. If by any chance they notice that the players are looking at it, they won't do it.

T+11 => Inside the passage they are dressing their new burnt body while Newman casts spells that allow him to speak with Demons. They start to perform a ritual and purple grasshoppers start to fly from the statues mouths while a bright green light emanates

from the newly dressed body.

THE END

This is probably enough to get you going, throw the players there and let them do what they want. Will they set the village free of witchcraft? Will they let these guys do their business? It is up to them. If the players kill Nicolas and Newman, will the village really believe they were involved with witchcraft? For sure all of the witchcraft and demonic effects will vanish when both Newman and Nicolas die. How would the players make the best out of this situation?

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INHUMAN INSTRUMENTS OF PAIN

Dungeons are famous for many things, mostly because of the treasures hidden inside of them, but also for the dangers that block the path of those looking for gold and glory such as creatures and monsters willing to eat the adventurers alive while the whole party scream horrified once their companion's blood spills all over them. But of course these are dungeons for kiddies who are expecting to have a great time in a Hot-sunday-afternoon.

Real-deal-big-brass-balls dungeons normally contain a pack of cool shit like: tools created to cause enormous levels of pain or even kill adventurers who are not being careful enough, weird items which can be taken by the PCs so later on they find out to be very powerful items that will also fuck them up when used and riddles and puzzles that would block their path until they decipher the secret hidden in its gears or die trying.

Bellow you will find a list of useful instruments to put inside your dungeon, they are a big stew of traps, riddles and puzzles to test your players capacities. Enjoy!

THE BONE BREAKER

1# On the top of the door there is an inscription, the following sentence is carved there:

Be careful with them
They bite and snap
Your fingers will twist
in a terrifying act

Two to left
One to the right
Twice as many ahead
Don't forget one less behind
(2Left1Right2Ahead1Behind)

2# On the door there are two holes on next to the other, those are the keys to open the door. It is necessary to put both arms inside of them and grab two levers that are inside the door and in the middle of the mechanisms. The levers should move in the correct directions and in the correct order in order to open the door and deactivate the trap. If the character using the levers pulls or pushes them in the wrong direction or wrong way, everyone present will see the gears crushing and ripping and mashing the character's hands, no Save necessary, roll 1d6 damage. The



hands of the character are ruined, he won't be able to hold a sword or any other kind of weapon, and if we are talking about a magic user or cleric then he won't be able to cast any spells until full recovery of the hands (4d4 weeks if treated by a witchdoctor, alchemist or cleric / 6d4 weeks if not treated correctly with a 50% chance of have his hands ruined for his whole life).

3# A translucent door. It is possible to see many gears, strings and different kinds of mechanisms working nonstop within the door, most of the parts moving have dark and red stains just like the two holes on the door. On the floor there are pieces of bones and rotten human parts like fingers, hands and such.

The door is unbreakable but not the gears inside of it. If the characters stomp too much on it, it may break the mechanisms triggering a percentage roll. 50% or less and the door is locked forever, 50% or higher and every tentative of opening the door will result in the character's hands being chewed. The door has 20 Hit Points.

THE BRONZE BEAST

There is a huge bronze bull in the center of the room, the door of the place

is locked and seems impossible to be opened because there is no place to fit a key only a bull head carved on it with two holes where the eyes should be.

1# It is like a small trapdoor located in the bull's ass, it fits one person only and it will close and lock automatically once someone passes through it. This door will only open again when the someone gets the bull's jaw opened.

2# A small string mechanism activated when the trapdoor in 1# is opened, it turns the #3 on.

3# When 2# ignites 3#, a hole is opened bellow the bronze bull revealing a constant flow of lava that will heat it. Referee should open a timer and count 10 minutes, after this time has passed everyone inside the bull will take 4d4 damage per round.

4# Both eyes of the beast are big diamonds used to open the door of the room, each worth 1.000 Silver Pieces. They are difficult to be unstuck from the bull's face but surely can only be taken from the inside.

5# Mechanism made of gears and strings that will work to open the bull's jaw once the character inside finds out how to open it.

6# Leather purse connected to a silver



string. If pulled will automatically open the bull's jaw, once dropped the mouth of the beast will violently close snapping any finger or hand lying inside of it. Putting something like a dagger or stick of wood vertically inside of the mouth to leave it open won't work once the jaw mechanism was made in such a way that it will apply an amazing strength to anything inside of the mouth. The thing about it is, the only way to leave the mouth open is by using the leather purse, it can be stucked to somewhere, or filled with something to work as a counterweight. It needs at least 8 pounds to open half of the mouth.

THE DEVILISH MOUTHS

1# The trigger of the whole trap. A thin string connecting one wall to the other close to the floor. Anyone who is not paying attention when entering this room may trigger it if fails in a Save vs Breath.

2# Floor reverted with tiles with circular pattern all over it. Once the trap is triggered all circles on the floor will open, just like dozens trap doors, and everybody should Save vs Breath or feel their feet falling through the holes. The circles will then close locking everyone to the floor.

3# A Riddle painted on the wall above the Exit Door, which is locked. It says: "Two is more than enough and they don't use it. Better hurry and lend the eight of them before it's too late."

4# Demon faces. Their mouths will open when the trap is triggered, and a thousand hungry insects will infest the room. Placing both hands in both eye holes will close their mouths, but it is necessary to close the four mouths so the door opens and the holes free the characters.

5# A huge barrel full of honey lies on the top of this corridor, with small sprinkles on the top connected to the barrel. Once the trap is activated, the honey will start dripping all over the characters making the insects infest their bodies, causing 1d2 damage every round. The insects will not just eat the honey but also try to enter every hole in their bodies: mouths, eyes, ears, nose, ass...

THE HELLISH STRINGS

The thing about this trap is that it will make players stop for a while to think what they should do, it can be even funnier if they have to pass through this room in order to reach an important part of the dungeon. I'm thankful to Brendan from Fullmetal RPG who



enlightened me with this magnificent idea and converted a too-generic-trap into this really deadly-globe-of-death.

1# This room is pitch black with no support for torches. In the center of it lies a big ocular globe, this is the trigger. The globe is photosensitive and the simple action of opening the door with a light source like a lantern or torch will be enough to trigger it.

2# Really fucking sharp mithril strings, so sharp it can actually cut iron and steel. Small hooks are all projected from the globe's base, spreading strings all over the room in random directions every time a light source enter this room. To touch these strings will cause 1 point of damage, anyone walking towards them receive 3d4 damage. If the character keeps going it will receive 3d4 damage per round while walking in the middle of this cursed razor maze. Once the light source has left the room, the mithril strings will retract to the globe's base.

THE SNAPPING THRONE

This is more like a desperation trap than anything else, and it is a good way to cause some tension in your players once the victim will rely on the party to keep her alive long enough so she

can read the clue that shall free them from the torment.

1# This is the door the characters have to open in order of getting out of the room. The door is made of stone and has a squid bulb wearing a big crown depicted on it, on the center of the crown there is a much smaller version of the same big crown, this is the key to unlock the victim who sat on the chair, and can be taken from the door only when the two staffs are rearranged in the right position. The staffs are positioned bellow the squid bulb. One of them has the format of an Ankh and the other the shape of a question mark (yes, just like the Egyptian gods use to carry). The staffs are stucked to the door but can be spun to the right or left with a little effort of the player using it. It won't get out of the door as it is connected to a mechanism inside of it. Once the players spin them in the right direction it will unlock the door and drop the small crown from the top of the squid's head.

2# This is the real deal in this room, a chair melted and fixed to the floor, an object of pure evil and corruption created with one objective only: To Kill. The chair seems made out of skin and flesh, and it is. Once someone sits on it, it will lock the person by wrapping the victim's arms and legs with flesh. An Inhuman and rotting hand will



pop out of it and hold the victim's head pointing it to the room's ceiling where the victim will be able to read something that may help them to solve this big puzzle. The chair holds the ghost of every one who has ever died on it. 345 souls. These ghosts will try to feed on the adventurer sitting on the chair. 2d4 ghosts will pop out of the chair's texturized flesh as undeads. They cannot be completely disconnected from the Chair and won't necessarily project their full body to the outside in order to inflict injuries to the PC, some may just pop out in the shape of a big mouth, others in multiple arms or claws, the description is in charge of the referee. All undeads have the same stats. To stop the ghosts' actions it is necessary to place the crown from the door on the victim's head. Doing that will banish all of them to within the chair.

Zombies within the Chair
AC 10, Move 0', Hit Dice 1
HP 3, 1 Bite or Claw attack
causing 1 point of damage.

3# The words "*The eternal life points to the west but the royalty is leaving the south*" (The Ankh points to the west/ The Crook staff points to the North) are written in a greenish color that is easier to read in the dark, if the party is carrying more than one source of light the victim should succeed on a langua-

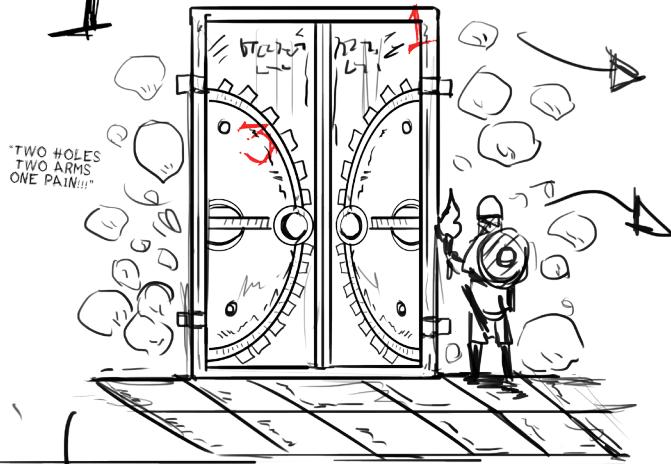
ge test in order to understand what is written.

4# On the floor there is a very aged mark depicted in a mosaic, it is a wind rose and is big enough to cover the whole floor. Character won't notice it unless they specifically ask for what image is being depicted on the floor. The rose shows where is the north only, all the other points are so aged that the picture got destroyed.

INNHUMAN INSTR

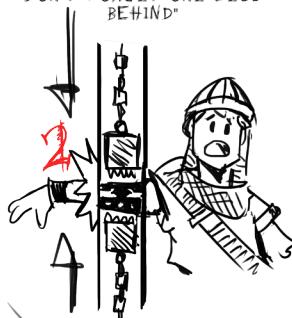
"The Bone Breaker"

1



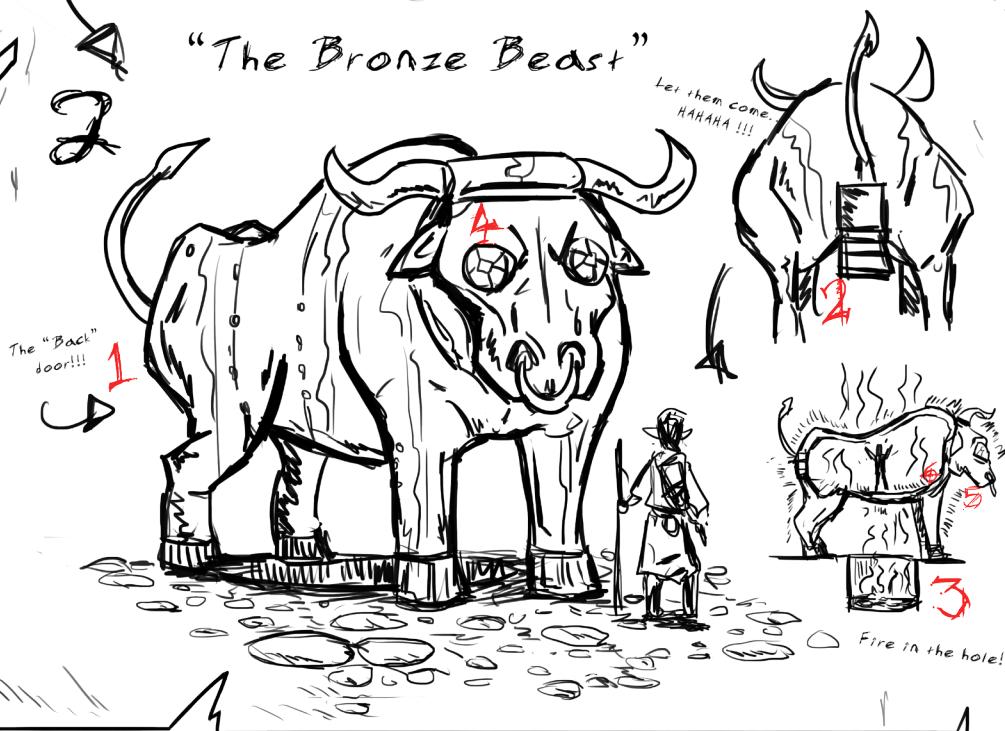
"BE CAREFUL WITH THEM
THEY BITE AND SNAP
YOUR FINGERS WILL TWIST
IN A TERRIFYING ACT"

"TWO TO LEFT
ONE TO THE RIGHT
TWICE AS MANY AHEAD
DON'T FORGET ONE LESS
BEHIND"



"The Bronze Beast"

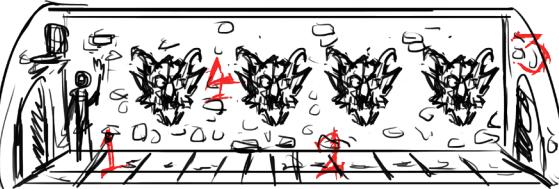
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INVENTMENTS OF PAIN

"The Devilish Mouths"

3



If one hell mouth don't do the job... Just add 2... or 3... you devi!!!!



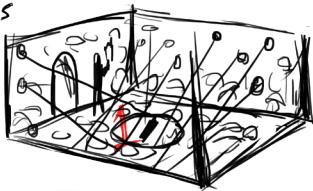
BOOOHH!!! HAHAHA!!!!



The "Honey pot"

4 "The Hellish Strings"

Watch your step...
Or go blinded...
Your choice...



Sleep time...



5

Need a hand??
Or maybe
hands!!!

"The Snapping Throne"



The "puzzle door"



"My king... of Fools!!! HAHAHA!!!

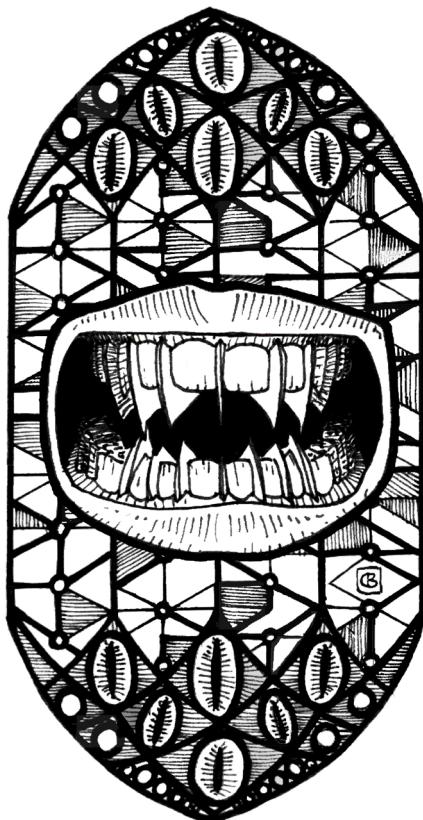


TOOLS OF MAYHEM AND CHAOTIC DESTRUCTION

Magical weapons are objects forged in the very soul of oblivion. The nihilistic spirits are put to work when one of these pearls are ordered through the contact with the elderly entities who inhabit the outskirts of our existence, therefore none of those devices shall be created with the mere purposes of increasing damage or any other mundane reason. Now, for your personal delight... or doom, here is a list of terrible apparatus to increase the demonic aura during your games.

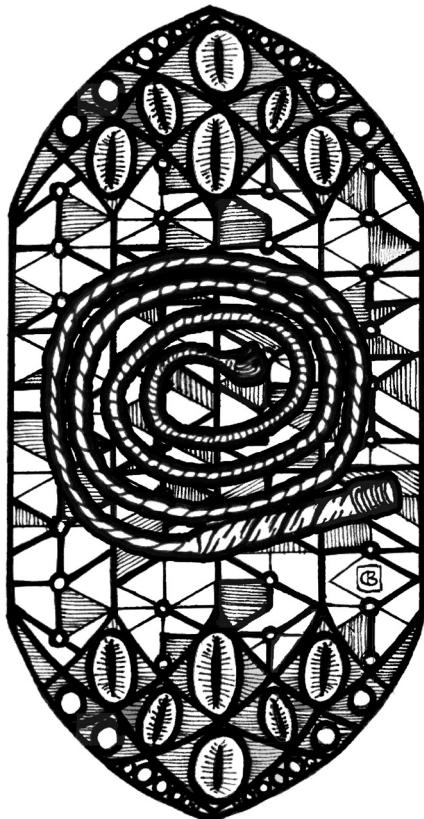
GRILLS OF SATANIC DOOM

Forged in the flames of hell by Mammon himself, this object is an extra layer of pure gold to be worn on the top of one's teeth. They depict sharpened fangs, all of them marked with the 16 demon lord's sigils. The golden layer is really sharp and any bite attack would cause 1d6 damage ripping the flesh of the victim and also triggering a save vs poison. In case of failure the victim will start to bleed badly (1PV per round during 1d6 rounds). Now this is just the first effect of it, once these grills had been cursed by the hands of Mammon, it will drain every HP taken from the enemy and transmute them into gold pieces. Those pieces need to be vomited by the user of the Grill right after the victim's death, causing 1d4 of internal damage to the user's body. The Grills of Satanic Doom will also cause a curse upon those who dare to bear it. Every time one uses it to at-





tack, kill or simply intimidate it will trigger a terrible fever. The user now has -1 to all rolls involving abilities that require the attention of the character (such as Search, Tinkering, etc... It's really up to the Referee to decide), and will also have a 20% chance of having 1 PV drained forever and vomited in form of a copper piece, for the bearer's soul worth less than anyone willing to confront him. The fever will pass 24 hours after the user has taken the grills off.



CHAOTIC WHIP OF NIHILISTIC PAIN

This whip was owned by one of the most terrifying marquis of the Kingdom, he was a slave lord and used to use the cruelest and most creative punishments against his slaves, mostly using this whip. All the dreadful energies generated from such horrendous practices melted into the marquis' weapon transforming it into a receptacle for the souls of the wretched. The whip is made out of black leather with eerie details on the base depicting faces with different features, all seem to be yelling in agony. It cause 1d6 damage to any armor class 12 creature and 1d4 damage to higher armor classes (even the plate armor ones, once the attack would also cause internal damage) and would slash the flesh of the enemy in every hit leaving a dark stain to the skin, when that happens the victim should save vs magic and succeed, otherwise it will be possessed by one of the spirits of the slaves punished by the marquis. Once possessed, the victim will attempt to blindly attack anyone close to him in a wrathful rampage of bloody rage compressed inside the weapon for years. The rampage will take 1d4 rounds, by the end of it the spirit will seek for the bearer of the whip. If the revenant can't find the user he will simply be freed from his torment and his soul will be absorbed by the void,



otherwise if he sees the bearer of the whip, he will promptly attack him until the bearer is dead or the receptacle is destroyed.

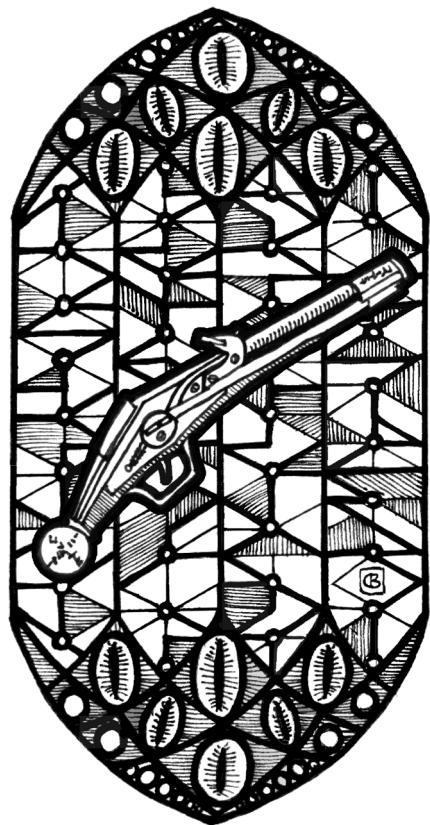
Once all souls have been freed from their torment, the Whip becomes a generic one, loosing the magical properties, decreasing damage to 1d4. The souls of the wretched trapped inside the whip had their own personalities which had their main characteristics boosted during the time inside the whip, roll and cross the personality of the awaken revenant.

1d6	Name and Persona
1	Guinevere / Relentless Rage
2	Ezequiel / Horrendous Sorrow
3	Zachariah / Defiant Grudge
4	Suzannah / Blind Wrath
5	Anna / Depressive Fear
6	Antonietta / Nauseous Misery

Revenant

Armor is the same as the receptacle, Move 90', 4 Hit Dice, 18hp, two attacks using the receptacle's weapons, Morale 16.

Does an extra bite attack causing 1d4 damage and triggering a save vs breath or be knocked prone.



PISTOL OF OCASIONAL DISRUPTION

For decades Akhlo Al Azif, the most infamous of the warlocks from Alcalá, searched the antique and forgotten crater created by an ancient god who fell on the planet during an extra-dimensional war. The god had lost the war and his body fell with such power that melted all life around it. The body of the god slowly became a statue of an



unknown metal, never seen by men, never seen by dwarf nor elf. After decades looking for the right place, Al Azif found the place of rest of the forgotten god. The Warlock of Alcalá melted parts of the elderly creature and separated it from the metallic body, he then took the samples and started his way back to Alcalá, but during the trip he ended up mugged, murdered and left to be eaten by the beasts of the desert. The thief who attacked him had no idea of what he had stolen and sold the metal really cheap to an artisan. The map made by Al Azif showing the right location of the god's tomb was sold by an even cheaper price.

The artisan who bought the metal thought it to be a type of alloy invented in the far east lands and used it to create a flintlock pistol. During the time he was creating such weapon, the artisan had horrendous nightmares which ended up inspiring him on the design of the gun. It is a fine crafted piece and once it was sold it passed hand-to-hand, until it got lost somewhere in the land of your campaign.

The gun absorbed the disturbing and chaotic energies emitted by the elderly metal and can cause the following events:

1# If the pistol is shot without the bul-

lets created from the same metal (which by now were all spent already), it has 30% chance of causing a reality disruption and rip the existence cloth, the bullet will disappear in the air triggering the same effect as a Summoning spell, but with completely random results and no possibility of controlling the creature who will pass to our plane of existence.

2# If the pistol is shot with bullets made from the same metal as the gun, the chance of causing the reality disruption increase in 55% (55+30=85%), and the mind of the bearer is taken by the Void putting him in contact with the outer realm. Treat the event exactly as the Summoning spell, even if the bearer is no Magic-user.

3# If the misfire happens, in any of the situations above, the weapon will disappear in the air and it will cause to open a small black hole to god knows where. Save vs Breath or be pulled by it. The Black Hole will be open for 1d6 rounds triggering a new Saving Throw every 3 rounds. The characters who were grabbed by the portal would have the character sheets taken by the Referee. The players can be told to create new characters. The gun was thrown in an aleatory part of the planet just like the characters. Roll in every beginning of session to see if the characters will be found, they have 3% chance of



being found wandering with memory loss. The gun in indestructible and causes 1d8 damage.



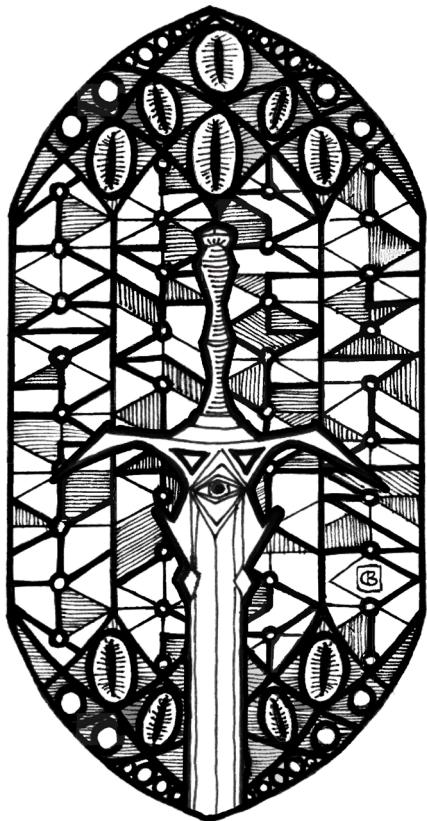
TEMPESTUOUS GAUNTLET OF OBSCENITY

This gauntlet is fine crafted with bronze, but by now it had already became greenish. It is a fine job and it seems really delicate. It depicts mermaid scales on the hand cover part and it has

a small metallic strings connecting it to five small rings in the format of goat horns. It was created centuries ago by a priest of Baccus in honor to Pan. It was used for rituals of fertility and in great bacchanals. It causes 1d8 damage when used for physical attacks.

Every time the user puts the gauntlet on she needs to succeed in a Save vs Magic, otherwise she will gain a goat physical characteristic for life, which couldn't be cured by any kind of spell, roll on the chart bellow to see what have changed in the character's body. If one fails more than 5 times in the Saving Throw, the character will become a goat and the player will lose the character. The goat will be a living womb and after 1d10 months Pan himself will rip his way through the goat's body and will be alive in our world once again. If you are playing a campaign, everyone, **EVERYONE**, have to Save vs Magic or become pregnant, men and women, having the children of Pan inside their belly.

1d6	CHARACTERISTICS
1	Goat eyes
2	Goat legs
3	Goat fur
4	Goat horns
5	Goat nose
6	Goatee



UNHALLOWED VORPAL OF IMPIOUS PROFANITY

Created by the hands of a rebel vestal who has fled from her abbey after presencing satanic rituals and demonic orgies between the priests, nuns and animals from the place. She became a blacksmith, and started to disguise as a man. The vestal got in love with a girl from the village she was living in, and the girl started to like the vestal, but once she discovered that the blacksm-

ith was no man, the girl started to spread rumors and stopped visiting the poor blacksmith. The village gathered to cast the vestal out of the village for she was a symbol of deception, perversion, lust, vice and immorality. The vestal heard about the raid and prepared herself for the it. She chose her finest blade to aid her and casted upon it the holiest of the blessings, soaked the steel in holy water and opened the doors of her house to confront the attackers. Every single attack against the villagers ripped a different part of their bodies. By the end of the attack she was the only one standing, covered in guts and blood. People never heard about her again, but they say the blade still exists although lost somewhere in the west.

The sword has a blackened blade and a beautiful red hilt. The blade does 1d8 damage if simply used, but if used by a Cleric or by any other human class, who would prey before using it, the blade is activated and will trigger a Save vs Magic in every combat it is used plus the following effects: Failure to the saving throw means the character's mind starts to be dominated by the ghost of the vestal who inhabits the sword. The character will have glances of the Vestal's story in every fail result. If the adventurer fails more than 5 times his soul is swapped with the vestal's the Vestal will gladly



abandon the Vorpal Sword in order to forget all the pain the instrument reminds her, and the character can only be freed from his prison once someone else fails in 5 saving throws while using the sword, in this case they would exchange souls.

Now, it is totally up to the referee and the player to decide if the player should roll for a new character or continue with his character shell dominated by the Vestal, in this last case the player should change his whole way of roleplaying the character.

Every critical roll is an automatic dismemberment from the chart bellow, the referee should be aware of the player's words once he has rolled a crit, if the player swear right after the result, like "Holly shit! A fucking 20!", then the target attacked receives instant death. The damage done against enemies during the battle is multiplied by 10 and converted in XP points.

Every fumble counts as an automatic fail to a Save vs Magic.

1d10

Dismemberment Table

1	Right Arm cut off
2	Open belly/spread out guts
3	Vertical slit dividing the hand and arm in two
4	Suspended Jaw
5	Broken and exposed ribs
6	Scalp and most of the skin on the top of the head
7	Four of the fingers from the weapon holding hand
8	Bursted Teeth
9	Foot divided into two parts, vertically
10	Severed Head (Instant death)



HUNTERS HUNTED

SETTING

Since the 1700's the American continent has faced an aggressive expansion. In the US, americans are dominating The West fast, sending adventurers and troops into the forests, crossing the Rockies and facing the unknown. During one of these explorations a very rare and unique disease was discovered. The Beast Fever, as it became well known inside the social circles. This disease started to offer a terrible danger to society itself and as a result, a group of people gathered to fight this evil, the Black Hounds group.

The Beast Fever was first discovered during the exploration of a territory in the Rockies. A group of explorers found a native tribe which was completely devastated. Bodies ripped off were lying all over the place, blood pools spread inside of every hut and children hanging from tree branches. The few survivors explained, while in pain and suffer, that monstrous creatures wander through the forests of these lands and sometimes they happen to encounter one or other village. Some of the explorers got infected without knowing so, just by having physical contact with the putrid blood or the flesh wounds of the survivors. These infected men returned to civilization

and after some days started to mutate into horrendous creatures that could only be conceived in our worst nightmares. They started to spread terror through the cities and towns nearby.

The disease started to be seen as a very serious threat to the continent, and so a group of brave people gathered to create a secret society known as The Black Hounds. They would put their services for sale and after some years a big part of the continent was cleansed of the terrors created by this malevolent sickness, but of course there is always far villages, cities and towns still suffering with this terrible disease. The Black Hounds offers their services for coin and would put contracts to be made with the biggest interested in cleaning an area such as a mayor, a sheriff or simply a bunch of townsfolk who are willing to pay so they wouldn't have to be locked up tight inside their houses in fear.



Long before the Black Hounds emerged from the adventurous elite, Politicians and royalist families tried to solve the problem by themselves. They contacted alchemists and doctors of the Sanctum Sanguine, an order of monks and scholars specialized in blood afflictions. They started to do their tests in homeless and outsiders, but their research didn't actually solved anything, instead it made things worse because then the cities and towns' outskirts and

slums got infected really fast because of some subjects who had escaped. The Best Fever can be spread through contact with the saliva or blood of infected ones, which includes bites. In case of contact the PC should Save vs Poison, in case of a success the PC's body fights the corruption in the blood or saliva and is freed of the infection, on the other hand if the adventurer fails he rolls in the following chart:

1D1

DESCRIPTION

- 1** The PC gets a strong fever and falls unconscious for an hour, after that he Saves vs Poison again.
- 2** The finger nails and teeth start to change grotesquely. 1 day until the full transformation.
- 3** Eyes become yellowish, tongue gets longer and skin gets slimy. 1 day until the full transformation.
- 4** The PC's face starts to get doggish features just like her hands and feet. 1 day until the full transformation.
- 5** The body starts to shrink, fangs and a creepy tail grow. 2 days until the full transformation.
- 6** Insect eyes spurs from the PC's face, the jaw drops and the tongue becomes some kind of giant needle. 4 hours for the full transformation.
- 7** The PC's intestines are expelled from his anus, covered in vermin like creatures, -2 to any non magic saving throw. 4 hours until full transformation.
- 8** Muscles grow ripping the PC's tissue, a random member grows even more in a disproportional way, -4 to all non-magic saving throws. 2 hours until the full transformation.
- 9** Several malformed members start to grow from random parts of the PC's body, The PC loses 5 points of dexterity. An hour until the full transformation.



10 Instant Transformation, it is painful, abrupt and permanent. Attack the nearest player. After being contaminated there are not many things to be done in order to reach salvation. Holy Water has no effect if used against the disease or the monsters and the Antidote created by some members of the Black Hounds will only postpone the transformation, but not cure it. When the mutation time has come, ask your player to roll 3x in the following chart and add the result of the chart above to describe his monstrous characteristics.





1D20

DESCRIPTION

- 1 Enormous and bloated belly, full of maggots. If hit would explode causing a Save vs Paralyze not to be infested by the necrotic vermin if failed save vs poison or become contaminated.
- 2 Top of the head becomes a huge mouth actually dividing the head in two parts. Bites causes 1d10 damage.
- 3 Yellowish pustules emerge within the PC's skin and skeletal wings rip her back.
- 4 The body is ripped into pieces while a new horselike body emerged connected to the human head. The head seems to be in constant agony.
- 5 The body gets elongated in very thin members and a huge beak rips the nose and mouth from the PC's head while black feathers grow all over the members.
- 6 Gigantic goat horns start to crack the PC's skull and grow wildly
- 7 Several eyes spur from the PC's back.
- 8 One of the PC's members will grow in size 5x the normal size exhibiting thick veins and ripping the skin tissue.
- 9 The PC becomes a wolf-man creature without any skin, with the muscle tissue completely exposed.
- 10 Hundreds of teeth emerge within the PC's mouth, cracking the skull and deforming her face.
- 11 Thousands of holes are opened all over the PC's body, similar to maggot hole infections.



- 12 A vertical mouth sets place on the PC's belly, when it opens it is possible to see thousands of teeth and the intestines moving like a snake.
- 13 Thick and greenish fur starts to grow from the PC's skin.
- 14 A huge blood sac grows from the PC's crotch, it is empty and shranked but it will grow red every time the PC feeds.
- 15 Multiple tentacles emanate from the character's face from inside every small skin hole a tentacle is born.
- 16 The PC's head falls off and a big meat ball full of pseudopods grows in its place.
- 17 Necrotic skin. Pustules, pox and wounds starts to spread all over the PC's skin.
- 18 Bone spikes rip the PC's tissue pointing to all directions. This is a deformation of the character's bones causing -3 to her dexterity checks.
- 19 The character's eyes will drop from her face and new pitch-black ones will raise in the same place of the old ones. It is possible to see in the complete darkness now.
- 20 Fungoid features start to grow within the PC's body. Being close to it is enough to trigger a Save vs poison or be contaminated through aspiration of spores.

THE BLACK HOUNDS

They are a group of people who decided to unite to fight the foul monsters who were destroying civilization. The Black Hounds is considered to be a Secret Society emerged from the elite of the eastern towns, they used their coins to develop different equipment and tools used to fight the foul beasts. They also have



developed a way to get services in exchange for silver using contracts honored by law. The contracts are used in exchange as the treasure-gathering mechanic to level up. There are different kinds of contracts which would result in different quantities of coins.

The Player Characters are Black Hounds, they would normally start at the lowest rank but if the referee decides the opposite it is completely up to him and his players. By ending contracts and bringing bounties it is also possible to grow within the Black Hounds society, ranking up means having the possibility of grow socially and maybe even becoming part of the elite in big cities, so the prestige of the Black Hounds is well known. There are 4 different ranks inside the society of these bounty hunters, each one will enable the PC to get a certain amount of coin, and new social possibilities, they are the following:

#1 Recruit (0xp): Welcome to the Black Hounds! Now go clean the stables and the cesspool, maybe if you behave we can get you a small contract so you can kill something and some of the basic gear so you will not die in your first day.

#2 Blooded (10.000xp): Ah! I see you lost your virginity! Good, very good. Why don't you take one of these small or medium contracts? We promise the money will be good! Maybe we can even get you a badass title when you walk with us during lunch time.

#3 Veteran (100.000xp): Well, you have seen some things, yes sir! And those scars show that you know what you do. Choose one of those hard contracts in order to enlarge your safe and maybe get you a new place up the hill the the big city. If you want to travel bearing our colors to recruit new members go ahead! They will get you 25% of everything they win, just like Lary Key or Herbalive.

#4 Pack-Leader (1.000.000xp): Oi sir! Everything went fine during your absence, there are some great opportunities to do a great feat today such as killing a really fucking huge beast that is roaming the outskirts of that small town, or maybe you could discuss with the other leaders of the Black Hounds a new place to build a new base! Don't forget the meeting with the politicians, you are now a big shot.

There are 4 different kinds of contracts: The small ones, medium, hard and



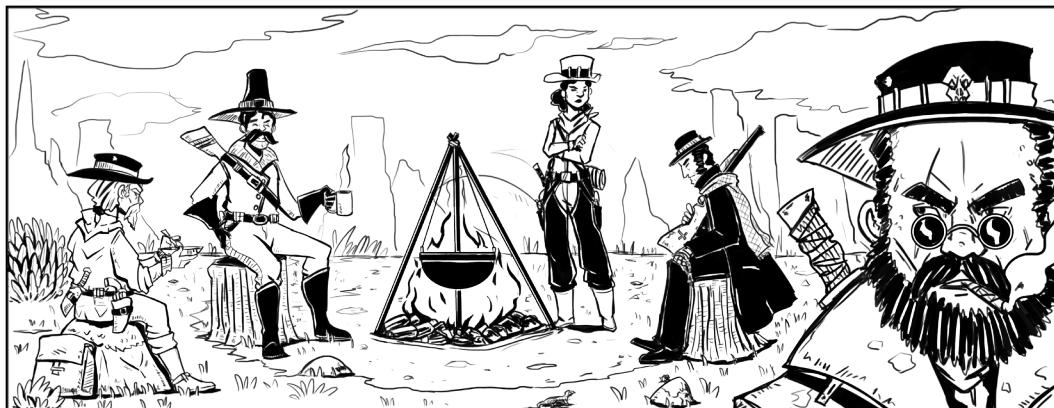
finally the great feat contract. The difference between them is only related to difficulty level.

SMALL contracts normally takes part in killing 1 to 5 beasts and bringing their heads to the Black Hounds QG, or investigate a small place where Beasts have been seeing roaming the area. It pays amounts of silver that vary from 30 to 500 pieces.

MEDIUM contracts may involve the rescue of someone from an infected area and/or the killing of 5 to 10 creatures, maybe even dealing with some kind of cult who have been breeding such monsters. It pays amounts of silver that vary from 800 to 10.000 pieces.

HARD contracts are always related to the rescue of 3 or more people in a very dangerous area, recovery of some kind of object in areas completely taken by the mutation, and killing of 10 to 20 creatures. It pays amounts of silver that vary from 50.000 to 200.000 pieces.

GREAT FEATS are no ordinary deeds. To do a Great feet means doing something mythical such as killing 30 or more creatures in one mission or escape from a big town, dominated by the disease with the cargo safe. It pays amounts of silver that vary from 500.000 to 700.000 pieces.







Tools for Hunting

Type	Quantity	Note	Price	Rank
Ammo pack for revolver	30 rounds		15 Silver Pieces	Recruit
Ammo pack for scattergun	12 shells		15 Silver Pieces	Recruit
Rounds pack for rifle	20 rounds		15 Silver Pieces	Recruit
Bandoiler	1 unit for 1 gun	Can be used in any kind of gun to round down the reload time	15 Silver Pieces	Recruit
Quicksilver jacket	1 flask for 5 rounds	+2 damage against beasts	15 Silver Pieces	Recruit
Acid round flask	1 flask for 5 rounds	Causes 4d6 damage during 4d4 turns	15 Silver Pieces	Recruit
Black powder grenade	1 grenade	Causes 4d6 damage and -2 to dexterity checks until fully recovered	15 Silver Pieces	Recruit
Antidote	1 flask	Postpone the mutation for half of the time taken to completely transform the victim	15 Silver Pieces	Recruit
Hunter's gear	1 set of hard leather armor coat	+2 to AC	15 Silver Pieces	Recruit



Tools for Hunting

Type	Damage	Capacity	Distance	Price	Rank
Revolver	1d6	6 bullets	50' / 75' / 100'	30 sp	Recruit
Scattergun	1d4 / 2d4 / 1d4	2 shells	10' / 30' / 60'	50 sp	Recruit
Rifle	2d6	5 rounds	50' / 100' / 300'	80 sp	Blooded
Gunblade*	1d6	1 bullet	10' / 45' / 75'	50 sp	Blooded
Gunshield **	1d0 / 1d6 / 1d4	5 bullets	25' / 50' / 75'	80 sp	Warrior
Tesla *** Rif	3d6	3 charges	50' / 100' / 300'	700 sp	Warrior
Portide **** Blaster	2d4	1 charge	50' / 100' / 300'	3000 sp	Pack Leader

TOOLS FOR HUNTING

The Black Hounds are packed with the finest crafted guns and weapons, most of them completely experimental, and a bunch of them never yet tested. The craftsmen and alchemists who are part of the group are working daily to create new ways to protect their hunters from these terrible beasts.

Above you will find two chart of different equipment available for the different ranks within the Black Hounds, these are completely adaptable according to the referee and the players. The Black Hounds are packed with the finest crafted guns and weapons, most of them completely experimental, and a bunch of them never yet tested. The craftsmen and alchemists who are part of the group are working daily to create new ways to protect their hunters from these terrible beasts. Above you will find a chart of different equipment available for the



ranks within the Black Hounds, these are completely adaptable according to the referee and the players.

Penalties: Medium range -2 to hit, Long range -4 to hit.

Misfire: If the player misses the shot there is a chance in 10 of jamming the weapon, the projectile backfires or it hits the adjacent target.

Reload: Revolvers, Scatterguns and Rifles take a full round to be reloaded. Gun blades and Gun shields take 2 rounds to be reloaded. Tesla Rifles and Particle Blasters take 3 rounds to recharge their energy.

*A Gunblade is a long sword with a revolver as the handle.

**A Gunshield is a rifle that when activated works as a metal umbrella and adds +1 to the PC's armor class.

***The Testa Rifle was invented by a scholar. It pulls its energy charges from the atmosphere itself. It fires an electrical beam of energy and every time it is recharged there is a 1 in 8 chance of burning its reactor and becoming useless.

**** Found inside a metal ship which had fallen from the skies, this gun is big as a rifle. The Blaster shots green light beams which disintegrate any kind of solid object, it also pulls its charges from the environment but has a 1 in 6 chance of burning the reactors turning it into a bunch of useless junk.









THE HUNTING GROUNDS

Finally we present you different scenarios to be used in the contracts where the PCs will have to face in order to complete the contracts and get their bounty. The following are only ideas and clearly can be modified or simples used as an inspiration.

#1 The Old District - This is an area of a big town which was completely dominated by the Beast Fever. The responsible for the place, politicians, the police and even the families with a big influence, have ordered to be shut and barricaded, so it is closed and sealed. Terrible screams can be heard at night and people are always yelling for help.

#2 The Swamp - It is a big area around a major city or village and it is really close to the city's slums. There are lights of bonfires at night and chants that are hear throughout the City, rumor has it a group of cultists go there at night to worship an old statue, and doing so calm down the beasts.

#3 Farmlands - Once a full of crops, food and cattle, area but now a completely deserted place. It is the main source of food from the villages and cities nearby it. There are stories of shadows roaming this region so no one dare to step on it anymore.

#4 Sewers - Below the big cities there is a whole world waiting to be explored. Creeping and crawling in the dark of the sewers there are the worse kind of abominations, the result of the Beast Fever with alchemical experiments, what will happen when those tunnels stop working properly?

#5 The Ruined Monastery - Monks, scholars and priests who were first researching the disease tried to cure some of the informs, but those days have long gone, and since those days the monastery's gates have been closed. Nobody really approaches the place once fouls screams and noises can be heard from outside of it.

#6 The New Village - Many people have moved to this deserted land looking for gold, silver and other valuables to be mined from the earth, that's how a small community started in the west, but people have been missing and others started to be really sick. Big animals have been seen roaming on the outskirts of the village.







